

Project title: Hwa Chong Time Warp

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Group ID: 9-04

Group members:

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## Introduction

We had created a Scratch platform based project about the 100-year history of Hwa Chong from 1919-2018. The player plays the parkour game while learning about Hwa Chong's history. The purpose of this is to educate people about Hwa Chong's history, especially since Hwa Chong's 100th anniversary is in 2019, which is next year. This would give people a meaning to celebrate Hwa Chong's 100th anniversary now that they know more about Hwa Chong's history. The focus of this project is to educate the students of Hwa Chong, especially the new Secondary One batch of 2019. These students from Secondary 1 to 4 are the main target audiences of this project. However, others who want to know more about the history of Hwa Chong, for example HCI Alumni, the public, etc can also play our game.

## Literature Review/Theoretical Framework

We feel that learning is more effective through play as it helps people to learn easily. When people enjoy a game, information that is displayed to them naturally sinks into their memory. Play allows people to mature emotionally and develop their creative thinking skills. We thought of the idea of this game when we realised that Hwa Chong students were not familiar with Hwa Chong's history, and felt that this should be changed. As Hwa Chong students, the least we can do is familiarise ourselves with Hwa Chong's history.

## The Study & Methodology

Through our game, students will be more aware of Hwa Chong's history. In surveys we had conducted, the results had shown that most Hwa Chong students were not familiar with Hwa Chong's history, like the founding of Hwa Chong and when the Hwa Chong campus was built. We got information on Hwa Chong's history by searching it on the web.

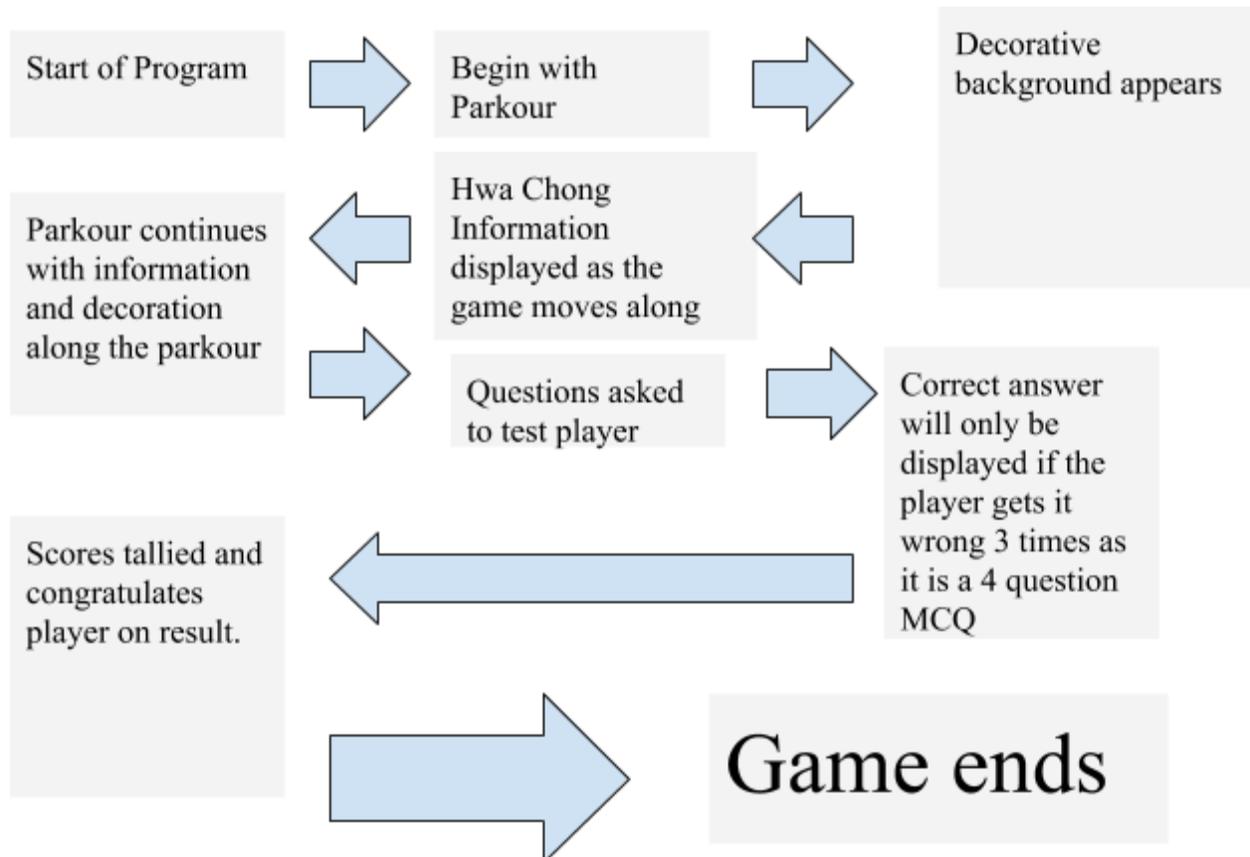
For this project, the programming platform used is Scratch as it is easily accessible by many people even if they do not have an account and it is a platform that is easier to programme on. Moreover, we were taught Scratch programming during Term 1 so we decided to put what we had learnt to good use.

