

Cat 4 Resource Development

Group 4-033

WWII Card Game

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Abstract

This project is to develop a card game about the Battle of Singapore. The Battle of Singapore was not just a defining moment of World War II, but a crucial piece of our Singaporean history and ultimately the catalyst that led to Singapore's independence. Our main objective is for this card game to be a learning resource package, to allow Secondary One students to gain a better understanding of the challenges, the famous personalities, as well as the different kinds of military units and equipment that took part in the Battle Of Singapore. More crucially, the card game is designed to put the students in the seats of the 2 main protagonists Percival and Yamashita, to face the same unique strategic and tactical constraints each faced respectively, and opine whether History's view of the much maligned Percival and much celebrated Yamashita was in fact justified, or misplaced.

1 Introduction

1.1 Rationale

The Battle of Singapore was a pivotal moment in world and Singapore history.

History has generally viewed Percival to be a fool. However, his decisions were very much constrained by unique circumstances. Our project wanted to teach this monumental event in what we thought was the most impactful manner possible - by allowing students to "live out" history and see if they could really do better. And thereby to better consider whether their conclusions of British incompetence is misplaced.

We felt that the way to best present this History is through Collectible Card Game ("**CCG**"). It was important to us that the information presented was accurate. It was also important that the game mechanics, and in particular the "win" conditions which are different for the British and Japanese, bring home in a historically accurate and genuine way how and why each of the characters made the decisions they did.

1.2 Objectives

- To present the Battle of Singapore accurately, but in a deeply impactful manner
- To put students in the seat of history itself
- To showcase a different way of presenting History in a fun and engaging way

1.3 Target Audience

Secondary 1 students who are learning about the History of Singapore pre-independence

1.4 Resources

The resource created for this project was a CCG (Collectible Card Game) developed based on actual events and locations, as well as the troops, equipment and personalities that took part in the Battle of Singapore. In the CCG, there are different types of cards, Territory Cards, Unit Cards, Weapon Cards, Vehicle Cards, Personality Cards as well as Resource Cards



Just some of the Cards in the WWII Card Game

2 Review

Although the Battle of Singapore was featured in the History Textbook, only a few factors regarding the Fall of Singapore were discussed. Other websites that we searched online only gave brief descriptions, and sometimes, the information in that particular website was all over the place.

We were unable to locate many primary sources of information that would give flesh to the details we needed for a more complete card game, such as details about unit commanders beyond their names and ranks, or the specifics of the numerous smaller battles that occurred beyond the more famous battle of Bukit Chandu. We were also unable to obtain sufficient information about each hypothetical battle site

(such as Changi Barracks in the east, as the Japanese attacked instead from the West) which would have given the game even greater realism.

3 Methodology

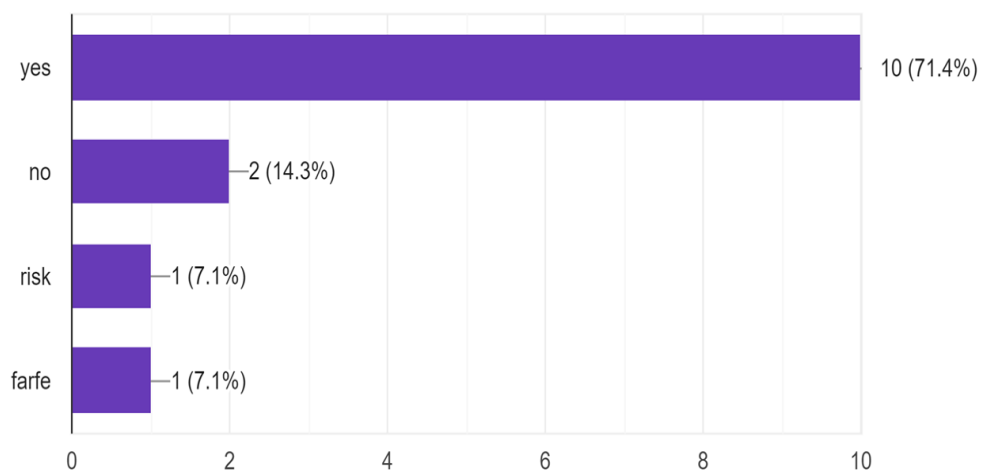
3.1 Needs Analysis

A needs analysis was conducted to ascertain the value of this project. We had taken a short survey to ascertain the need to use card games, as a form of educational device. We had also read up on articles that talked about the value of educational card games in this ever-changing society. Next, we had also conducted a survey, to find out if students would be more inclined and would learn better about history, through the form of a card game. In both surveys, we received positive responses and they felt that this WW2 card game would allow them to be more inclined in learning and they also felt that learning in a form of a card game would allow them to learn better

