

## **Our Parents Games (4-64)**

Project Work Report

Members: See Leng Kiat (L) 3A3, Nicholas Lau 3A3, Daren Tan 3O1, Nigel Lim 3B1

Due by: Final Evaluation (16 Aug 2018, 2359)

### **Introduction**

We are a group of four Secondary 3 students who are exploring the the toys and games that our parents and seniors have played during their childhood. Through this, we hope to teach friends from our generation how to play these games, the strategies which their seniors have used to win at these games and the cultural and historical significance of the impact of these games. We hope that from playing these games, families can better connect with each other, students can learn practical skills and understand just a little more about our country's history.

### **Members**

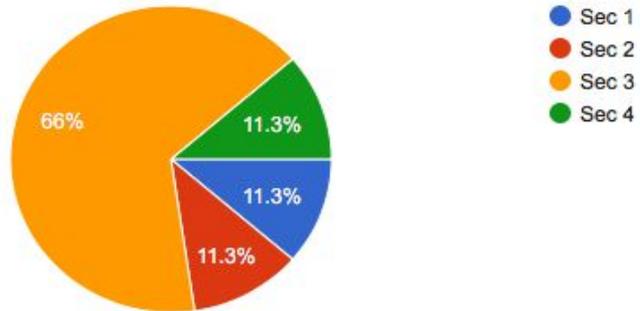
Leng Kiat is the leader, in charge of planning and executing the plans. Daren is the main designer, in charge of web design and powerpoint slides. Nicholas is the main researcher, in charge of content and written report. Nigel is the scribe and second researcher, in charge of taking down notes, and assisting main researcher.

## **Resource Package**

We created a website, designed to educate people on different types of traditional games. Games we chose to research on include Chinese Checkers, Animal Chess, Happy Family, Marbles, Pick up sticks and Donkey. We narrowed down to a total of 6 games so that we could give a more thorough runthrough of the game. Since it is online, it is easily accessible just by a click of the phone and we can already enjoy the traditional life, but in a modernised manner. Existing resources include instructions sheet and videos, some online and some on paper. However, we feel that our resource is especially impactful compared to other resources since we have condensed the information and decorated it into something that is more appealing to the student body, and used short gifs that are not boring and long winded, but at the same time able to convey the same message as a video, which is long winded and at times difficult to explain. We have a website as our resource which includes 6 games with background information of the game, the history and origins of the game, the number of players and contents, objective and procedure of the game, together with some of the winning strategies that we found from videos and through playing it within ourselves. It is paired with pictures and gifs of the game to give a clearer idea of how to play the game for all of the games. Our website also has the methodology, needs analysis, literature review, reflections and acknowledgements, together with our contact information for any queries about the game.

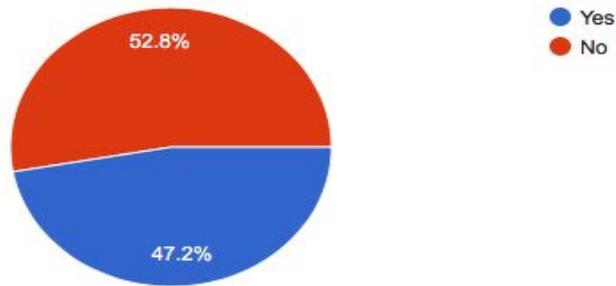
## Which level are you in currently?

53 responses



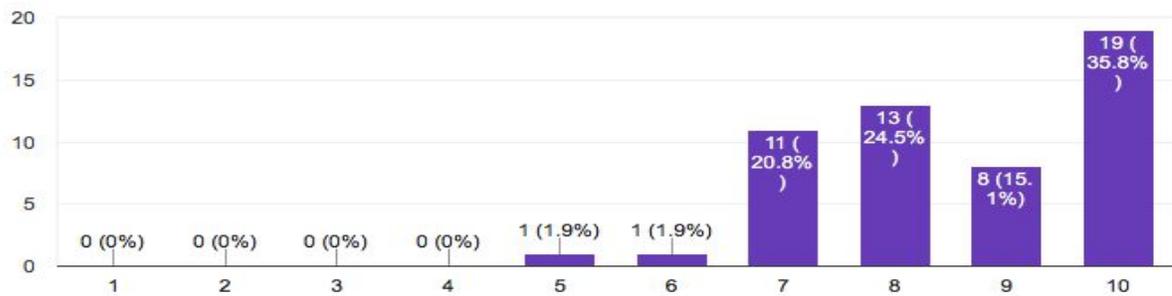
## Have you played any of the traditional games mentioned in the resource before?

