



# 香港仔浸信會呂明才書院

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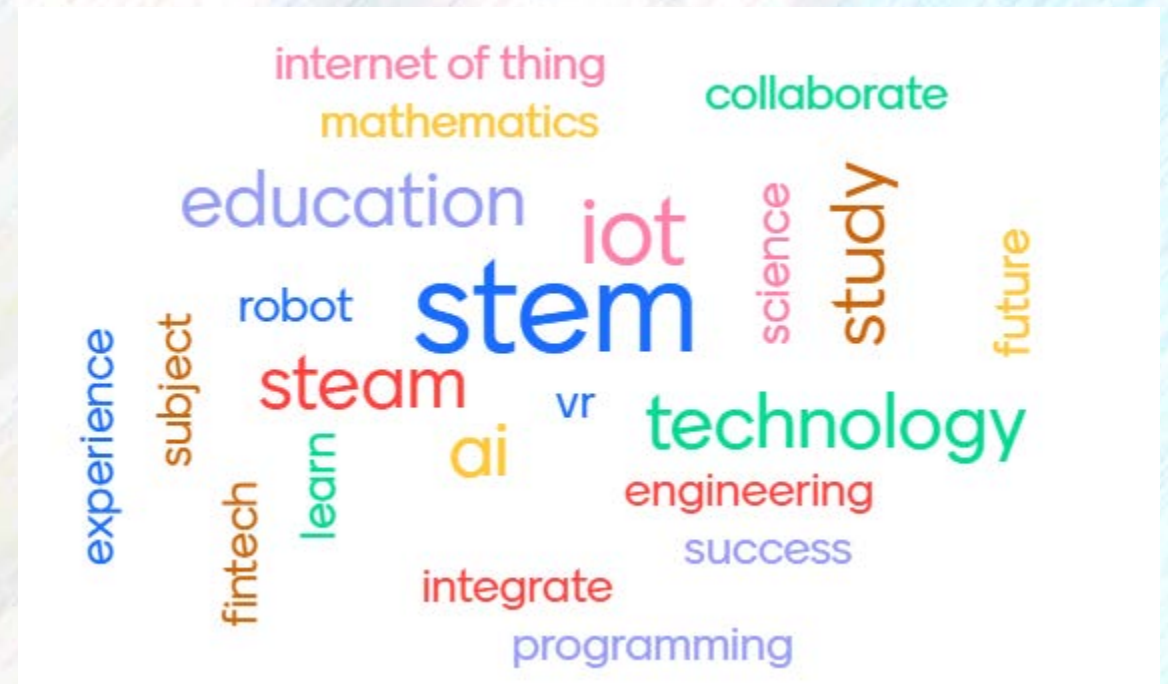
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羅嘉俊老師  
STEAM教育統籌  
電腦科主任

# 學校簡介

- 位處於南區
- 重視創新科技和STEAM教育發展
- STEAM活動室(物聯網)
- 校本STEAM課程
- Microsoft AI Pilot School
- 機械人學會



# 把金融科技帶到課室



## 2019至20財政年度 政府財政預算案

“79. 我們亦會鼓勵學校推行科普教育，為培養本地的科技人才鋪路。我會動用五億元，在未來三個學年推動「中學IT創新實驗室」計劃，向每所資助中學提供一百萬元，讓他們自行購置所需的資訊科技設備和專業服務，以及舉辦更多相關的課外活動，加深同學對嶄新資訊科技的認識，例如人工智能、區塊鏈、雲端運算、大數據等，務求在中學階段已為年輕人建立良好的資訊科技基礎。除提供財政資助，政府資訊科技總監辦公室（資科辦）會成立一站式專業支援中心提供協助。”

# 把金融科技帶到課室

- 對象學生：高中選修ICT學生
- 日常生活
- 興趣 vs 學得好
- 工作
- 目標：
  - FinTech
  - Python
  - A.I. Chatbot
  - Information Scraping
  - Data Analysis