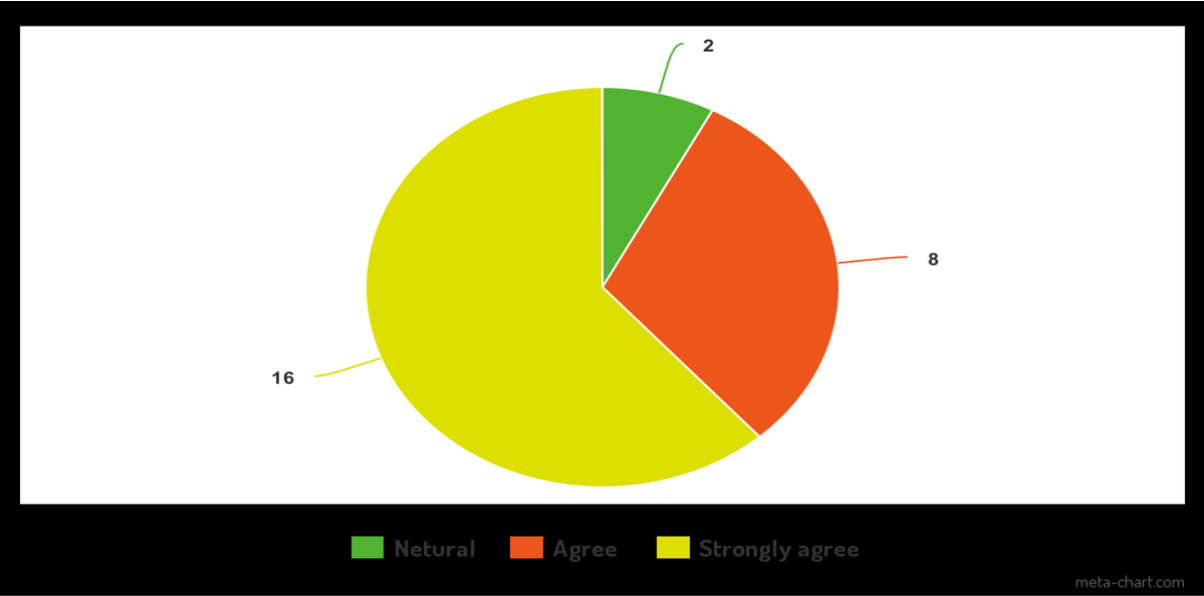
3.2 Survey Results

Would you be interested in a card game that teaches World War 2 in a fun manner

14 responses



I think that I will learn History better through the form of card games



3.3 Resource Development

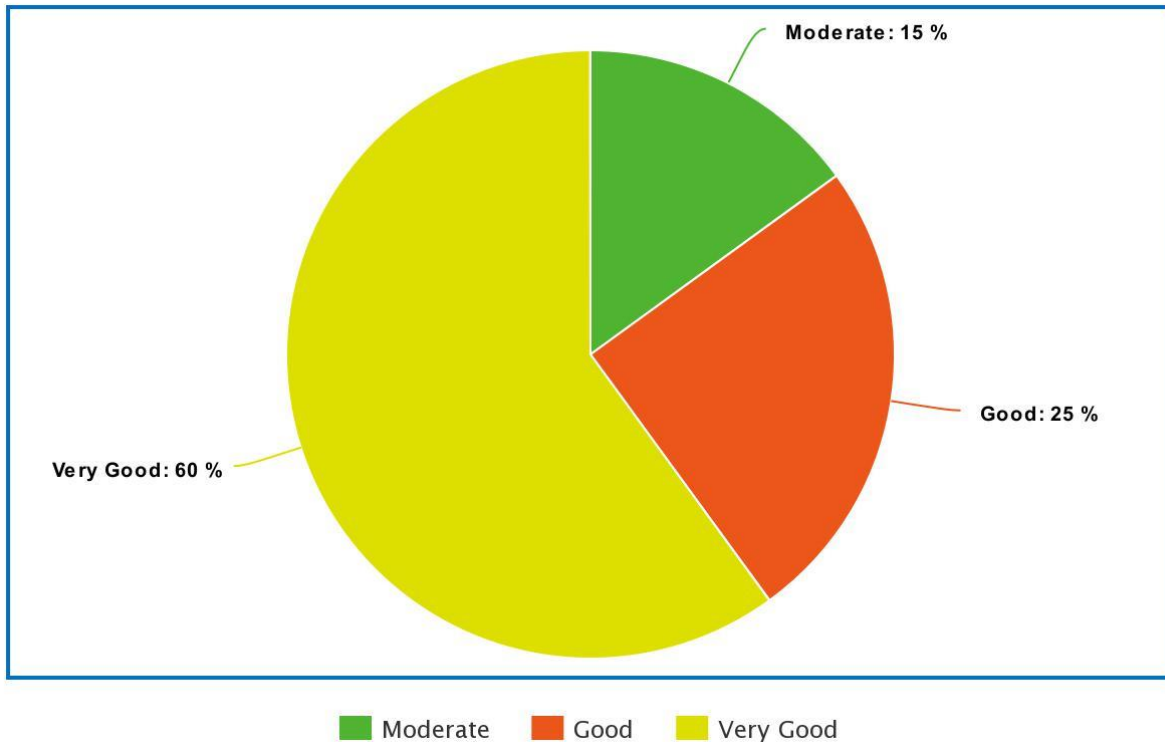
We carried out research on the different key factors that has affected the Battle of Singapore, as well as the different troops, weapons, vehicles, as characters that fought or were used in the battle.

The research was largely taken off the internet, as we were constrained by the COVID-19 pandemic from accessing the national library and its resources for more thorough research. We then transferred the research we had done into cards. After that, we had also researched on the order of battle, as we are not trying to recreate history but instead trying to re-enact it, in a 'what-if' scenario. What was of utmost importance, in designing the game mechanics and different "win" conditions, was to accurately portray the constraints (in terms especially of time, resources and lack of timely reinforcement and resupply) that were faced by the antagonists. Every one of these cards were based on the actual details of the Battle of Singapore. Territory cards(Green Colour) are the hypothetical, as well as the actual places where the battles took place, such as Bukit Timah and Kranji. Unit Cards, Vehicle Cards and Weapon Cards are the different troops, vehicles and weapons that fought and were used during the battle. There are both Allied(Blue Colour) and Japanese(Red Colour) cards that have their own unique abilities and stats. Lastly, there are the Resource Cards. They are reflecting the limited resources during the battle, both fuel and ammo.



3.4 Pilot Test

We had conducted a pilot test on our card game. However, due to the limitations of Covid-19, we had not managed to conduct a pilot test in a school environment, instead we had asked some of our friends or relatives to try out the card game and give us their honest feedback. As some of these people that we had conducted a pilot test on was slightly older or younger than the target audience, some results of



