

## **CAT 4 RESOURCE DEVELOPMENT**

### **MUTUAL UNDERSTANDING OF MULTI-CULTURES IN SINGAPORE**

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## **ABSTRACT**

Mutual Understanding of Multi-Cultures in Singapore (MUMCIS) project enables Singaporeans to better comprehend the cultural of myriad and of different races. It enables young Singaporeans to be more tolerant and be less discriminating towards people of different races. The card game helps the players to appreciate the rich cultures of all races in Singapore and to better understand the meaning behind each festival that is celebrated by each ethnic group. Through the fun and interactive cards game, the players get to learn the traditions, cultures and rituals of other races. The game also hopes to prevent or minimize conflicts that may arise from the differences in cultures, regardless of whether it is physical, emotional or cyber.

## **1.0 INTRODUCTION**

### **1.1 Rationale**

Numerous younger generations are not communicating well with other races. Hence, misconceptions on their cognising of other ethnic groups' tradition and culture may be crafted. With the hectic lifestyle, we hardly interact with our neighbours. There are even lesser opportunities to make friends from other races. We lack the "Kampong" spirit which is not prevailing in HDB living. As such, younger generations may rely on myths or words of mouth from friends that may lead to misunderstanding of other races.

### **1.2 Objectives**

The objectives of Mutual Understanding of Multi-Cultures in Singapore were to:

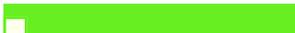
- enable Singaporeans to better comprehend the myriad cultural and different races.
- enable Singaporeans to be more tolerant and be less discriminating towards people of different races.
- ensure conflicts, regardless of whether it is physical, emotional or cyber, will be prevented or minimized.

### 1.3 Target Audience

- Our target audience are teenagers around the age group of thirteen to sixteen, who are Secondary school students.
- The card game can be promoted as one of the learning and teaching resource for Character and Citizenship Education (CCE) for all Secondary schools.

### 1.4 Resources

- The card game focuses on Cuisines, Music, Festivals, Traditional Attires and Marriages of the 4 main races in Singapore.
- There are 5 Question cards and 5 Information cards respectively for each race. Hence, there will be 20 Question cards and it will be duplicated as extra pair, total up as 40 Question Cards.
- In total, the Game will consist of 40 Information Cards and 20 Question Cards.

Chinese	Malay	Indian	Peranakan
			
 5 Information Cards	 5 Information Cards	 5 Information Cards	 5 Information Cards
 Duplicate above 5 Information Cards	 Duplicate above 5 Information Cards	 Duplicate above 5 Information Cards	 Duplicate above 5 Information Cards
 5 Question Cards	 5 Question Cards	 5 Question Cards	 5 Question Cards

## 2.0 REVIEW

As pointed out by the then Minister in the Prime Minister Office, Mr. Chan Chun Sing, Singaporeans must “avoid becoming a monolithic society”. Numerous younger generations are not communicating well with other races. Hence, misconceptions on their cognising of other ethnic groups’ tradition and culture, may be crafted. Singapore’s harmonious living, however, is not guaranteed by any country. Hard work must be put in to manage ethnic differences and divergent expectations.

### 3.0 METHODOLOGY

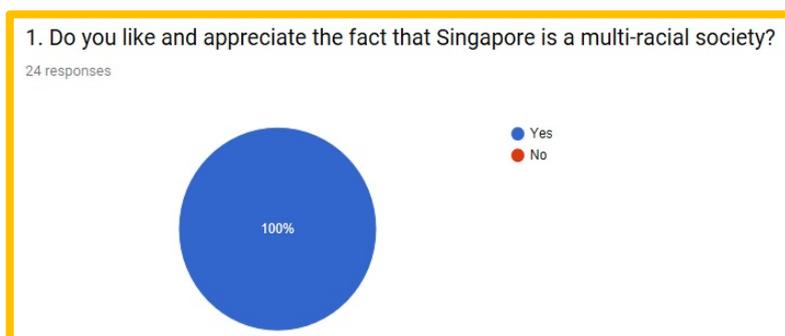
#### 3.1 Needs Analysis

We plan to develop a new card game to allow the community to better understand the traditions, cultures and rituals of other races. As card game can be played anytime, anywhere and with anyone, we believe this “educational” game will be popular among students from all Secondary schools. Moreover, card game can bond people when they come together to play the game. Since this is a game to understand the different cultures better, we hope that the players will make new friends of different races through the game.

