



香港浸會大學  
HONG KONG BAPTIST UNIVERSITY



DEPARTMENT OF  
COMPUTER SCIENCE  
計算機科學系

Industry Talk Series

業界講座系列



**SPEAKER 講者**

Mr. HUANG Xiang 黃翔先生  
CTO, GALA Sports Ltd  
深圳望塵科技有限公司 CTO

# E-Sports, Development and New technology in Game Industry

## E-Sports、遊戲產業發展與新技術



11 Oct 2018 ( Thursday ) 3:30 – 5:00pm

2018 年 10 月 11 日 ( 星期四 ) 下午 3:30 – 5:00



LT1 (SCT501), Cha Chi Ming Science Tower, Ho Sin Hang Campus, HKBU

香港浸會大學善衡校園查濟民科學大樓LT1 (SCT501)

With the popularity of personal computers, video games have gradually become a mainstream form of entertainment and profoundly changed our society. The new technology developed by the game industry has also had a tremendous impact on many other fields. For example, E-Sports was featured as a demonstration sport in the 2018 Asian Games in Jakarta, Indonesia. This lecture will explore how the game industry will evolve as technology continues to evolve, and how the latest cutting-edge technology developed from the game industry can transform the human society.

電子遊戲隨著計算機的普及逐漸成為一種主流娛樂方式，對人類社會產生了深刻的改變，遊戲行業所研發的新科技也對許多其他領域產生了巨大的影響。電子競技(E-Sports)更在2018年印尼雅加達亞運會成為示範項目。本講座探討隨著科技的繼續發展，遊戲產業將如何演化，遊戲行業最新的前沿科技如何改變人類社會。