Challenge for Innovation Incubation Award (Alibaba International)

Challenge Name	Co-creation with AI	**Design Type**	Product Design
Background	In the era of deep integration between the digital economy and artificial intelligence, the cultural tourism industry faces the dual challenges of preserving traditional culture while expressing it in a way that resonates with younger generations. Meanwhile, the retail industry is undergoing a digital transformation from “traffic-driven” to “content-driven” models. In cultural tourism scenarios, content such as traditional intangible cultural heritage and regional culture urgently needs to break through the one-way dissemination model, utilizing AI technology to achieve dynamic, interactive storytelling. In the retail sector, the rapid growth of cross-border e-commerce has created a massive demand for marketing materials, but traditional design models face challenges such as high labor costs, weak cultural adaptation, and slow creative iteration. Taking Alibaba International Digital Commerce Group’s technical capabilities as an example, the design abilities of D.DESIGN and the e-commerce DNA of Pic Copilot provide foundational support for these two major scenarios: In the cultural tourism field, AI models can be trained based on regional cultural databases to transform elements like Dunhuang patterns and traditional opera masks into dynamic digital collectibles and interactive cultural maps. In retail, AI workflows can achieve a one-stop process of “product images – AIGC scene integration – generation of multilingual copywriting – localized delivery”, solving the marketing challenges faced by small and medium-sized cross-border e-commerce businesses across countries and cultures. The industry urgently needs to build a “cultural understanding + technological tools + business loop” integrated human-machine collaboration model, where AI is not just a content generation tool but also serves as a cultural decoder and business value amplifier.		

Requirements	Human-machine co-creation in cultural tourism; Intelligent reconstruction of retail materials This challenge encourages participants to explore the concept of "human-machine co-creation" in two distinct scenarios. Cultural tourism scenario: Use AI to give traditional culture a modern expression by deeply integrating historical heritage and regional characteristics with AI technology; Retail scenario: Leverage AI technology to address the need for large-scale production of retail creative ideas, and explore how intelligent tools can empower product design, marketing content, and user experience. With AIGC as a technological cornerstone, and starting from cultural tourism or retail scenarios, the goal is to build a new paradigm for human-machine collaboration. Participants can approach the creation from the following dimensions: Identify the pain points in the industry from a unique perspective. Use tools like Comfy UI to build problem-solving workflows. Design and develop small but powerful AI tools and workflows to empower cultural tourism and retail industries. Here are some angles to explore: [Cultural tourism scenario] ● How can we conduct marketing promotion of Chinese traditional culture and local culture through AI applications? ● Is there a mature and reliable methodology for AI to use cultural elements? ● Research and application development on the creative marketing content preferences of different audiences from a cultural perspective. [Retail scenario] ● How can different industries in retail enhance the matching efficiency of "people-goods-venue" through AI? ● How can major traditional retail countries use AI to cope with the impact of online shopping and transformation? ● Study of cultural differences in retail scenarios across different countries and the application of AI.

Evaluation Criteria	Commercial value, innovation, design completeness, implementability, humanistic care				
Core Technology	AIGC	**Application Fields**	Cultural tourism/retail	**Target Users**	No restrictions (applicable to B2B, B2C and B2G)
Attachments					
Industry Mentor	Zhao Yi (Head of D.DESIGN) Huang Guanxun (Head of PicCopilot)				
Proposing Enterprise	Alibaba International Digital Commerce Group			**Location:**	Hangzhou
Website	https://d.design/ https://www.piccopilot.com/				
Company Profile	[D.DESIGN] D.DESIGN, Alibaba's domestically developed creative design software, combines cutting-edge AI technology with professional design tools. It is committed to providing a one-stop creative platform for designers, artists, and creative professionals. By integrating features like an AI-powered drawing generator, it enables users to easily create high-quality design works and artistic illustrations, significantly improving the efficiency and quality of creative output. In addition, D.DESIGN supports the creation of various types of creative content, including but not limited to graphic design, UI/UX design, and product visualization. This promotes the development and innovation of the entire creative design industry, while driving the digital transformation and industrial application of related sectors. The technology has been awarded 35 national invention patents and 4 software copyrights, positioning it at the international forefront of industry technology.				

