

Enterprise Solutions

Gold Award

Application Name I' M CARD

Team Members: Samuel Heo, Phoebe Fung, Parson Ho



("Instant Multimedia Card") is a versatile solution for ensuring personal data is quickly and accurately communicated, stored, organized and easily located when needed via a centralized server with a touch on the mobile phone. It intends to solve problems on the existing paper business cards and personal contact information storage.

Basically, **iM CARD** composes of a web-based service and J2ME software on the mobile phone connecting to a centralized database. Registered user can create his/her own virtual card storing personal details in a centralized server. This virtual card is transmitted securely via GPRS and ready to be viewed by the business partners, friends and relatives on the J2ME phone.

Silver Award

Application Name Outworker

Team Members: Lai Tsz Wai, Ching Lap Sze, Liao Yik Fong Yvonne

The main objective of Outworker is to provide a dynamic and flexible schedule at any time. In order to meet the customers' chosen time and minimize the traveling time of the workers, the automated scheduler plays an important role in our solution.

Outworker consists of three parts, they are the J2ME component installed handset, an online customer service center and a web based administration system. The field workers use the handset for job assignment, reporting job status and enquiry the previous records of the customer. Customers can login the online customer service center to add booking by choosing the available time slots given by the scheduler and trace the estimated arrival time of the worker. Records (e.g. worker in charge, finished day, etc) will be kept and updated in the database and can be checked in the web based administration system.

Bronze Award

Application Name Flow2Me

Team Members: Johnny Poon, Louisa Lee, Leonard Poon

Flow2ME is an enterprise workflow management system, consisting of a J2ME user interface (UI) component running on mobile phones and a generic workflow engine running on J2EE servers. The J2ME UI component has three major functions that allow task assignment, fulfillment of these tasks and monitoring the activities using the mobile phone.

Flow2ME delivers work intended for a specific user or group of users through the Mobile Worklist. When the intended user selects an item, the relevant workflow and task data is displayed and allows the user to make decisions related to the data, influencing the logical direction in which the process will flow. The Mobile Workflow Monitor provides a real-time graphical view of a specific workflow. The Mobile Electronic Form, or E-Form, can be extended and enhanced to collect data from the user. E-Form delivers online management information to the applicable roles within an organization.

Infotainment Applications

Gold Award

Application Name HANA

Team Members: Lai Kam Ho, Hui Ling Tung, Au Wo Yip

“HANA” divides the growth of flowers into 4 periods, namely seed, child, growth and mature. Each period will have a specific numbers of turns to govern the flower growth. To make the game more realistic, it includes more than 10 different variables and comprises of 2 categories for planting a flower.

Besides the game part, another characteristic for “HANA” is the addition of interactive issue. Mobile users can send the planted flower together with the wordings through MMS, e-mail or e-card during different flower periods.

Silver Award

Application Name VStar

Team Members: Maurice Mo, Alan Chung, Alec Leung

Vstar, short for “Virtual Star”, contains a series of different mobile applications in information and games through many customizable trendy and lovely Vstar characters

All the Vstar applications support offline mode with basic features as well as online mode, with more enhanced features, more fun. Vstar applications are intelligent which can smartly download only the data needed to be updated as to reduce redundant data transfer / traffic. The players can surf for mobile information cost effectively.

Bronze Award

Application Name MOTOSTAR

Team Members: Hugo Tung, Mandy Lo, Alex Yung

Player acts as an agent to train an ordinary girl into a super star in 100 game weeks. The game will end with various endings such as model, singer and pop star, depending on how the player trains the character.

To reach an ending, the game character must be trained on her attributes to reach certain levels. Here, 9 attributes are provided. In this game, 4 types of game activities can be arranged to the character. They include training, shopping, working and resting. These activities will help to build up some of the attributes while reduce some other attributes' levels. Besides predefined game activities, player can optionally connect to our game server by GPRS to get some random events to increase the variety of the game contents.