Financial Market  
Information Scraping



Financial Chatbot



Financial Data  
Analysis

# 教育夥伴

- FinTech知識
- 課程和教材
- 時間



# Mr. Dylan Kwan, Caprikon Education Guest Speaker



**Dylan Kwan**

**Co-founder & CEO**



# **Fintech: Where HK's pillar industry meets technologies**



# Overview



**Fintech Projects**



**Teaching the Basics of Blockchain**



**Teaching Finance via Board Games**

# Financial Market Data Web Scraper



**yahoo!**  
finance

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NasdaqGS - NasdaqGS Real Time Price. Currency in USD

**150.00** +0.01 (+0.01%) **150.01** +0.01 (+0.01%)  
At close: 4:00PM EST After hours: 07:59PM EST

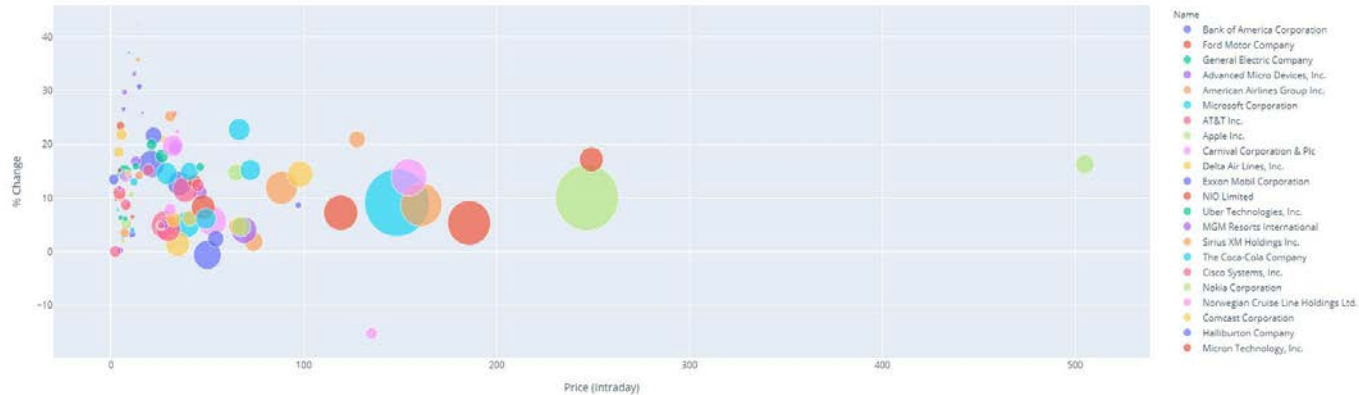
[Summary](#) [Chart](#) [Conversations](#) [Statistics](#) [Historical Data](#) [Profile](#) [Financials](#) [Analysis](#) [Options](#) [Holders](#) [Sustainability](#)

Time Period: [Nov 16, 2020 - Nov 16, 2021](#) Show: [Historical Prices](#) Frequency: [Daily](#) [Apply](#)