	[Pic Copilot] Pic Copilot is an AIGC image tool developed by Alibaba's international AI team. Its purpose is to provide a full-process AI marketing material solution for cross-border and overseas merchants, ultimately boosting product click-through rates (CTR) and conversion rates. Leveraging a massive product information database, Pic Copilot has trained image models that present the most visually appealing product images. Pic Copilot not only offers a wide range of e-commerce templates with high CTR, but also provides various AI-powered commercial photography capabilities, such as virtual try-ons and AI models. By closely collaborating with top overseas designers, it allows users to easily obtain customized and exclusive product marketing images. Simply upload a product image, and Pic's intelligent AI will generate the main image, model shots, or marketing images that align with the product's style. Each image is meticulously trained through data, with one goal in mind: to enhance product click-through rates and drive sales growth.

Challenge for Innovation Incubation Award (BrainCo)

Challenge Name	Innovative Design for Brain-Computer Interface Application Scenarios	**Design Type**	Product + Interaction
Background	With the maturation of technology and the reduction in costs, brain-computer interface (BCI) technology is gradually transitioning from the laboratory to diverse real-world applications, becoming a core component of next-generation smart devices. It is steadily revolutionizing the way we interact with the world. However, significant challenges remain in hardware comfort, interaction naturalness, and scenario adaptability. For example, the medical research field urgently requires high-precision flexible devices to improve diagnostic/therapeutic accuracy and patient compliance. Neuroregulated prosthetics need breakthroughs in bionic neural interfaces and adaptive socket design to optimize motor rehabilitation experiences. Daily life and industrial scenarios focus on BCI-AI integration innovations to explore applications like non-intrusive sleep intervention, cognitive training, and robotic teleoperation. Through systemic innovations in hardware miniaturization, humanized interaction, and universal scenario adaptation, BCI technology can be truly integrated into healthcare, daily life, and production to build a more efficient and natural human-machine symbiotic ecosystem.		
Requirements	Address the limitations of current brain-machine interface (BCI) products in hardware design, interaction design, and scenario adaptability, while expanding the scope of potential applications. You can choose a topic from the following fields: (1) Medical research (confidential): Optimize the hardware and interaction design experience of BCI devices for depression screening, pain intervention, ALS patient interaction, rehabilitation of autism in children, and cognitive training for the elderly, and enhance the precision, compliance, and user-friendliness of software and hardware devices. (2) Smart prosthetics: Propose innovative solutions to improve prosthetic socket comfort, aesthetic inclusivity and diversify muscle rehabilitation training based on the company's existing products. (3) Intelligent living: Explore the broader and more practical		

	applications of brain-machine interfaces and artificial intelligence in everyday life and industrial scenarios, such as: sleep intervention, emotional regulation, weight management, and smart interaction control. Innovations in life/industrial scenarios are not limited to product design, but can also include spatial design and service design.
Evaluation Criteria	(1) Problem quality: Focus on specific scenarios and users, and innovatively define problems. (2) Design quality: Propose innovative solutions to the problem, considering utility, aesthetics, and user experience. (3) Technical feasibility: Solutions should be technically feasible and achievable within 2 years. (4) Application value: Demonstrate both commercial and social value, with potential for further promotion.
Core Technology	Brain-computer interface (BCI) technology
Application Fields	1. Medical research (depression screening, pain intervention, interaction for ALS patients, autism rehabilitation, elderly memory and cognitive training, etc.) 2. Smart prosthetics (3D printing and flexible socket design, bionic hand skin design, interactive content design for motion rehabilitation training, etc.) 3. Intelligent living (sleep intervention, emotional regulation, industrial control, smart home interaction, etc.)
Target Users	Medical research field: Individuals with depression, ALS, migraines, autism, ADHD, elderly cognitive impairments, etc. Smart prosthetics field: Individuals with disabilities and those with motor impairment Intelligent living field: No limitation on the target users; encourage the exploration of new scenarios and users
Attachments	1. Introduction to BrainCo and its current product line (publicly available)