#### 3.2 Survey Results

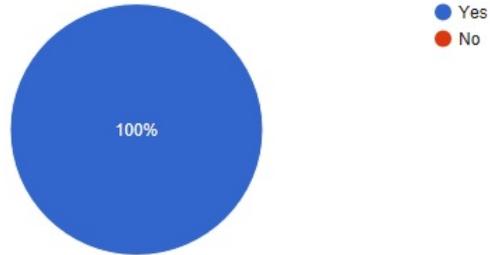
A survey was conducted with the following objectives:

- Do Singaporeans interact actively with other races?
- What is their degree of understanding on the other religion’s practices?
- Are Singaporeans keen to explore and to find out more about the practices and cultures of other races?



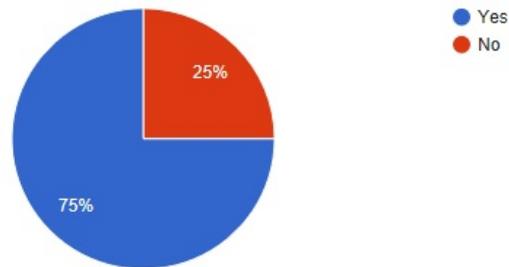
2. Are you comfortable with being around people of other races?

24 responses



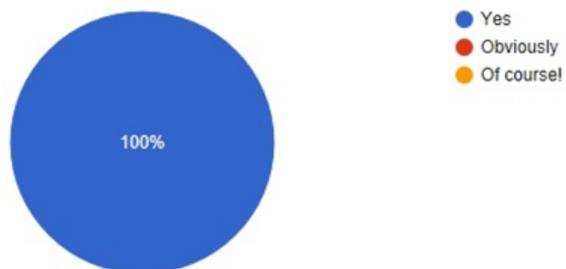
3. Do you have friends of different races?

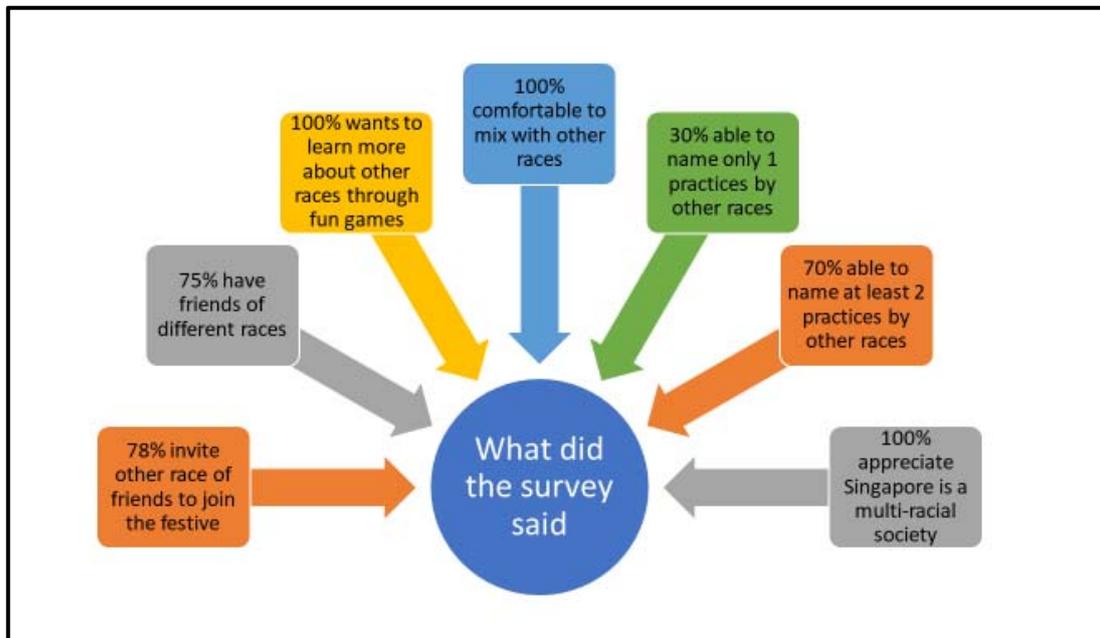
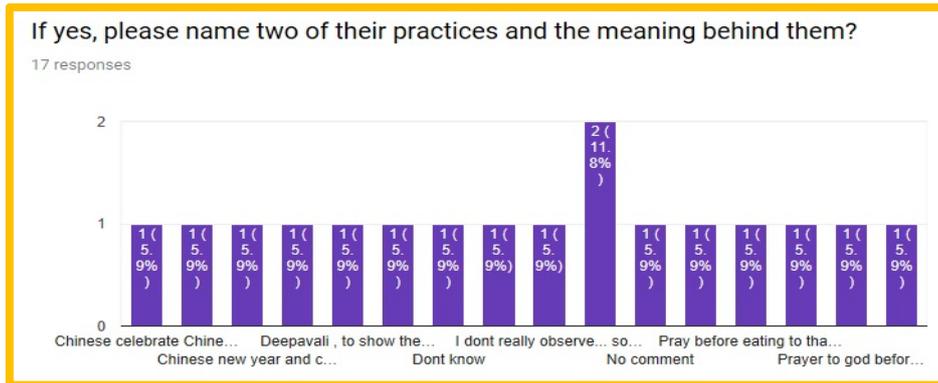
24 responses