53 responses



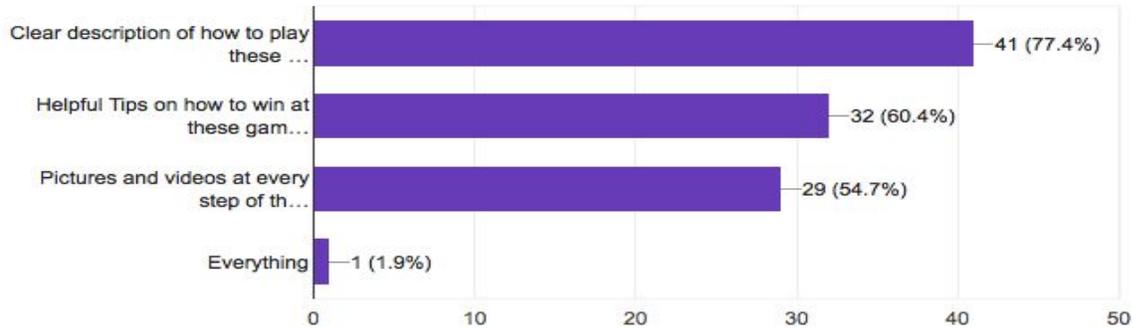
## On a scale of 1-10, How would you rate our package?

53 responses



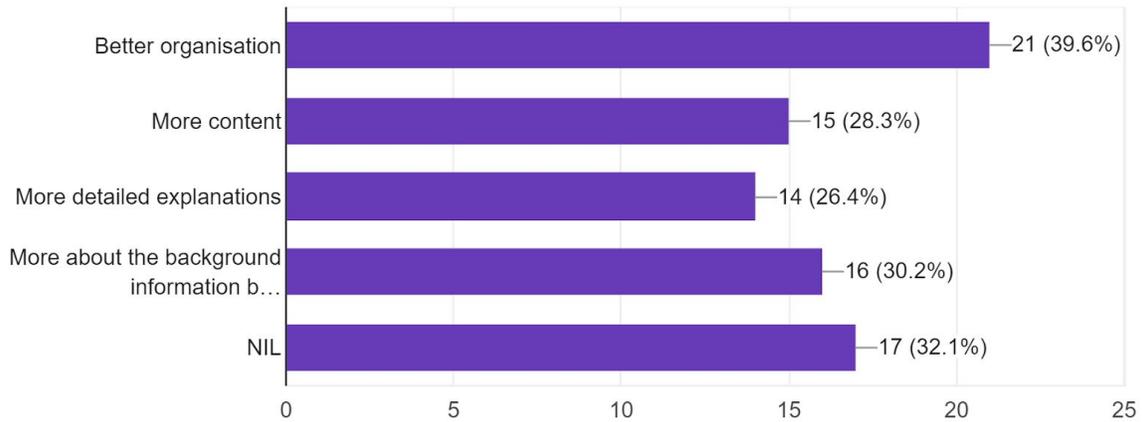
## What were some things you liked about our project?

53 responses



## What were some things we could have done better in our project?

53 responses



Project Work (Our Parents' Toys) - Google Drive | ourparentsgames.ml | Our Parents Games Written Report - Google Docs | Mid Term Evaluation Slides - Google Slides | Our Parents Games

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- INTRODUCTION
- GAME GALLERY
- GAMES
- ABOUT
- LITERATURE REVIEW
- METHODOLOGY
- NEEDS ANALYSIS
- REFLECTIONS
- ACKNOWLEDGEMENTS

**Get in touch**

Do you have any question regarding traditional Singapore Games? Is so, feel free to contact us with the contact informations stated below!

✉ ourparentsgames@gmail.com

**Our Parents Games**

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# Our Parent's Games Website

A comprehensive site, that tells you need to know traditional singaporean games.