	2. List of collaborative incubation topics for innovative design for brain-computer interface application scenarios (publicly available) 3. Detailed introduction to BrainCo's medical research projects (non-disclosure agreement required) Note: Attachment 3 must be sent after signing a non-disclosure agreement or delivered through online/on-site presentations. Attachment 1 and 2 are public information.		
Industry Mentor	Yang Zhaoyi, Design Director of BrainCo		
Proposing Enterprise	Zhejiang Qiangnao Technology Co., Ltd.	**Location:**	Hangzhou, Zhejiang Province
Website	**https://www.brainco.cn**		
Company Profile	Founded in 2015, BrainCo is the first Chinese team selected by Harvard Innovation Lab and a global leader in non-invasive BCI technology. Currently, BrainCo has raised approximately USD 300 million for R&D, making it—alongside Elon Musk's Neuralink—one of the two most highly funded companies in the global brain-computer interface sector. The two stand as leading players in their respective fields: BrainCo in non-invasive interfaces, and Neuralink in invasive technologies. BrainCo is also the first brain-computer interface (BCI) unicorn company in China. Recognized as a national-level "Little Giant" enterprise specializing in cutting-edge and high-end technologies, it has led and participated in several key national BCI projects. The company was also selected as a top performer in the Ministry of Industry and Information Technology's AI-powered medical device innovation program. Guided by its mission—"Brain-computer technology, unlocking more possibilities for life",—BrainCo has spent the past decade focusing on translating lab-based breakthroughs into real-world applications with tangible impact. On the R&D front, the company boasts a world-class team of scientists, with over 70% of its members being alumni from top institutions such as Harvard, MIT, Tsinghua University, and Peking University. In terms of intellectual property, BrainCo has filed over 660 patents in the BCI field, with more than 420 granted to date—including over 230 core invention patents—placing the company among global leaders in BCI patent holdings.		

	BrainCo has launched a range of BCI-based products, including the Intelligent Prosthetic Bionic Hand and Intelligent Bionic Leg for individuals with limb disabilities; the StarKids BCI Social Rehabilitation System and Zhuanzhuxin BCI Attention Training System for children with autism and ADHD; and the Easleep Brain-Machine Interface Sleep Device and Oxyzen Smart Headband for individuals experiencing sleep-related anxiety. Leveraging breakthroughs in BCI technologies and cross-disciplinary innovations in AI, BrainCo has established the Brain-Computer Innovation Practice Center. It has constructed a "four-in-one" talent cultivation model integrating industry, academia, research and competition, assisting universities and vocational institutions in building brain science and AI-focused training centers. As a result, it effectively promotes interdisciplinary development and the deep integration between industry and academia.

Challenge for Innovation Incubation Award (Deep Robotics)

Challenge Name	Application of Legged Mobile Robots in Smart Cultural Tourism Industry	**Design type**	Product + interaction
Background	As a ground mobile robot form with the strongest mobility and adaptability, legged robots (including bipedal humanoid, quadrupedal, and wheel-legged robots) possess inherent advantages in the cultural tourism industry due to their biomimetic forms and AI interaction capabilities, offering tremendous potential to the industry. Currently, the application of legged robots in the cultural tourism industry is relatively limited to entertainment performances. We hope to further expand the practical applications of legged robots (e.g., routing inspection, detection, guidance, maintenance tasks, etc.). The overall application of embodied intelligence in the smart cultural tourism industry is still in its early stages. We aim to gather creative ideas and practical implementation plans from diverse sources to explore and enrich this field together.		
Requirements	This project does not specify particular functions. We hope participants can fully leverage their creativity under the broad theme of "Smart Cultural Tourism + Legged Mobile Robots," designing solutions for representative industries and specific scenarios. The following aspects should be emphasized: the value or necessity of the proposed solution; technical feasibility of the solution; operational logic of the solution; design scheme and executable demo data (or simulation presentation). Field operation reports (if available) are highly encouraged. For technical feasibility, participants may refer to the performance, AI capabilities, and hardware/software technologies of existing legged robots on the market. Alternatively, they may propose reasonable performance and capability requirements for robots or AI technologies based on their design schemes (with justification for such requirements).		