Would you like a fun game and learn more about other races?

19 responses





*Feedback from the survey*

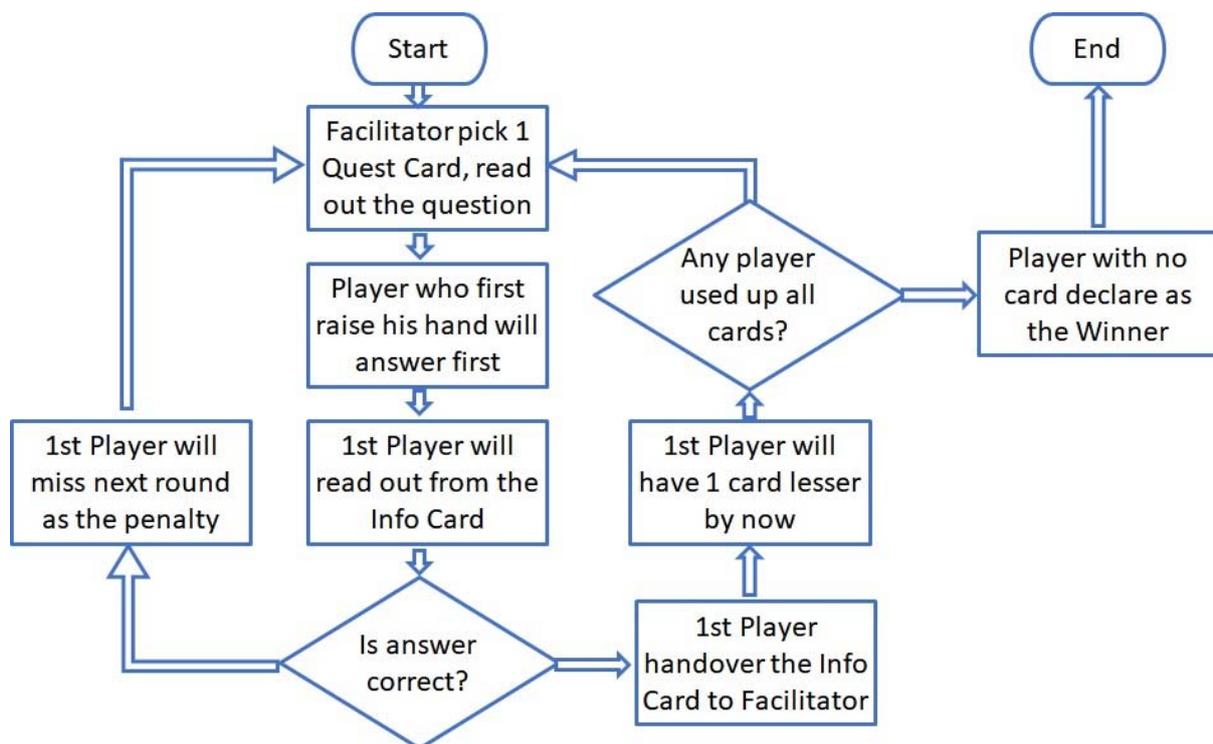
### 3.3 Development of Resources

Thorough research on the cultural & traditional on each race was conducted. Information was gathered from the internet, books of various ethnic groups, interviews with elders at the Chinese Temples, Hindu Temples & Mosques. A visit to the Peranakan museum provides more information on this ethnic group where its information is scarce in the internet. We shortlisted 5 main traditions, cultures and rituals of the 4 races in Singapore. Questions were then crafted based on the information, to create the card game and the design of the template of each play card. The game can be played with either 4 or 5 players with a Facilitator.



### 3.4 Rules of the Card Game

We established the following rules for the card game. The rules will help to ensure all players go through the entire process to understand more about the ethnic groups and to gain sufficient knowledge.