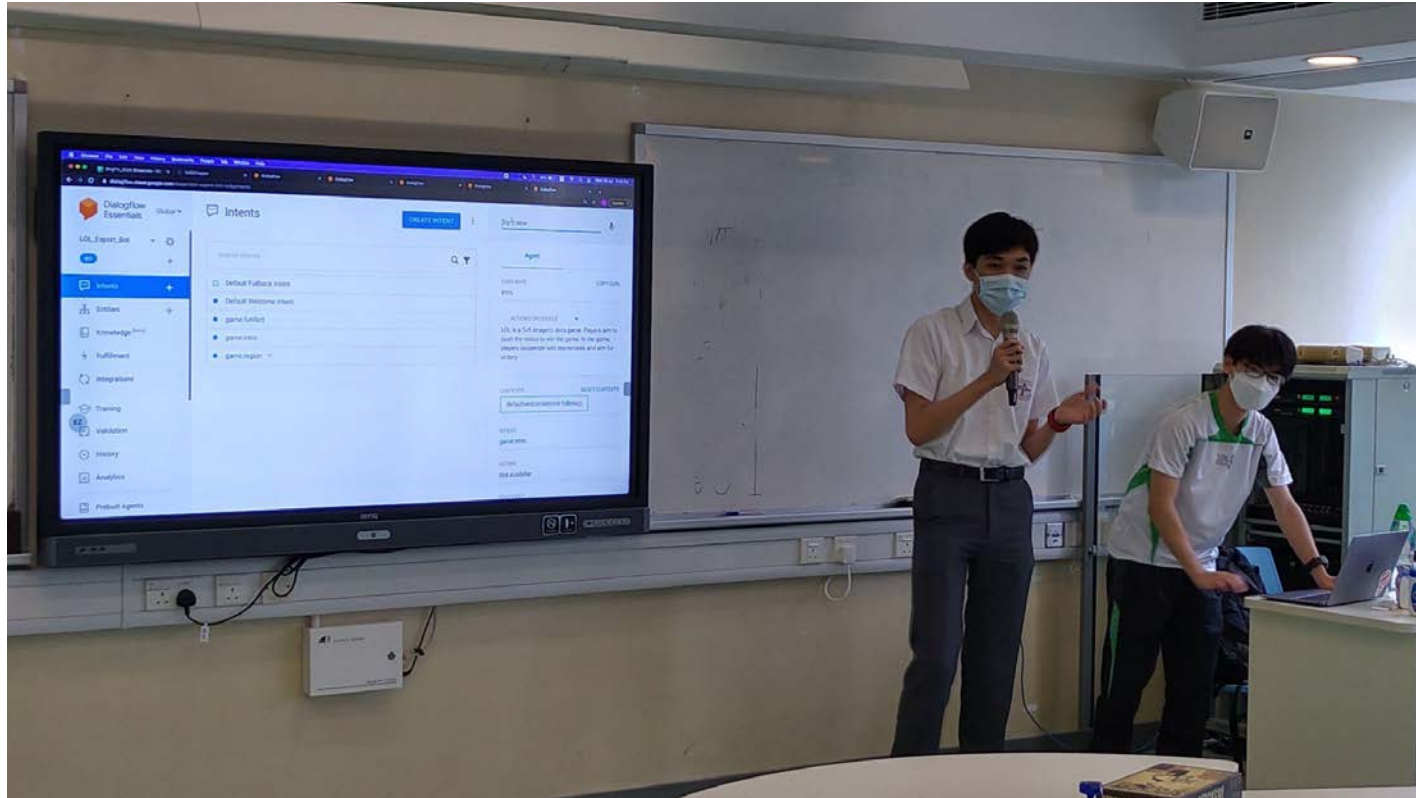
Currency in USD [Download](#)

Date	Open	High	Low	Close*	Adj Close**	Volume
Nov 15, 2021	150.37	151.88	149.43	150.00	150.00	59,077,700
Nov 12, 2021	148.43	150.40	147.48	149.99	149.99	63,632,600
Nov 11, 2021	148.96	149.43	147.68	147.87	147.87	41,000,000
Nov 10, 2021	150.02	150.13	147.85	147.92	147.92	65,187,100
Nov 09, 2021	150.20	151.43	150.06	150.81	150.81	56,787,900
Nov 08, 2021	151.41	151.57	150.16	150.44	150.44	55,020,900
Nov 05, 2021	151.89	152.20	150.06	151.28	151.28	65,414,600