our survey for the pilot test was not as accurate, and those that were not the same age as the target audience made up the minority group that felt that our project was moderate. Still, we had adapted our project to cover a slightly bigger age group and made some changes such as simplifying the words in each card.

Those of the age group same as the target audience gave us very positive comments, as well as some valuable feedback.

4 Outcome and Discussion

Although we received very positive responses, we made several changes to the initial design. We decided to do a colour-based theme for each of the different types of cards. We also decided to use original black and white photos for the cards, rather than “colourized” versions using modern technology, to convey authenticity.

Finally, we had to “re-balance” certain cards, not just to make gameplay smoother, but also to reflect the reality that the Japanese forces and Allied forces were actually evenly matched, even if the fog of war gave Percival and the British a very different view at the time.

5 Conclusion

WWII Card Game was a very challenging project to undertake, but we had a lot of fun making it. Through this project, we had learnt many different skills, such as patience, teamwork, perseverance, the ability to pick out relevant information, as well as how to summarise long and lengthy paragraphs into a few sentences. Confidence and endurance were also final elements in the project as we started developing the cards, as it motivated us and gave us the confidence to believe in the value of the project.

There was immense satisfaction in coming up with a resource that presents History in a very fun and meaningful way to students that might otherwise have trouble sitting still reading a book.

In conclusion, this project, despite the hardships we faced, was really fun, and taught us many different skills that can be applied in life.

6 Reference

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