*Flow-chart on the rules of the cards game*

### 3.5 Pilot Run

A series of pilot tests were conducted to establish the effectiveness of the card game in spreading the relevant information of other races, and to measure the ease of play. As stipulated by the rules of the game, each team was to play the card game till the last player used up all his cards. After playing the game, the participants were encouraged to fill up a simple survey questionnaire form as shown below.

Pilot Run Survey - Multi Cultures Card				
No	Questions	Feedback (pls tick 1 box)		
Q1	Is the Card Game interesting?	<input type="checkbox"/> Yes	<input type="checkbox"/> Moderate	<input type="checkbox"/> No
Q2	Is the Card Game easy to learn & play?	<input type="checkbox"/> Yes	<input type="checkbox"/> Moderate	<input type="checkbox"/> No
Q3	The cards information has enrich your understanding of other festives and cultures.	<input type="checkbox"/> Yes	<input type="checkbox"/> Moderate	<input type="checkbox"/> No
Q4	Through this game, are you more confidence to interract with friends of other races?	<input type="checkbox"/> Yes	<input type="checkbox"/> Moderate	<input type="checkbox"/> No
Q5	Are the design & art work of the Card Game attractive and colourful?	<input type="checkbox"/> Yes	<input type="checkbox"/> Moderate	<input type="checkbox"/> No
Q6	Are the words easy to read from the cards?	<input type="checkbox"/> Yes	<input type="checkbox"/> Moderate	<input type="checkbox"/> No
Q7	The Card Game is portable and easy to set up.	<input type="checkbox"/> Yes	<input type="checkbox"/> Moderate	<input type="checkbox"/> No
Q8	It takes you less than 5 mins to understand the Game and start to play.	<input type="checkbox"/> Yes	<input type="checkbox"/> Moderate	<input type="checkbox"/> No
Q9	Will you recommend this game to your friends?	<input type="checkbox"/> Yes	<input type="checkbox"/> Moderate	<input type="checkbox"/> No

*Sample of the survey questions for the Pilot Run*

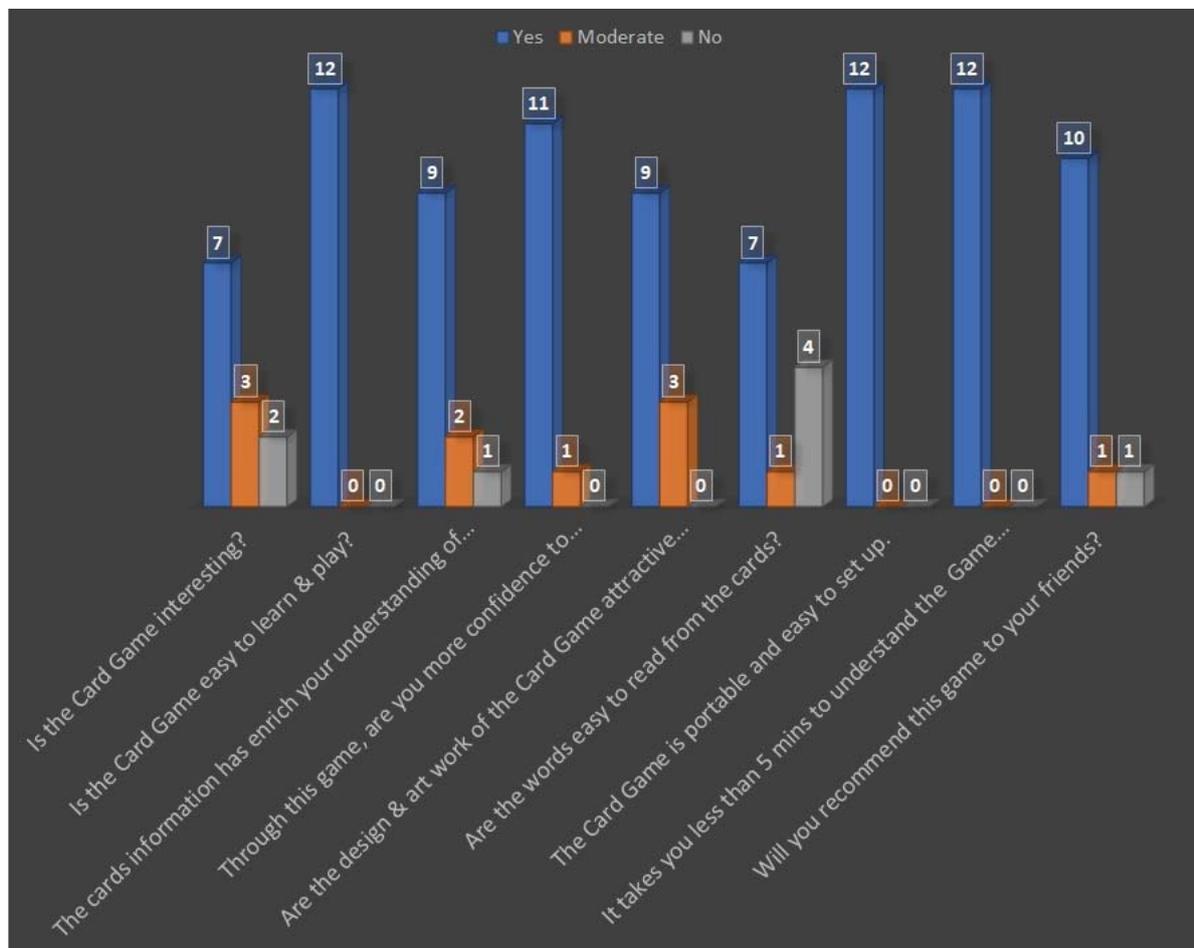
The pilot tests were carried out by 3 groups, mainly comprising Secondary students and 1 Polytechnic first-year student; each group with 4 teenagers as Players while Donovan Choo, Leader of the Research Team, was the Facilitator.

