

PW Written Report

Group 4-056

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Abstract

Our project is about promoting traditional games, especially those played back in the days in the Kampung. We aimed to do so by pushing out resources which include a website with a few particular games, videos and an instagram page.

Introduction

Our project aims to revive the lost 'kampung' spirit in Singapore, which is closely related to traditional games, as it was traditional games that allowed the relationships within the Kampung to be closely-knitted, and create a 'kampung' spirit.

Our target audience is mainly Secondary School students, aged 13-16, as most of them have only recently received their mobile devices and many are addicted to them, be it social media or video games. We do hope to offer an alternative to pass time other than just mobile devices. Also, we chose Secondary School students as they are easier to relate to and establish a connection with as we ourselves are Secondary School students as well, allowing our project resources to be better catered to them.

We have created 3 resources, which include our Website, Videos and Instagram page. Our website aims to provide content regarding instructions and history of the traditional games we are promoting. While our instagram page posts Weekly facts and Weekly game introductions. It also helps to promote our resources and make our project more well known to students. Especially with many students using instagram, we are able to

capitalize on it and help promote our project.

Lastly, our home-made videos. During the circuit-breaker period, our group wanted to create a resource which is actually applicable to users, even during the circuit-breaker period. Thus we decided to come up with home-made videos teaching users how to make their own traditional games using everyday items at home, and provide them with instructions on how to play them. This allows users to be better engaged with our resources and our resources we pushed out to be actually useful.

Review

We do know that there are existing resources, which are mainly websites, regarding traditional games. However, the problem we have with many for them is that the content on the website is very vague and does not really fully explain the history of the game. They seem to do the website just for the sake of doing. Our group feels that this lack of effort in the content seems to reflect their attitude towards traditional games.

The only resource which is well done is the National Library Board resources. However, the resources are very jumbled up, and it is difficult to actually read given the abundance of content. It seems not very straight to the point. It is also extra wordy and may not capture the eye of students our age or people in general, thus it may not be as effective as our website in promoting the traditional games.

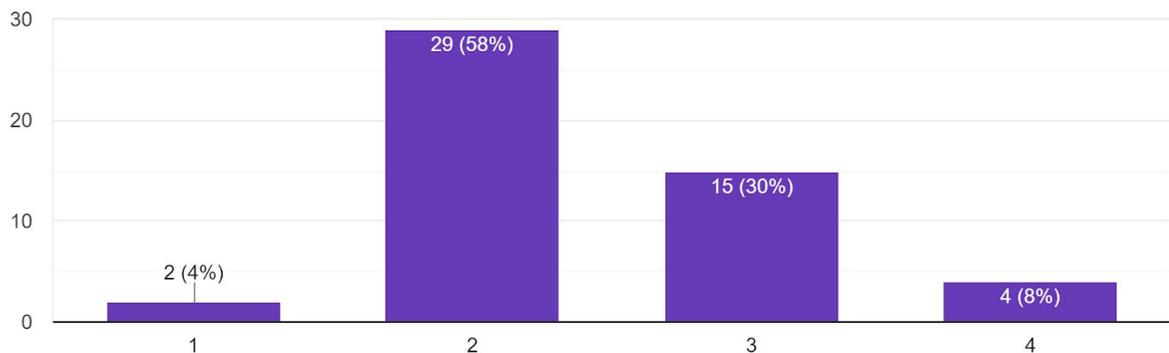
We took into account these errors made by these websites and made sure we did not make the same mistakes in our website.

Methodology

We began the project by conducting an online survey with respondents being mainly from our target audience 13-16 years old students, asking respondents about their knowledge of traditional games and how often they played it. Given the responses, we can see about 50% of the respondents stated that they never played traditional games, while 41.8% stated that they seldom played it (once a year). While for the question regarding knowledge of traditional games (1 being no knowledge and 4 being very knowledgeable), 58% of respondents responded with 2, with 4% not knowing at all. This shows that there is a need to actually educate students about traditional games