# Financial Market Data Web Scraper



# Bank Chatbots



# Overview



**Fintech Projects**



**Teaching the Basics of Blockchain**



**Teaching Finance via Board Games**

# NEW: Blockchain Simulation Workshop



# Overview



**Fintech Projects**



**Teaching the Basics of Blockchain**



**Teaching Finance via Board Games**

# 1. INCOME & EXPENDITURE

## How it works:

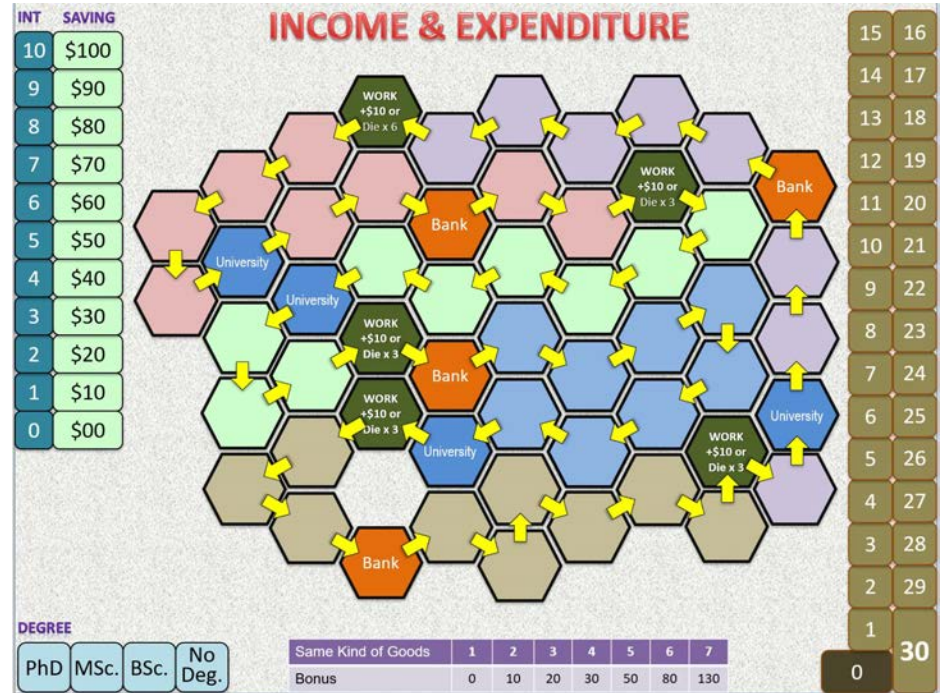
- Work or save to earn money
- Purchase items (with a value attached with each of them) with money
- The item value accumulates
- The player with the highest value wins

## Strategies:

- Long Game vs Short Game
- Study at university for additional opportunities
- Save money with the bank to earn interest

## Financial Concepts:

- Financial goals (short term vs long term)
- Active vs passive income
- Risk and return
- Financial Freedom