<table>
<tr><td>Evaluation Criteria</td><td colspan="5">Evaluation will focus on the following dimensions:
● Innovativeness of the application solution (including technology and scenario requirements)
● Feasibility of the application solution (including technology and scenario requirements)
● Industrialization prospects of the application solution (including market estimates and expectations)
● Design highlights in the application solution</td></tr>
<tr><td>Core Technology</td><td>Legged robot control technology, perception and recognition technology, human-robot interaction technology, artificial intelligence technology, etc.</td><td>Application fields</td><td>Smart culture and tourism</td><td>Target users</td><td>No restrictions</td></tr>
<tr><td>Attachments</td><td colspan="5">Applications of Deep Robotics' robots in intelligent power inspection, emergency rescue, and other industries (reference URL: https://deeprobotics.cn/robot/index/industry.html).</td></tr>
<tr><td>Industry mentor</td><td colspan="5">Zheng Dongxin, Senior Product Manager
He Zhirun, Cultural Tourism Product Manager</td></tr>
<tr><td>Proposing Enterprise</td><td colspan="3">Hangzhou Deep Robotics Co., Ltd.</td><td>Location:</td><td>Hangzhou</td></tr>
<tr><td>Website</td><td colspan="5">https://deeprobotics.cn/</td></tr>
</table>

Company profile	DEEP Robotics is a leader in embodied AI technology innovation and application, being the first in China to achieve fully autonomous inspection of substations with quadruped robots. Founded in 2017, DEEP Robotics is a national high-tech enterprise specializing in the R&D, production, sales, and service of humanoid robots, quadruped robots, and core components. The company is committed to independent innovation, with cutting-edge capabilities in advanced control algorithms, intelligent environmental perception, and AI algorithms. Its research has been featured on the cover of the prestigious international journal Science Robotics. DEEP Robotics is deeply rooted in industrial applications, having independently developed multiple robotic products with world-leading performance metrics. It is among the first to implement robotics in sectors such as energy, emergency response, industry, and education. The company has earned numerous accolades, including recognition as a national-level specialized and innovative “Little Giant” enterprise, Zhejiang Province’s first (set of) key equipment, and Hangzhou’s quasi-unicorn enterprise. It also hosts a provincial-level R&D center. DEEP Robotics leads and participates in numerous national and provincial-level scientific research projects and standard-setting initiatives. It maintains long-term strategic partnerships with industry giants such as State Grid Corporation of China, China Southern Power Grid, Baosteel Group, and China Mobile, as well as leading universities.

Challenge for Innovation Incubation Award(Fourier Intelligence)

Challenge Name	Health Companion - Innovative Design of a Multi-modal Interactive Health Companion Robot	**Design Type**	Product + Interaction
Background	With the accelerating aging process in China, traditional elderly care models are facing severe challenges. Under the “9073” elderly care framework (90% home-based care, 7% community-based care, 3% institutional care), intelligent robots have become a key breakthrough to address the shortage of caregiving manpower. In recent years, rehabilitation robots and bionic robot technologies have gradually expanded from high-level medical institutions to grassroots, communities and households. Currently, robot mechanical design technology and human-robot interaction technology are encountering historic opportunities: with hardware foundations such as robot mechanical design, motion control, and sensor fusion, combined with upper-layer software technologies like multimodal large models, emotional interaction, VR/AR, and age-friendly interfaces, robots are expected to understand the behavioral habits of the elderly in a more natural way and serve their daily health and wellness needs.		
Requirements	This course focuses on China’s elderly population in the context of health and wellness, aiming to explore new forms and functional paradigms for in-home health companion robots through interdisciplinary robotics technology and innovative interaction models. We hope that through course discussions and practical exploration, cutting-edge robotics and AI technologies can be genuinely integrated into the daily lives of the elderly, leading to the verification of design concepts. This design project does not impose restrictions on hardware carrier.		
Evaluation Criteria	Innovation, interaction experience, application value and humanistic care		