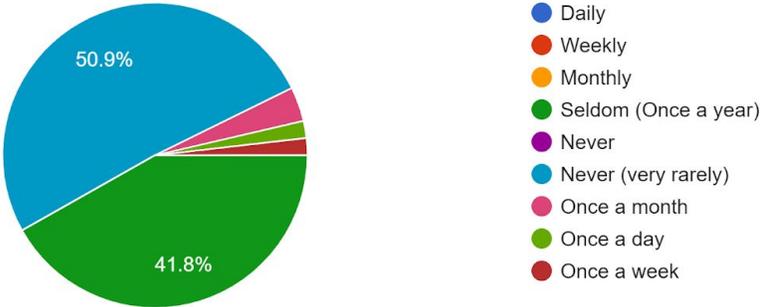
Rate your understanding of traditional games

50 responses

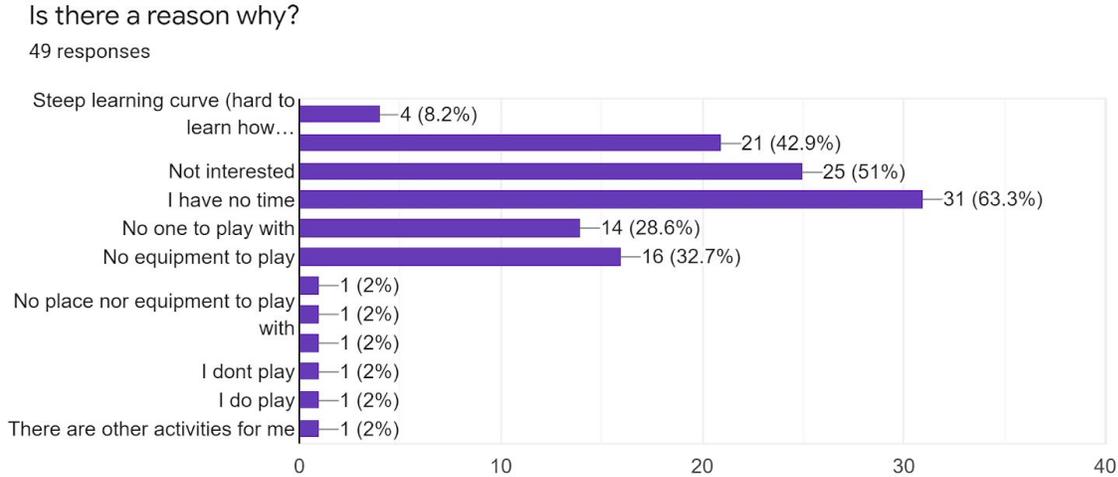


How often do you play traditional games? (e.g. Chaptah, Zero Point etc)

55 responses



We continued by asking respondents why they rarely/seldom played traditional games. Even though 51% of our respondents say they have 'no interest' in traditional games, we believe that this is exactly where the problem lies. There is a stigma against traditional games, where many younger generations feel that the games are boring, useless and inferior compared to video games. We seek to curb this stigma through this project and do hope to help change the mind of these people. Going back to the responses, 63.3% of respondents stated that they had 'no time' and 32.7% of respondents stated that they did not have the equipment to play. However, this COVID-19 circuit breaker has allowed many activities to be cancelled and all students to move to full HBL. During this period, our group is very certain that students have more than adequate time to learn new knowledge and broaden their horizons. Hence, students have adequate time to learn more about traditional games. While there was a problem that students did not have the equipment to play the traditional games. We decided to focus on this aspect in our project and we came out with videos to teach viewers how to make homemade traditional games using everyday materials during the CB period.



Outcome and discussion

All in all, we believe that our project has made an impact and effectively communicated our message and aims, which is the 'kampung' spirit. This can be seen in our conclusion form, where we asked feedback on our resources we had pushed out.

