Project Title :	KEEP Learning for Life: Knowledge & Education Exchange Platform 2.0
Leading University :	The Chinese University of Hong Kong
Participating UGC-funded University(ies) :	City University of Hong Kong, Hong Kong Baptist University, The Education University of Hong Kong, The Hong Kong Polytechnic University, The Hong Kong University of Science and Technology, The University of Hong Kong
Project Leader(s) :	Professor Irwin KING Kuo-chin, Associate Dean (Education), Faculty of Engineering; Professor, Department of Computer Science and Engineering, The Chinese University of Hong Kong

Technology is becoming more and more important to university-level education, especially in Hong Kong. Teachers want to use technology more in their classrooms using videos, online quizzes, mobile devices, while students who use technology in all other areas of their lives expect the same in the classroom. However, there are still challenges to using technology in education. KEEP (Knowledge and Education Exchange Platform) is supported by The Chinese University of Hong Kong (CUHK) along with other university partners to overcome these challenges to facilitate the inclusion of technology in education in Hong Kong. KEEP 2.0 plans to develop a system that focuses on three traits: cohesiveness, connectedness, and collaboration. The focus on these three traits will facilitate electronic content development using technology, make tracking data simpler, and build a community of users who can help one another. KEEP 2.0's objectives are to: (1) develop tools to help convert, share, and search for content between platforms; (2) connect the different university technology systems to facilitate the use of the tools without having to access different systems; and (3) build new technology on top of the existing platform so that teacher

can use new teaching methods such as analytics and virtual reality. The outcomes of the KEEP 2.0 project include: (a) the ability for teachers to make electronic content easily from existing content; (b) the ease for new users to sign up, log in, and begin using new tools provided by KEEP; and (c) simple access to charts and graphs for teachers which show how students are interacting with electronic content. The project will also make sustainability an important consideration by finding good revenue-generating models.