Core Technology	Multimodal interaction technology, emotional interaction, VR/AR technology, age-friendly interface	**Application Fields**	Medical rehabilitation, daily companionship, health monitoring, education and entertainment	**Target Users**	Elderly receiving home-based care, community-based elderly care institutions and medical institutions
Attachments					
Industry Mentor	Yang Zhihao (Daris): Director of Rehabilitation Products Zhong Zhengjie (Vincent): Director of Product Design				
Proposing Company	Shanghai Fourier Intelligence Co., Ltd.			**Location:**	Shanghai
Website	https://www.fftai.cn/about-us				
Company Profile	Shanghai Fourier Intelligence Co., Ltd. (Fourier Intelligence) is a company specializing in the research, development, and innovation of humanoid robot technology. Founded in 2015 and headquartered in Shanghai, the company was established by Alex Gu (Gu Jie), who demonstrated a strong interest in robotics during his university years and officially founded Fourier Intelligence in 2015. Initially, the company focused on the development of exoskeleton robots, primarily for patient rehabilitation training. R&D achievements and products The core product of Fourier Intelligence is the Fourier N1 open-source humanoid robot. Standing 1.3 meters tall and weighing 38 kilograms, the Fourier N1 features 23 degrees of freedom and adopts a compact hardware architecture design combining aluminum alloy and engineering plastics to ensure both strength and flexibility. Its power system is equipped with Fourier's self-developed FSA 2.0 integrated actuator, combined with a proprietary control system, enabling high-precision posture control and exceptional dynamic				

	response capabilities. The Fourier N1 can run at a speed of 3.5 meters per second and possesses skills such as playing soccer, standing on one foot, getting up from the ground, climbing stairs, and walking on slopes. Technological innovation and open-source ecosystem Fourier Intelligence is committed to promoting the sharing and innovation of robotics technology. The Fourier N1 is the first implemented project of its "Nexus Open-Source Ecosystem Matrix". This ecosystem integrates hardware development, algorithm open-sourcing, and data sharing, aiming to lower the research and development barrier for humanoid robots and accelerate technological iteration as well as cross-disciplinary collaborative innovation. Fourier has also released Fourier ActionNet, the world's first full-process toolchain covering data acquisition, annotation, training, and evaluation, while providing open-source access to full-scale humanoid robot datasets. Industry impact and collaboration Fourier Intelligence has collaborated with numerous top-tier research institutions and industry leaders both domestically and internationally to advance the development of embodied intelligence. By leveraging the open-source community, the company fosters deep integration between hardware design and AI requirements, enhancing industry-wide collaboration efficiency. Fourier Intelligence's open-source strategy and innovative ecosystem development provide a foundation for open innovation to global robotics and embodied intelligence developers, accelerating cutting-edge research and development in highly versatile motion controllers and multimodal model integration.

Challenge for Innovation Incubation Award (Rokid)

Challenge Name	“Boundless Symbiosis” Future Interaction Lab	**Design Type**	Digital Art
Background	Theme direction: Next-Generation Human-Machine Symbiosis through multimodal Fusion This challenge encourages participants to design innovative interaction methods or product solutions for real-world application scenarios with the concept of “Boundless Human-Machine Symbiosis” based on Rokid AR hardware platforms (e.g., Rokid AR Studio, Rokid AR Lite). Core issue: Addressing fragmented, unnatural, and inefficient human-machine interactions Currently, human-machine interactions primarily rely on screen touch and active operations, lacking the ability to understand the environment, perceive the context, and provide emotional feedback. The interaction process is often cumbersome and rigid, struggling to adapt to future fluid scenarios of virtual-physical integration. This challenge aims to advance the development of next-generation “imperceptible interaction”, enabling devices to proactively understand humans, environments, and intentions for more natural, efficient, and emotionally resonant symbiotic experiences.		
Requirements	• Entries should focus on multimodal interaction, integrating capabilities such as voice, vision, gesture, and environmental perception to build specific application prototypes or new interaction paradigms in fields like education, healthcare, industry, and culture. Participants are encouraged to use Rokid’s open hardware and SDK to explore the following directions: • How to achieve more natural “zero-learning-cost” human-machine communication? • How to enable devices to proactively understand user intentions and contexts? • How to realize multi-user, cross-device collaboration and shared experiences in AR spaces? • How to deliver emotional feedback and personalized responses through multimodal interaction?		