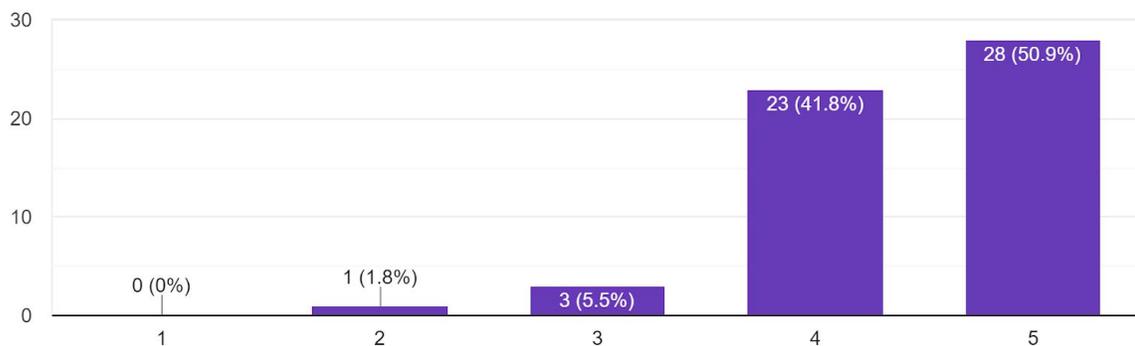
1. Website

<https://sites.google.com/student.hci.edu.sg/trenditions2020/sources?authuser=0>

From our google form, we asked respondents for feedback on our website. And the feedback we received was very positive. When asked how friendly/interactive our website is, 92.7% of respondents rated our website 4 or 5 while when asked how educational our resources were, 96.4% of respondents rated either a 4 or 5.

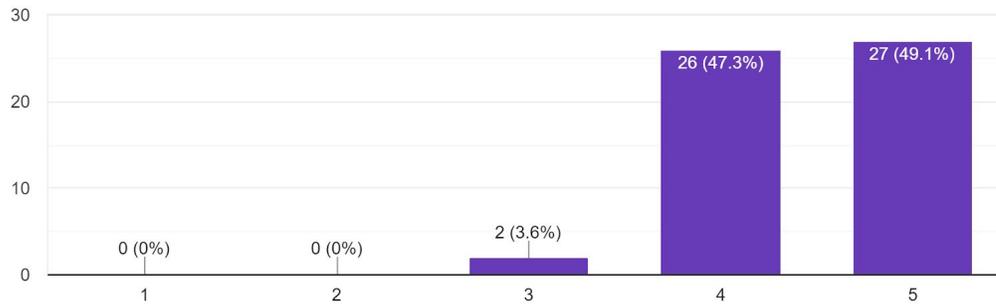
On a scale of 1-5, how user friendly/ interactive is our website?

55 responses



How useful do you think our website is in educating and raising awareness of traditional games?

55 responses



2. Videos

<https://www.youtube.com/watch?v=mlmBLoUSbds> (five stones)

<https://www.youtube.com/watch?v=60xTDbw9iQE> (gasing)

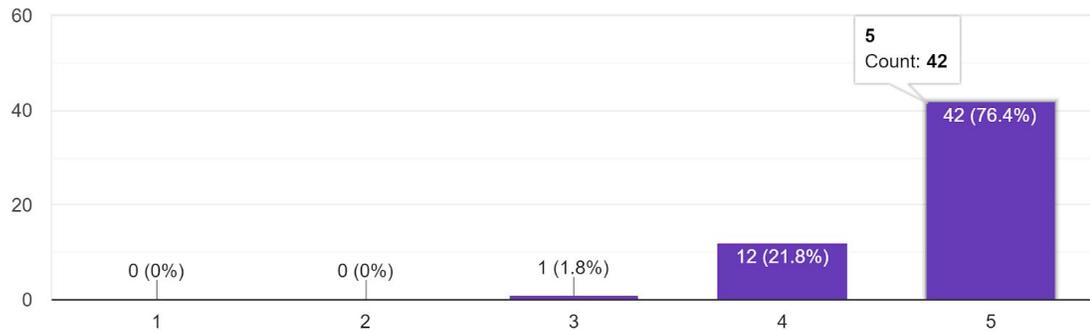
<https://www.youtube.com/watch?v=Vz1l8s0vFZs> (hopscotch making)

https://www.youtube.com/watch?v=ZVb_M8gGsi0 (hopscotch how to play)

When responding to questions regarding our homemade videos, the results were very positive where 76.4% of respondents rated it a 5 when asked how it the video allowed them to gain a better understanding of traditional games. Also when they were asked how easy it was to make the traditional games, 94.5% of respondents rated it either a 4 or 5, with 5 being super easy.