Zheng Yang is the group leader and Elton, Albert and Xiang Ru are the rest of the group members. In our project, Zheng Yang was mainly in charge of admin matters, the project evaluations slides and the written report, as well as the time and progress management of the group. Albert and Xiang Ru are the programmers of the game, while Elton is the graphics designer. Elton designed all the graphics such as the sprite and background in the game. Albert programs the animations while Xiang Ru, the main programmer, programmed the parkour and the other animations. Albert also helped with the completion of the written report.

At first, our plan was to complete the programming by the mid term evaluation but due to the lack of availability of all the group members' time and the slight miscommunications between the programmers, our progress was slow. As the final evaluation came closer, the programming had been done and the trials had been conducted. We have also conducted surveys to see if anything can be improved. Then, we changed what the programming of the game according to the feedbacks we received.

## Outcomes, Analysis & Discussions

Flowchart:



## Implications and Recommendations

Although we had been working on this game for the past few months, there is still room for improvement. For example, the game might be moving too fast for the player to read the words about Hwa Chong's history shown. This can be fixed by slowing down the speed of the game or adding a pause button so that the player can stop the game to read the words. Some people also think that more information on Hwa Chong's history can be added so that they could learn more about it. For further extensions, levels can be added for the player to go back and read up on Hwa Chong's history, and more questions might be added. In addition, the parkour was too difficult for some players, as some of the feedback suggested. After trying out the parkour, we

had the same thoughts so we reduced the difficulty of the parkour by enlarging the parkour platforms and reducing the speed of the game.

## Conclusion

We have worked together for many months on this project. Our friendship had become closer and we learned more about each other. Sometimes we would quarrel because we thought that some things should be done in our own way. However, we would soon calm down and come to a mutual decision together. This has taught us to control ourselves, respect other people's opinions and look at things from their perspective. Working together to make the game also taught us to work efficiently and cooperatively as a team and how to work with other people.

Finding information about Hwa Chong's history also made us appreciate our founding father, Mr Tan Kah Kee. We are very inspired by his philanthropist act towards education and his will to educate the younger generation. The success of Hwa Chong did not come by easily. Without the hardships our predecessors went through, Hwa Chong would not be standing proudly on Bukit Timah Road Drive.

Since this was an Infocomm studies project, our programming skills had definitely become better from programming the game. We had fun programming, exploring the wonders and different functions of Scratch as well as trying out new things with Scratch. Infocomm is a fun category to take up for our IS project and we would surely recommend it to our juniors next year.

In conclusion, we have learnt a lot during this IS Infocomm studies project and have strengthened our ties as good friends, sharpened our programming skills and we hope our program benefits the students of Hwa Chong and whoever wants to know more about Hwa Chong's history.

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