<table>
<tr><td>Evaluation Criteria</td><td colspan="5">Technical integration. Jury Panel will assess how fully the entry utilizes Rokid’s multimodal capabilities, including core technologies like voice recognition, visual understanding, gesture tracking, and environmental perception. Entries should demonstrate the ability to integrate multiple forms of interaction, as well as the depth and completeness of its technical implementation based on the Rokid hardware platform and SDK.

Interaction experience. This criterion evaluates the naturalness and fluidity of user-device interaction, aligning with the “imperceptible interaction” vision. Entries should offer emotional and human-centered interaction methods, enabling smoother and more empathetic communication between humans and machines, and reflecting the future evolution of human-machine relationships.

Innovation and imagination. Participants are encouraged to make bold ideas and original breakthroughs in interaction modes, application scenarios, technology combinations, etc. Jury Panel will comprehensively evaluate whether the entry demonstrates foresight and a sense of futurism in its conceptual approach, as well as whether it breaks away from existing interaction paradigms.

Practical value and feasibility. Entries should feature clearly defined real-world application scenarios and effectively address real-world pain points. The evaluation will focus on its scalability, sustainability, and potential impact across sectors such as education, healthcare, industry, and culture.

Visual and presentation quality. This includes prototype completeness, clarity of interaction logic, and professionalism of visual design and presentation materials. Strong visuals help to convey the concept and user experience effectively.</td></tr>
<tr><td>Core Technology</td><td>AR+AI, intelligent hardware/software, voice recognition and semantic understanding, computer vision,</td><td>Application fields</td><td>Education, healthcare, industry, culture; consumer entertainment (movie-watching), and AI assistant domains</td><td>Target users</td><td>Spanning various B2B sectors and general B2C users</td></tr>
</table>

	spatial interaction and perception				
Attachments					
Industry Mentor	Zhao Weiqi, Senior Product Technology Director/Head of Global Development Ecosystem				
Proposing Company	Hangzhou Lingban Technology Co., Ltd. (ROKID)			**Location:**	Hangzhou
Website	www.rokid.com				
Company Profile	Rokid is a global leader in smart hardware and AI technologies, committed to building a future of "human-machine symbiosis". The company has developed a self-developed AR+AI multimodal interaction platform, integrating core technologies such as voice recognition, natural language understanding, visual recognition, spatial perception, and gesture tracking. In collaboration with a complete software-hardware integrated ecosystem, we aim to create new AR intelligent terminal products and operating systems. Flagship products include: • Rokid AR Studio: An integrated platform combining spatial computing, voice recognition, and gesture control, offering high computing power and an open ecosystem ideal for developers to explore deep interaction experiences; • Rokid AR Lite: Lightweight smart glasses focused on portability and seamless wearability, suited for real-time information access and interaction in mobile scenarios; • YodaOS-Master: Rokid's self-developed multimodal operating system supporting diverse input methods such as voice, vision, and touch, with high scalability; • Multimodal AI capability platform: Offers modules for voice/semantic understanding, visual recognition (face/object/scene), SLAM-based positioning and spatial mapping, and environmental perception, enabling				

	developers to create natural interaction experiences in complex scenarios. In sectors such as education, healthcare, industry, and culture, Rokid has collaborated with numerous ecosystem partners to implement innovative interaction solutions, including remote surgical assistance systems, digital museum guides, multilingual real-time translation classrooms, and industrial remote collaboration platforms. These implementations have provided Rokid with extensive product experience and developer resources, offering a solid technical foundation and support system for this competition track.

