

## Press Release

For immediate release

### Cyberport supports Hong Kong esports teams to train at Ulsan, Korea

Hong Kong, 19 December 2019 – Cyberport is dedicated to the development of Hong Kong's esports industry and the nurturing of esports talent. For the first time, Cyberport's Esports Industry Facilitation Scheme sponsored two of Hong Kong's esports teams to receive professional training overseas. Twelve Hong Kong League of Legends (LoL) players joined the debut of the "KeSPA Academy Global Camp 2019", jointly organised by the KeSPA and the City of Ulsan, to improve their competitive tactics and skills, strengthen their teamwork, and enhance their professional esports capabilities. At the same time, the players competed against other top Asian esports players to gain experience and to hone their skills.

The five-day training camp was held from 14 to 18 December at Ulsan, Korea. Taking part were 50 players, who represented eight teams from Korea, Taiwan, and Hong Kong. The 12 players from Hong Kong included members of the *Hong Kong Attitude (HKA)*, the local esports team that competed at the League of Legends World Championship and reached the round of 16, and *Ebunny 88*, a local all-girls esports team. Both teams also sent their coaches along to join the dedicated sessions for coach.

The organiser of the training camp, KeSPA, was set up by the Korean government to promote and develop esports. The training camp invited some of Korea's top esports personalities to serve as instructors, including the coaches of DragonX, a professional esports organisation of the League of Legends Champions Korea (LCK), lecturers from the Korea National Sport University, and representatives of KeSPA.

The instructors provided systematic training to the players and the coaches and focused on four areas: techniques, psychology, physical fitness, and social skills. The training aims to enhance the players' abilities in visual control, gear selection, response to adversity, decision-making, endurance, and communication. Teams were assigned to groups and team members to other teams to play against one another. The objective was to help the teams hone their techniques and abilities through practice. The training of the esports coaches covered coaching effectiveness and player management, and it strengthened their understanding of the psychological and physical changes of players and on managing player well-being.

**Eric Chan, Chief Public Mission Officer of Cyberport**, said: "Cyberport is committed to spearheading Hong Kong's esports development. In addition to launching the esports venue at the Cyberport Arcade earlier this year, we are actively supporting the industry to cultivate talent, organise events, and conduct overseas exchanges and promotion through the Esports Industry Facilitation Scheme. For the first time, we have arranged for Hong Kong's esports players and coaches to take part in an overseas training camp. The systematic and world-class professional training that they received improved their combat tactics and career skills and enhanced the overall competitiveness of the Hong Kong teams. Going forward, we will continue to identify and

capitalise on new opportunities and arrange for more Hong Kong esports teams to attend overseas training and international competitions.”

**Fuyu, a member of Ebunny 88 who joined the training**, said: “The training was highly inspiring. Being able to play against professional teams, such as Korea’s T1 and Hong Kong’s HKA, offered us plenty of valuable experiences. We also learnt a lot from their teamwork, map awareness, and exceptional skills.”

**Skywalk, the Head Coach of HKA**, pointed out that managing player’s psychology is one of the key challenges for coaches. He considered the parts of the training related to social skills, emotions, and stress management, and the discussions on career transitions and personality development to be most useful for training players in the future.

When asked what Hong Kong players should do to rise to the next level, **Expression, a coach of the Korean esports team DragonX**, said: “For professional esports players to sharpen their skills, they will need to understand gaming data analytics and to undergo intensive training. At the same time, they must improve their map awareness and exercise agility, faster responses, and teamwork when they carry out their tactics.”

Cyberport launched the Esports Industry Facilitation Scheme this past April to offer financial support to enable esports groups to organise a variety of industry activities to support industry growth. These include esports competitions and events, training activities, educational programmes, and other outbound business exchanges and development activities. Additionally, Cyberport launched the Esports Internship Scheme to subsidise esports employers to provide various internship placements, cultivate talent for the industry, and offer internship opportunities to eligible young persons who are keen to join the esports industry. Both schemes are open for a new batch of applications. The deadline for submission is 13 January 2020. For details, please visit the [website of the schemes](#).

**Photo captions:**



Photo 1: For the first time, Cyberport’s Esports Industry Facilitation Scheme sponsored local esports teams to receive professional training overseas, joining the first “KeSPA Academy Global Camp 2019” that was jointly organised by the Korea e-Sports Association (KeSPA) and the City of Ulsan.



Photo 2: On behalf of Cyberport, Terence Leung, Senior Manager of Esports and Youth Team (left), handed out certificates to local esports players who participated in the training camp.



Photos 3 and 4: The training camp targeted four areas - techniques, psychology, physical fitness, and social skills and offered participants an all-round training, which will empower them to take on different kinds of esports competitions.

For high resolution photos, please download via [this link](#).

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## About Cyberport

Cyberport is an innovative digital community with around 1,500 start-ups and technology companies. It is managed by Hong Kong Cyberport Management Company Limited, which is wholly owned by the Hong Kong SAR Government. With a vision to be the hub for digital technology thereby creating a new economic driver for Hong Kong, Cyberport is committed to nurturing a vibrant tech ecosystem by cultivating talent, promoting entrepreneurship among youth, supporting start-ups on their growth journey, fostering industry development by promoting strategic collaboration with local and international partners, and integrating new and traditional economies by accelerating digital transformation in the public and private sectors. For more information, please visit [www.cyberport.hk](http://www.cyberport.hk)

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