

AMA UGC Teaching and Learning PALMS Project has won 7 International Educational Awards



Dr. Fridolin Ting (left) with the PALMS team at the Wharton-QS Reimagine Education Conference and Awards in London, England on 10 December 2019

Congratulations to Dr. Fridolin Sze Thou Ting and his team of UGC Teaching and Learning Pedagogic and Active Learning Mobile Solutions (PALMS) Project who have received 7 international educational awards recently as recognition for their contributions to innovations in STEM tertiary education.

The Wharton-Quacquarelli Symonds (QS) Reimagine Education Awards & Conference, 08-10 December, 2019, London, United Kingdom

The Reimagine Education Awards – the ‘Oscars’ of Education’ – reward innovative approaches that enhance student learning outcomes and employability. AMA’s team received 3 awards in this prestigious event, including:

1. Silver Winner in the "Natural Sciences" Discipline Award Category for "PALMS Project for STEM Tertiary Education"
<https://www.reimagine-education.com/discipline-2020-award-winners-2/>
2. Bronze Winner in the "Hybrid Learning Innovation" Award Category for "PALMS Project for STEM Tertiary Education"
<https://www.reimagine-education.com/hybrid-learning-2020/>
3. Bronze Winner in the "ICT Tools for Learning and Teaching" Award Category for "YoTeach!"
<https://www.reimagine-education.com/ict-teaching-learning-support-2020/>

EduTech Asia Awards, 05 November, 2019, Suntec Convention Centre, Singapore

EdTech Asia Awards recognize and promote edtech companies, organizations and individuals from Asia that have demonstrated innovative approach and sustainable impact on education. This year, 3 of the awards went to AMA's team:

1. Gold Award in "Best Classroom Technology Solution" Category for "PALMS Project"
2. Silver Award in "Best EdTech Solution" Category for "PALMS Project"
3. Silver Award in "Ed Tech Leader (Tertiary)" Category for Fridolin Ting

Details: https://twitter.com/edutech_asia/status/1191744751768178690



Drs. Fridolin Sze Thou Ting and Ronnie H. Shroff (left 3 and 4) represented the team to attend the EdTech Asia Awards 2019 Presentation Ceremony

The 5th e-Learning Excellence Awards at the 18th European Conference on eLearning 2019, 07-08 November, 2019, Aalborg Universitet København, Denmark

1. Bronze Award Winner for "YoTeach! A Backchannel Chat App with Machine Learning for Symbol and Math Handwriting Recognition for use in STEM and non-STEM Subjects"



Details: <https://www.academic-conferences.org/conferences/ecel/ecel-future-and-past/>

About the Award Winning Mobile App *YoTeach!*

Designed to enhance “Question and Answer” Pedagogy in STEM, *YoTeach!* is the only existing backchannel educational app with a multi-user collaborative drawing whiteboard and machine learning for Math symbol and handwriting recognition. It allows teachers and students to handwrite mathematical expressions on their mobile devices, and instantly recognizes and automatically converts the handwritten expressions to text using a LaTeX handwriting recognition software engine. By simply creating a room and then setting a password, students can join a chatroom via a URL or QR code generated by the instructor. There are over 18,000 users per month internationally at its peak, 350,000 discussions/messages sent on its platform and 16,000+ discussions rooms created since its launch in March 2018. URL: <https://yoteachapp.com/>



About the PALMS project

Funded by the UGC Funding Scheme for Teaching and Learning Proposals, Dr. Ting and his team have initiated a project entitled “Developing Active Learning Pedagogies and Mobile Applications in University STEM Education” with an aim of improving students’ overall learning outcomes through active learning. Under this project, the team partnered with CUHK, HKU and HKBU and developed 13 active teaching pedagogies, mobile applications and platforms, with approximately 35,000 international and local users (students and teachers) per month. The project objectives include:

- Increasing students’ overall learning outcomes through active learning;
- Exploring and developing active learning pedagogies to increase student engagement in STEM higher education;
- Developing an online platform to promote and encourage wider adoption of active learning among Hong Kong STEM instructors;
- Using and improving quantitatively rigorous and valid methods to evaluate the impact of active learning strategies on student learning outcomes in STEM (science, technology, engineering and mathematics) education; and
- Adapting existing or developing new mobile applications to enhance active learning.

In addition to *YoTeach!*, AMA’s team has developed 2 other applications namely *Badaboom!* and *The Cell Game*. These technologies successfully engage students in active learning, and also serve as platforms for knowledge sharing and dissemination. For further information, please visit the following URLs:

PolyU’s PALMS: www.palms.polyu.edu.hk

Badaboom!: www.badaboom.hk

Cell Game: <https://the-cell-game.com/cloud>

----- END-----