We are Our Parents' Games, group of secondary 3 students who are exploring the the toys and games that our parents and seniors have played during their childhood. Through this, we hope to teach friends from our generation how to play these games, the strategies which their seniors have used to win at these games and the cultural and historical significance of the impact of these games. We hope that from playing these games, families can better connect with each other, students can learn practical skills and understand just a little more about our country's history.

WHO ARE WE?
GAME GALLERY

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## Who are we?

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**Our Members**

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**Get in touch**

Do you have any question regarding traditional Singapore Games? Is so, feel free

**Our Parents Games**

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## Game Gallery



**Happy Family**

Family time this sunday but don't know what to do? Try happy family! A classic in many singaporean households which will keep the whole family occupied for hours by battling with their mental skill and memory.

LEARN MORE



**Airplane Chess**

Airplane chess is not just a simple and fun game that people of all ages can play but also an intense strategy game that requires skill.

LEARN MORE



**Marbles**

Back in the day, marbles were a very popular game with young children all around Singapore. Click here to travel back in time to experience what it's like to live in the past.

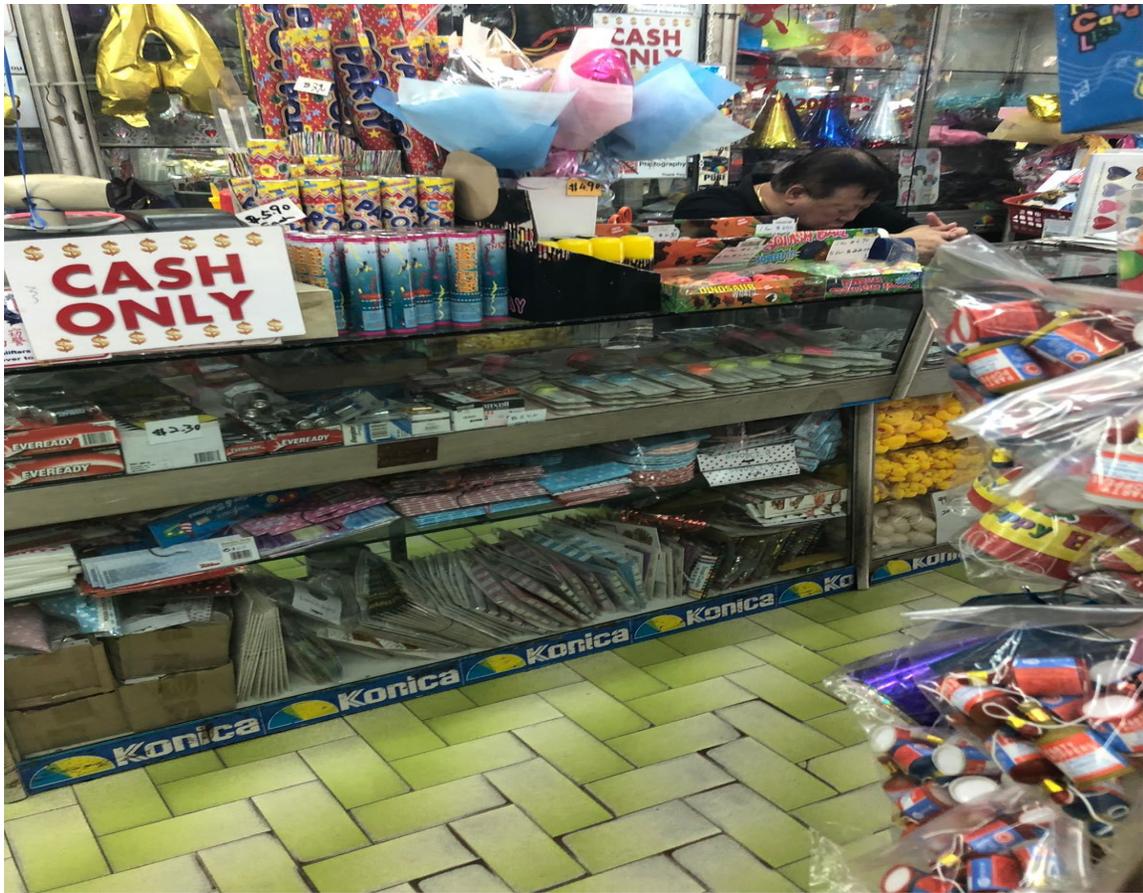
LEARN MORE

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## Interview

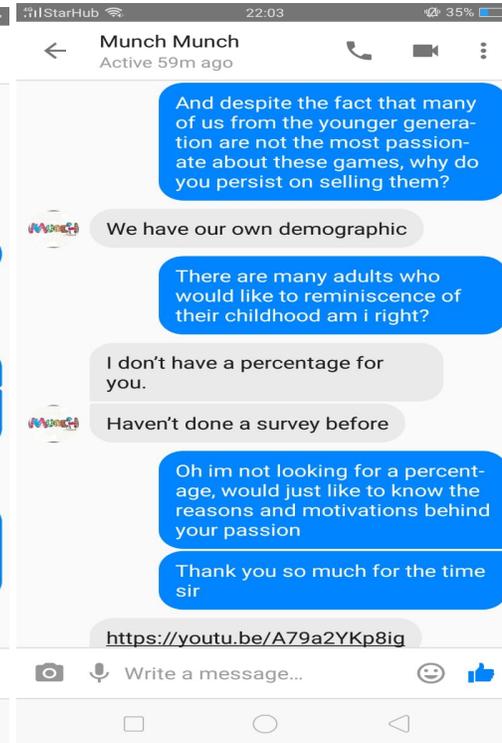
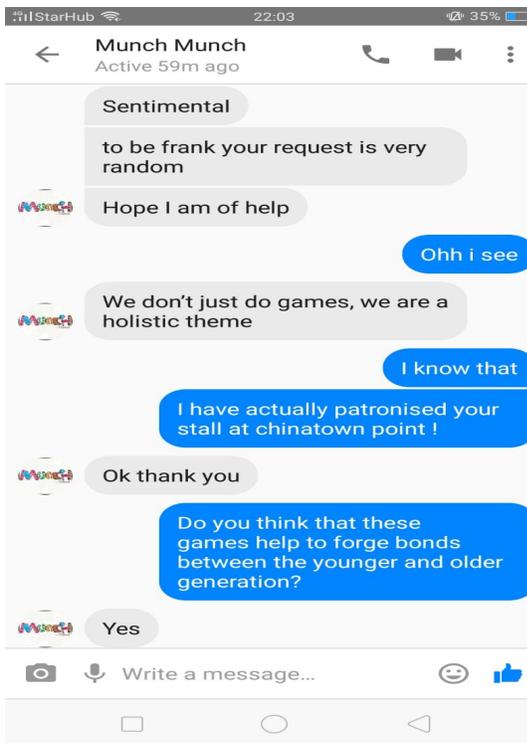
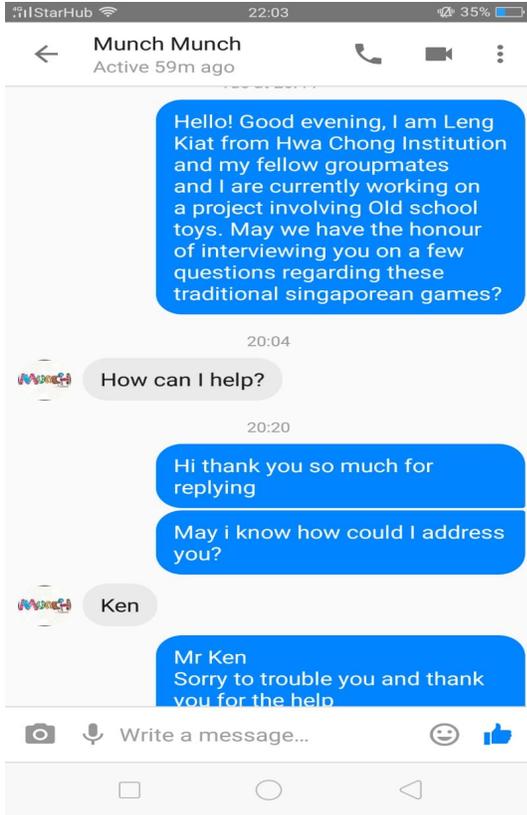
We also conducted interviews with stall owners, particularly Munch Munch at Chinatown via Facebook, and a face-to-face interview at Khiam Teck Holland Village that still continue selling traditional games, why they chose to continue selling these traditional games, what is its value to our society, and why despite the underwhelming support, these owners still persevere and continue to provide service to customers. They have been in this business for 50 years already. They continue what they do as there is still a strong customer base, which is due to the people missing these games. They feel that it is very important for the younger generations to know as with in depth knowledge and interest in these games, when they grow up, it will still be a place in their heart, and they can continue the tradition by introducing these games to their children, forcing a continuous cycle and preventing these games from extinction. With support, then these stall owners are able to supply the games.