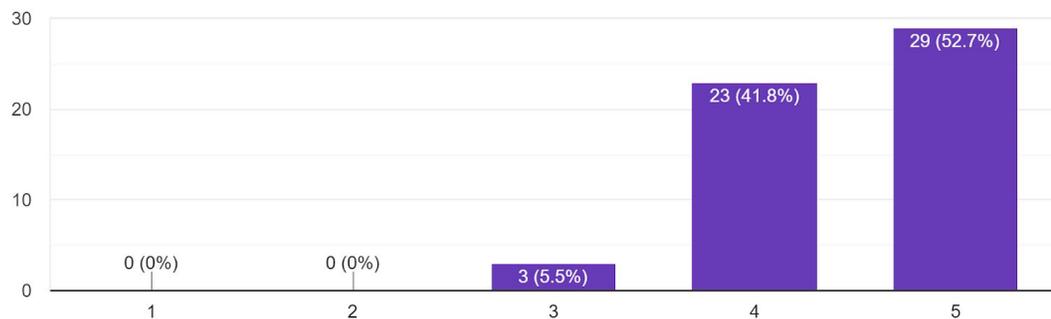
How useful do you think our videos are in allowing you to gain a better understanding of traditional games and how to make them?

55 responses



How easy was it to make the traditional games following instructions from the video?

55 responses



3. Instagram page

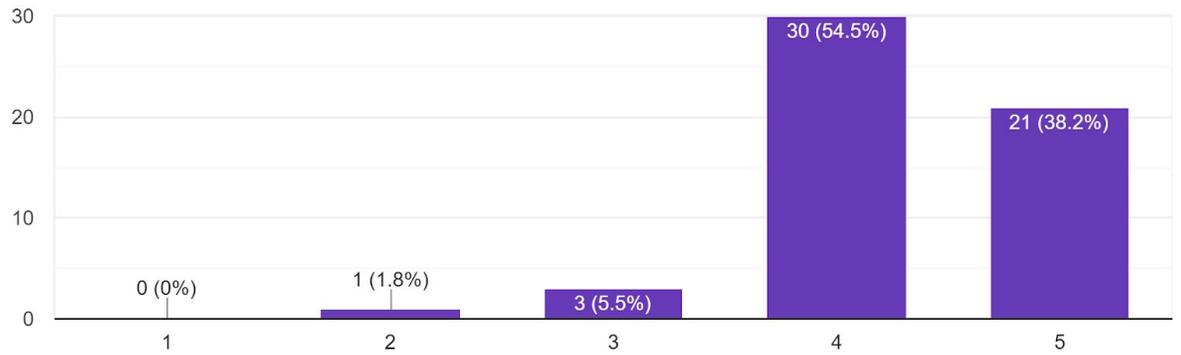
https://www.instagram.com/trenditions_/

When asked about our Instagram page, it was not as positive as we hoped but it was still positive. When asked about how interesting our IG page was, 92.7% responded with a 4 or 5, but a majority of 54.5% rated it a 4. When asked how

much they learnt from our IG page, 89% rated it either a 4 or 5.

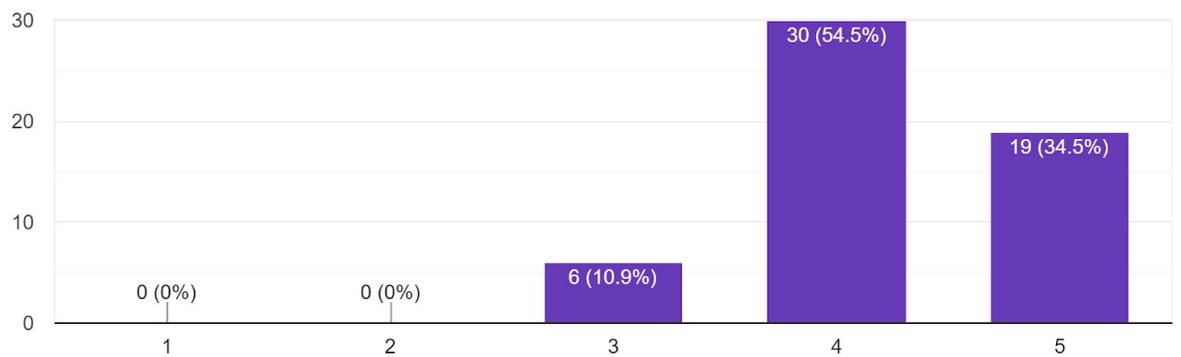
On a scale of 1-5, how useful and interesting was our IG page?

