



Studio 19B 玩樂教育
Art Tech Education · Hong Kong

Roblox Class in Hong Kong

Create, code and publish your own Roblox game. Studio 19B teaches kids and teens Roblox Studio, Lua coding, 3D design and AI-assisted game development — as 1-to-1 private lessons, small-group classes, home visits, and school programmes.

1-to-1

Small group

Home visit

At-school

Roblox Studio · Lua · 3D · AI

WHO WE ARE **A game studio that teaches**

Founded in 2025, **Studio 19B** is a Hong Kong game studio that makes fashion-forward Roblox experiences such as **Fashion Runway** (12M+ plays). Through **玩樂教育 (Art Tech Education)**, our learning brand, we teach children and teens through three pillars — **Art, Play and Technology** — so students design, make and ship real digital work, not just learn tools.

Ages 8+

Roblox Builder Series

Ages 8+

Game Development

Ages 8+

Related track: AI Future Navigator

FORMATS **Choose how your child learns**

1-to-1

Private Roblox lessons

- Personal pace, personal game project
- For beginners or a specific goal
- Fees, lesson length and schedule: contact us for a quote

Small group

Small-group class

- Build, test and share with peers
- Collaborative small-group projects
- Fees, group size and schedule: contact us for a quote

Home visit

Tutor comes to your home

- Personalised lessons in your home
- Complete curriculum and project guidance
- Fees and scheduling: contact us for a quote

For schools

At-school programmes

- Tailored showcase workshops and themed camps
- Roblox Studio, Lua and AI modules
- Fees and cohort arrangements: contact us for a quote

The exact venue is confirmed when you enquire. All formats are tailored to student learning goals.

WHAT KIDS LEARN **Roblox Builder Series**

A five-step journey from 3D worldbuilding to AI-assisted independent game creation and publishing. For students age 8 or above.

01 **Space Builder**

Roblox Studio interface, perspective, scale, lighting and geometry — build an Obby or dream-island map with strong visual impact.

02 **Code Magic Academy**

Lua basics: variables, conditions, loops and events — bring traps, disappearing blocks, teleports and timers to life.

03 **Speed Storm Multiplayer Systems**

Game loops, leaderboards, win conditions, vehicle spawning and collectibles — understand multiplayer structure and data logic.

04 **AI Co-Creation for Indie Games**

Use generative AI for story ideas, texture enhancement, Lua code support and debugging — efficient human-AI collaboration.

05 **Global Publishing & Community Operations**

Publish the game, design thumbnails and copy, explore monetisation logic, and learn responsible online participation.

STEM OUTCOMES **Skills that last**

- **Computational thinking** — Lua variables, conditions, loops and events
- **Spatial & structural thinking** — geometry, proportion, logic and systems
- **Human-AI collaboration** — prompt, evaluate and direct AI tools
- **Digital citizenship & confidence** — presenting and publishing responsibly
- **Portfolio-ready projects** — Roblox maps and games students can publish

SAMPLE LESSON **How a lesson flows**

Illustrative outline based on Module 02. Actual content is adapted to each student. Lesson length and pacing are confirmed upon enquiry.

- 1 **Warm-up** — play-test last lesson's map and set today's goal
- 2 **Learn** — one new Lua idea, e.g. events and conditions
- 3 **Build** — script a trap, teleport or timer in Roblox Studio
- 4 **Debug** — test, fix and improve, with AI as a helper
- 5 **Share** — show the result and plan the next step

Next step · Ages 8+

Game Development

Full-scope game development: professional concepts, engaging gameplay loops, asset modelling, user interfaces and deploying a build — game design theory, visual styling and mechanics. Studio 19B is the creator of Fashion Runway on Roblox (12M+ plays).

FOR SCHOOLS **Roblox & STEM programmes for schools**

For educators and STEM coordinators in Hong Kong, Studio 19B can tailor Roblox and Art Tech programmes to your school — in-school lessons, showcase workshops and themed camps.

Format

In-school teaching

Taught on campus as a structured lesson series, showcase workshop or themed camp.

Content

Built from our modules

Roblox Studio, Lua, 3D worldbuilding, AI co-creation and responsible publishing.

Outcome

Visible student work

Published Roblox maps or games and a final presentation or showcase.

To plan a school programme, tell us:

- Student age group and number of students
- Preferred format (in-school lessons, showcase workshop or themed camp) and number of sessions
- Computer facilities available on campus

Fees, session length, and cohort arrangements: contact us for a quote.

HOW TO BOOK **Three easy steps**

- 1 Message us** on WhatsApp +852 6271 7451 or email info@studio19b.com
- 2 Tell us** the student's age, preferred format (1-to-1, small group, home visit or school) and learning goals
- 3 We recommend** the right entry point and confirm time, venue and fees

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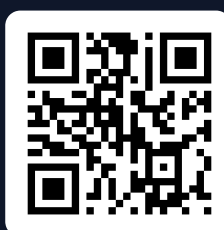
Roblox Class · Hong Kong

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