This shop sells many traditional games, including pick up sticks, donkey, and many other games as well. It brings a sense of belonging and pride as a Singaporean as we realise the diverse culture in these games and how these games can significantly bring the old and the young together.



Munch Munch  
Active 59m ago

we have our own demographic

There are many adults who would like to reminiscence of their childhood am i right?

I don't have a percentage for you.

Haven't done a survey before

Oh im not looking for a percentage, would just like to know the reasons and motivations behind your passion

Thank you so much for the time sir

<https://youtu.be/A79a2YKp8ig>

Maybe this video will help

Thank you so much for the valuable insight!

Seen

Write a message...



## **Pilot test and Improvements**

For our first pilot test, we had some of our respective classmates view the resource and access its effectiveness. They said that it was quite useful, especially for events such as Community Involvement Programmes, which includes visiting elderly homes, bringing back a sense of nostalgia when they play these games, and making CIP more interesting and something to look forward to, for the elderly and the students. However, most of the judges and students feel that our website was not too well organised and there could be more ideas from this. Since then, we have made improvements to the website and refined our goals and what we have achieved thus far. We conducted a second pilot test, which includes CIP programmes, and interviews with stall owners, giving us a deeper insight to these traditional games, emphasizing the importance of the supply and demand, proving that there is a decline and that this issue needs to be addressed as soon as possible, starting from a micro scale, just Hwa Chong students, to possibly a macro scale, where the whole nation, and even foreigners are aware of these games. After our second pilot test, we had asked the same pool of students, plus students from other classes and levels. They stated there were big improvements in the project and that they felt there was a need to do their part to make sure that these games will continue to live on for generations to come.



## **Timeline**

From January to March, we did the needs analysis and brainstorming of project. From April to May, we created and completed the portal which includes videos and conducted our first pilot test. From July to August, we added some places of interest and interviews, did some final refinements and conducted a second pilot test.

## **Difficulties**

We came across some difficulties, the main one being most people not being interested with these games and having stereotypes about these kinds of games being boring, and therefore not being interested to even learn, and also the reluctance of some shop owners to conduct the interview, thus giving us short answers which are difficult to expound on and not really showing the true significance behind these games.

## Background Research

We have done a background research on one of the restaurants that allows customers to play the old school games before their meals, called “Old School Delights”. However, they have closed down recently, most likely because of the underwhelming support to continue this tradition, which our group feels an urgent need to bring it back to life before it becomes obsolete.



## Conclusion

In conclusion, though we faced many setbacks, for example coping with studies as well as CCA while doing project work. However, it is not all dark. We have learnt many basic skills, even as simple as taking a short gif making a website, even taking down notes. Skills like these that we can use in everyday life, and possibly in the future. Soft skills such as being a team player, communication with our mentor through formal emails were also used. We were also happy that we could allow the old and the young to interact through these games, and promote the culture and tradition of these games. With our resource, we can educate the students about the games, where they can choose to share this culture with people from other countries, and even interacting with

the elderly, be it those sitting at the void deck of HDB flats, or at elderly homes. CIP and interactions would be so much more meaningful and filled with joy and laughter.

### **Special thanks**

We would like to thank our mentor, Ms Tay Yan Hoon, for mentoring and bearing with us throughout the year. With our hectic schedule packed with afternoon lessons, she still makes time to meet us and did not give up on us. Without her guidance, this completion of the project would not have been possible. Also, we would like to thank the category mentor, for spending the time to brief us on what to expect and how we should move forward.

### **References**

Old School Delights @ Upper Thomson (Outlet Closed). (2018, August 03). Retrieved from <https://ordinarypatrons.com/2014/08/01/old-school-delights/>

Most photos in this written report were taken by our group members.