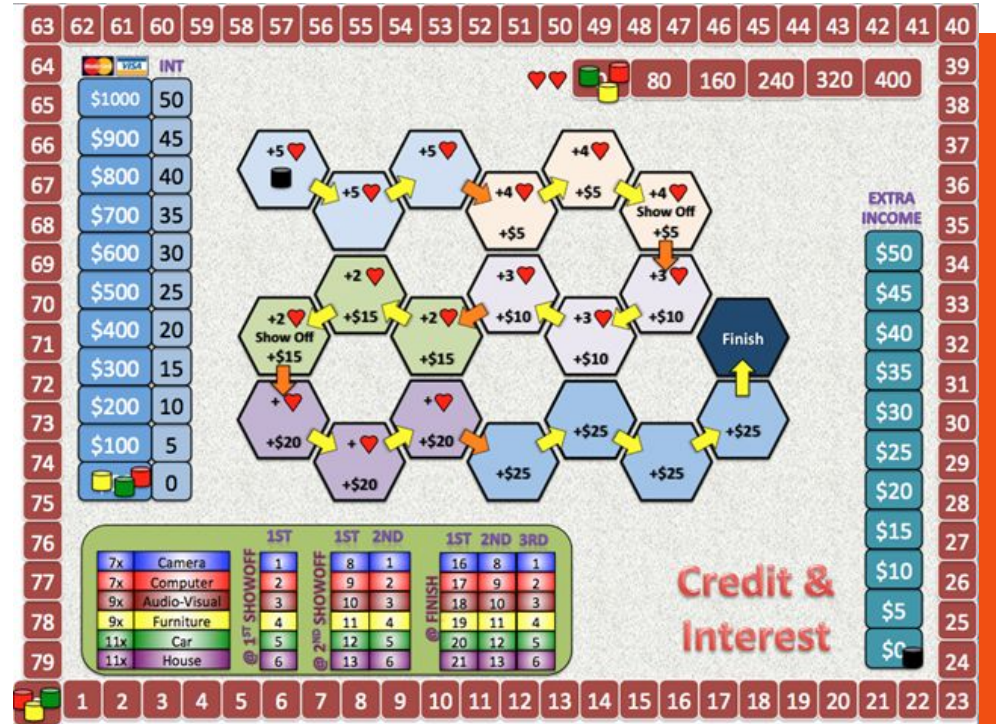
# 2. CREDIT & INTEREST

## How it works:

- Player purchases goods that give player satisfaction points from the good purchased, early purchases give more satisfaction points
- Money comes from cash flow per round
- If you don't have enough cash, you can borrow money, wherein interest is accounted for
- At the end of the game, the player with the most satisfaction and able to repay all debt is the winner

## Financial Concepts:

- Interest rate (reasons & determinants)
- Time value of money
- Business investments



# 2. CREDIT & INTEREST



# 3. STOCKERY - HOW STOCK MARKET OPERATES

## How it works:

- The stock market starts and stock prices move up-and-down. You can profit from the market simply by buying low and selling high. Watch the transaction fee which can significantly eat into your profit.
- You can also earn income through dividends issued by companies you are holding and other investment opportunities available in the market. However, you should not over-invest because you may need urgent cash to support your expenses.
- Being the major shareholder also allows you to exploit the cash reserve of the company to benefit yourself.
- The person who can obtain the maximum wealth at the end of the game is the winner!



# 3. STOCKERY - HOW STOCK MARKET OPERATES

## Game Flow - 4 steps each round:

1. **Determine market movement:** roll the Market Movement Die and move the Market Position Marker
2. **Trading phase:** the players take turns to buy and sell share cards
3. **Major shareholder actions:** the major shareholder of each company (if applicable) carries out his/her actions
4. **Event phase:** draw and execute an event card

## Financial concepts:

- Characteristics of different stocks
- The importance of being patient
- Opportunities to privatise
- Risk and return
- Time value of money



# CLASS STRUCTURE



**Game Introduction  
& Play**



**Debriefing**



**Play again!**

# Overview



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# Build up students' technology skills at ICE Challenge

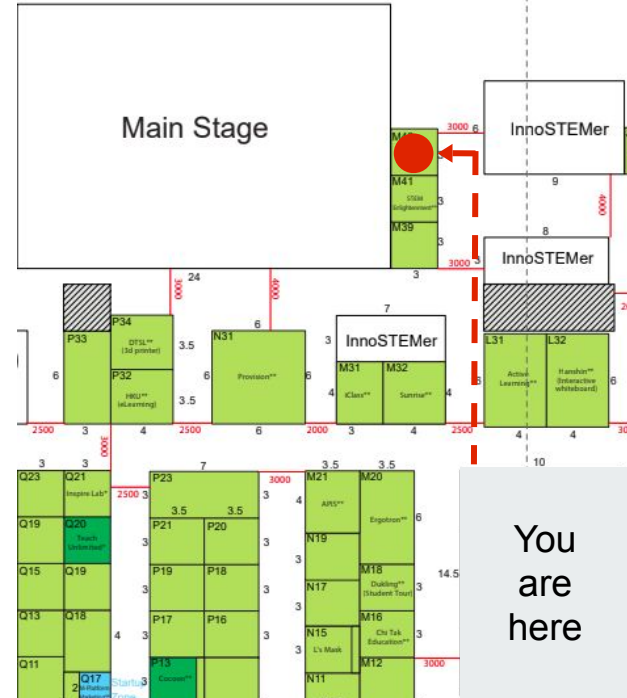


# Next Steps

Let us know your interest!



Visit our booth (Booth no. M43)



Keep in touch @ WhatsApp: 6521 9562