



Mr HUI Tin Ho

Founder and director, Medmind Technology Limited

Nathan is an active social entrepreneur with a passion to advance the healthcare system with technology. He majored in biotechnology in university and he is the founder of Medmind Technology and 852 Social Lab. Medmind Technology a healthtech startup developing a gamified platform for elderly service which is incubated by Hong Kong Science Park and secured fundings from Social Innovation Entrepreneurship fund, universities and corporate funds. 852 Social lab is a newly formed social enterprise to tackle the current Covid-19 by manufacturing public health products for NGOs and the disadvantaged.

He had previously founded another social innovation startup in the healthcare industry, using AR and machine learning to help the diagnosis of heart diseases. He also acts as a technology consultant with NGOs to innovate their service.

Before his devotion into the startup community, Nathan had notable achievement in sales and marketing areas at a multinational pharmaceutical company, particularly in the public education of mental disorders.

Topic: Connect generations with smart and healthy Mahjong

To promote age-friendly Communities and intergenerational collaboration, we organise this event to mix traditional intelligence with technology in the new era. We hope to improve the socialisation of younger and older generations, and promote a socially-inclusive city.

NeuroGym is a gamified cognitive training platform which uses an interactive and fun experience to encourage continuous training and monitoring of cognitive functions, and reduce risks of getting dementia.



許天浩先生

醫念科技有限公司創辦人及總監

許天浩是一位致力利用科技改善醫療的90後社會創業家。他在大學時主修生物科技，亦是兩間社會企業的創辦人。「醫念科技」是一間是由香港科學園培育的醫療初創公司，主力研發創新科技產品，以推廣樂齡生活和社會共融。例如「腦有記」是為長者和復康人士而設的遊戲訓練平台，客戶包括各社福機構、地產發展商、醫管局、學校、政府部門等，並曾獲得社創基金、香港科學園、不同大學和跨國企業基金的支持。另外，「852公社」是因應新冠肺炎疫情而建立的社企，生產公共衛生產品送給有需要人士和社福機構。

Nathan曾創立另一間初創社企，使用AR和機器學習來幫助診斷心臟病，現亦擔任不同NGO的技術顧問。

在投身社會企業前，Nathan曾在一家跨國製藥公司擔任銷售和市場工作，並在精神疾病的公共教育方面取得突出成就。

題目：智能健康麻雀 - 連結世代

為推廣長青共融及全民健康，是次活動讓一眾長者及年輕人合作參與智能麻雀競技，融合傳統智慧及新一代科技，提供一個跨代互動新體驗。

目的不單可擴闊長者和學生的社交圈子，更可推動青少年積極參與社會服務，從而學習人際相處，亦將快樂帶給長者協助，共創年齡友善的和諧社區。

我們研發的「腦有記」遊戲化認知訓練系統，主要以遊戲化體驗及數據分析，提供有趣而可持續的訓練及認知能力監察，和預防腦退化。