Challenge for Innovation Incubation Award (Unitree Robotics)

Challenge Name	Scenario Symbiosis • Emotional Empowerment: Innovative Design of Intelligent Agent Robots	**Design Type**	Industrial Design
Background	As emerging fields in recent years, general-purpose humanoid and quadruped robots remain in an exploratory phase regarding both technology and design, with maturity yet to be achieved. In industrial design, current efforts must holistically balance aesthetics, hardware, structure, manufacturing processes, cost, and interaction through systematic trade-offs and innovation to optimize functionality, aesthetics, and economic viability. Meanwhile, robotic applications have expanded into entertainment/film and television, disaster response, sustainable urban development, accessible societies, and quality education. However, the feasibility of implementation in such diversified application scenarios urgently needs to be explored. Against this backdrop, the challenge “Scenario Symbiosis • Emotional Empowerment: Innovative Design of Intelligent Agent Robots” has emerged. It focuses on developing intelligent agent robots with multi-scenario adaptability, advancing robots from single-task execution tools to intelligent partners capable of cross-scenario adaptation and multidimensional interaction. Designers must serve a dual role as “technology translators” and “experience definers” to integrate technical functionality, aesthetic design, and emotional engagement, creating intelligent agent robot solutions that genuinely meet user needs.		
Requirements	Participants must design innovative general-purpose humanoid or quadruped robot solutions using electric rotary actuators as core drive units. Participants are invited to independently select an application scenario for their robot and carry out a comprehensive design process, including **functional definition, form design, CMF (Color, Material, and Finish), and dynamic interaction**. The goal is to ensure the robot’s form is well-suited to its intended environment while crafting an evolutionary blueprint for a mechanical lifeform that balances humanistic warmth with		

<table>
<tr><td></td><td colspan="5">engineering feasibility.</td></tr>
<tr><td>Evaluation criteria</td><td colspan="5">Commercial value, innovation, design completeness, implementability, humanistic care</td></tr>
<tr><td>Core technology</td><td>Electric rotary actuator</td><td>Application fields</td><td>No restrictions</td><td>Target users</td><td>No restrictions (applicable to B2B, B2C and B2G)</td></tr>
<tr><td>Attachments</td><td colspan="5">1. Electric rotary actuator (e.g., bionic robot joint motors, reference: https://www.unitree.com/cn/go1/motor);
2. Application of Unitree Robots in smart power inspection (https://www.unitree.com/cn/industry/electricity) and Fire Rescue (https://www.unitree.com/cn/industry/fireControl);
3. General-purpose humanoid robot (https://www.unitree.com/cn/g1);
4. Quadruped robot (https://www.unitree.com/cn/go2).</td></tr>
<tr><td>Industry mentor</td><td colspan="5">Li Hongnian (Head of Industrial Design, Unitree Robotics)</td></tr>
<tr><td>Proposing enterprise</td><td colspan="3">Hangzhou Unitree Robotics Co., Ltd.</td><td>Location:</td><td>Hangzhou</td></tr>
<tr><td>Website</td><td colspan="5">https://www.unitree.com/cn</td></tr>
<tr><td>Company profile</td><td colspan="5">Unitree Robotics, founded in 2016, is the world’s first company to publicly retail high-performance quadruped robots and among the earliest to bring products into industrial use. The company specializes in the independent R&D, production, and sales of high-performance general-purpose legged and humanoid robots, as well as dexterous robotic arms for both consumer and industrial applications. Unitree Robotics continues to delve into comprehensive domains such as core robot components, motion control,</td></tr>
</table>

	robotic perception and decision-making, and AI, establishing itself as an industry leader. As of March 2025, the company has been invited to participate in numerous high-profile events, including the 2021 CCTV Chinese New Year Gala, the opening ceremony of the 2022 Winter Olympic Games, the 2023 Super Bowl pre-game performance, the 2023 Hangzhou Asian Games and Asian Para Games, and the 2025 CCTV Chinese New Year Gala. The company has also received extensive coverage from authoritative media outlets such as CCTV News.