Pilot Run Date	Feedback By
Grp 1 - 23 <sup>rd</sup> Jun 2018	Felicia Choo
	Amelia Choo
	Clara Choo
	Serene Cheong
Grp 2 - 23 <sup>rd</sup> Jun 2018	Marcus Lai
	Jimmy Lim
	Laticia Choo
	Frederic Choo
Grp 3 - 24 <sup>th</sup> Jun 2018	Cheryl Lai
	Zhen Yang
	Esther Teo
	Alvina
3 Pilot Run with 12 people	

The pilot tests were conducted during the Father's Day celebration at one of the project member's home and in the following day at Church.

### 3.6 Pilot Run Results

The pilot run results were compiled as shown on the bar chart.



*Results compiled per the survey after Pilot Run*

Most of the participants found the card game enjoyable and informative. However, some feedback that the words on the prototype cards were too small and not easy to

read. One of the participants had even proposed instead of the card game, the game could be played by creating the game Apps in the Android Play and Apple Store. In this way, the game is “truly portable” and could reach out to the mass easily. This proposal could be considered for further enhancement and to proliferate the effects of the card game.

Feedback from Pilot Run Players	Our Corrective Plan / Remarks
58% feedback game was interesting	-
100% said the game is easy to play with no complication	One of the objectives for this game
75% found new knowledge with the card game	Another objective of this game
92% gained more confidence to speak to other races	It helps to build harmony among races
75% found the designs of the cards attractive & colourful	Attractive in visual & cosmetic
42% found the words small & difficult to read	Re-print the playing cards with bigger fonts
100% found the game easy to master & portable	Game is handy and easy to carry
83% will recommend this game to their friends	It helps to proliferate the game to others

*Feedback and Corrective Action from the Pilot Run*

#### **4.0 OUTCOME & DISCUSSION**

Through the feedback from the participants, the fonts on the prototype cards were enlarged while the information on the cards were also further simplified to make it easier to read. In addition to the advice from the Mentor and the Panel of Judges, some of the pictures were replaced with colourful contents and the design on the cards were more vibrant. The background of the cards was re-formatted to a brighter colour so to attract the “millennia” attention to the game.



Final Design of the Cards Game



Final Design of the Cards Game

## **5.0 CONCLUSION**

The group embarked on this card game with the intention of bonding people of different races and languages during the play. The journey in designing the art work on the cards, gathering data from various sources and many frustrating moments when we met with setbacks had helped to strengthen the determination and problem-solving skills of the group. With the occasional disagreements and arguments among the group members, the friendship among the members has also grown stronger as it has stood the test of time. We have also grown more matured.

## **6.0 ACKNOWLEDGEMENTS**

During the process of embarking on the research and preparing our project, we are immensely grateful for the help and advice given by Ms Pek, our Project Mentor. We would also like to expand our deepest gratitude to all those who have directly and indirectly guided us in writing this report. The completion of this assignment gives us much pleasure and great sense of achievement. We have indeed learnt a lot from the whole process of Project Work.

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