55 responses



On a scale of 1-5, how much did you learn from our IG page?

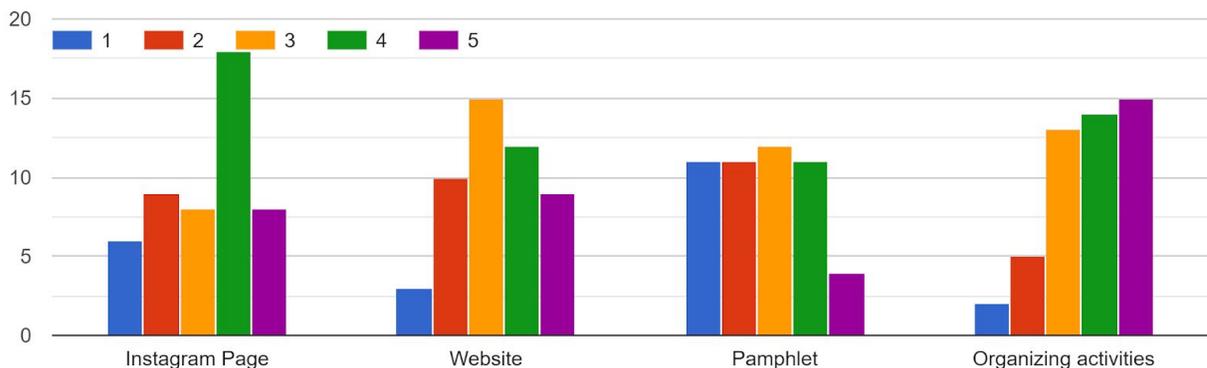
55 responses



Limitations we faced

Earlier in the year, we conducted a needs analysis and asked respondents on which type of resources they would like to see and would be useful and interesting for them. Below shows the statistics (note: 'fa...ing' is in fact favourable...when we copy the statistics over it somehow prints 'fa...ing.') As you can see, organising activities was the most favoured resource for our project, with 15 reponses of 5. However, due to the COVID-19 restrictions, we are unable to hold any activities due to the CB and the limits imposed. This heavily hampered our ability to engage our audience and interact with them on a more personal level, with face to face meetings.

Which of the platforms below would you prefer to help you learn more about the traditional games? On a scale of 1-5, with 5 being the most fa...ing the least, please state your preference below.



In the past, children in kampungs played traditional games very often. Traditional games improve camaraderie, social skills, creativity, intellectual ability, imagination and competition. We intended to host an activity for teenagers and kids where they play and

learn about traditional games, and in the process they would gain social skills, improve their intellectual ability, and develop them holistically instead of them going to activities like cram school. The skills that they learnt would not only be able to develop their character, they would also be able to carry out their daily activities and school work more smoothly. This kills 2 birds with 1 stone, helping students with their academics and developing them holistically. However, due to COVID-19 restrictions, we were not able to hold any events and we turned to using social media instead. Although there was a possible solution in which we could use google meet, many people don't have the necessary equipment and are not as effective as face-to-face interaction.

Conclusion

Reflecting on our project this year, it was indeed a difficult one. Especially with the COVID-19 restrictions which heavily impacted not only our group but every other PW group. The main challenge we faced was to remain creative in our resources despite the restrictions we had, as we did not want to stick mainly to the redundant resources such as Instagram page and Website. Our group took many group calls to think of ideas for the video, edit and make the video. The other challenge we faced was it was difficult to meet up with the mentor often, however we curbed the problem by using whatsapp to communicate effectively.

Throughout this project, our group had many ups and downs, be it the struggling to cope with PW and the Term 3 common tests and the disputes we had as a group on calls. However, only through these ups and downs will our friendship become stronger and everlasting but also we learn how to emphasize and work better together as a team. Be it understanding each other's commitments and schedule and helping to cover their work load or allowing others to voice their opinions rather than insisting that one's own idea is right.

All in all, this project has been a fruitful and interesting experience, especially in these difficult times on the COVID-19. Our group worked within our means to help make our project as successful and most importantly meaningful to all users and we believe we have achieved in doing so.