

Cat 4 Resource Development

Group ID 4-053

Fun With Family

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ABSTRACT

The most important thing in life will always be family. Friends may come and go, but family is undoubtedly forever. As teenagers are spending less quality time with their parents, Project Fun with Family provides a fun and engaging resource to help teenagers bond with their family. A lot of effort was put in to ensure a pleasurable and enjoyable experience for the whole family, as they strengthen their bonds and make happy memories together. Teenagers are not spending enough quality time with their families and we hope that they will improve their relationship with their families by having fun through our card game. The Activity Cards in our card game suggest ways that you can spend quality time with your families. This allows the family to figure out different ways they can bond together, improving the relationship of the family. We also hope that teenagers will, from our card game, be more inclined to spend more quality time with their family members instead of playing computer games or watching television.

1 INTRODUCTION

1.1 Rationale

Teenagers are not spending enough quality time with their families. Hence, we believe that we can encourage teenagers to bond more with their families by introducing a card game that they can play with their families, with the card game including some examples of activities that can be done together as a family.

The Families for Life Council, revealed in a May 2016 survey that one in 10 of the 700 respondents spend six hours or fewer with their immediate families a week, and about half of the respondents spend over 36 hours a week (which is about five hours daily) with immediate family members. The survey was conducted between January and March 2016 and those interviewed were Singaporeans aged 20 to 69. The main barriers keeping families from spending time together are long working hours (for half the respondents who indicated that they do not spend sufficient quality time with their family) and fellow family members working long hours (slightly more than a third). Other reasons cited for lack of family time included children being busy with school or their

own activities, family members preferring to play computer games or watch television on their own or family members being overseas. **(reasons that parents and children are spending less time with their families)**

The Families for Life Council conducted a poll in July 2015 to find out what family time means to individuals. The poll was conducted through the Families for Life Facebook Page and at various Families for Life events. A total of 1,252 respondents participated in the poll and it was revealed that 71% felt spending time with their family gave them the most happiness. 62% shared that spending quality time means "getting out of the house and doing something fun together". 58% of respondents felt that spending quality time together means having heart-to-heart conversations. While 54% felt that having regular meals together was spending quality time together. **This shows the benefits of spending quality time with your family. (reasons to spend quality time with your family)**

In a Straits Times article on 24 March 2020: "It is important that we spend both quantity and quality time with our children. This is especially important when our children reach their teenage years and start to become independent," the chairman of the Families for Life Council, Mr Ishak Ismail noted. "As parents, what is important is to be present and focused during the time we spend with our children." Having a mindset that is set on spending "meaningful time" is important, said Mr Ishak, who is married to a 58-year-old housewife. "It's not just about setting priorities and checking off boxes that you've spent an hour or two in a day with your children." Joining them in their hobbies or trying a new activity is one way parents can spend quality time to bond with their children, said Mr Ishak. **This shows how parents can spend more quality time with their children. (also shows the importance of family bonding time)**

1.2 Objectives

The objective of our card game

- To encourage Sec 2 students in Hwa Chong Institution to engage in family-bonding activities.
- To encourage Sec 2 students in Hwa Chong Institution to spend more quality time with their family, the students will also inadvertently spend less time on their phones/devices.

1.3 Target Audience

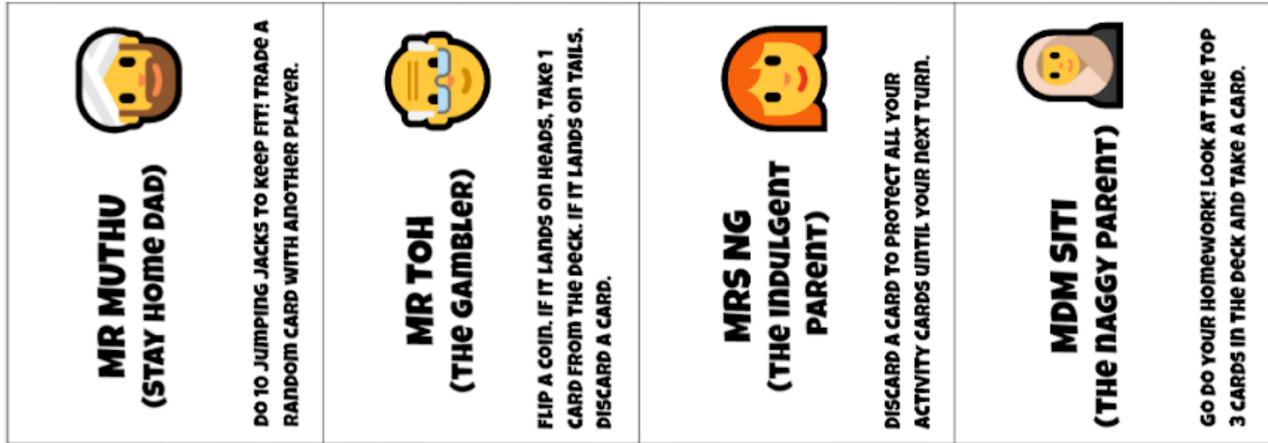
The target audience is Secondary 2 students in Hwa Chong Institution.

1.4 Resources

The resource created for this project is a card game.



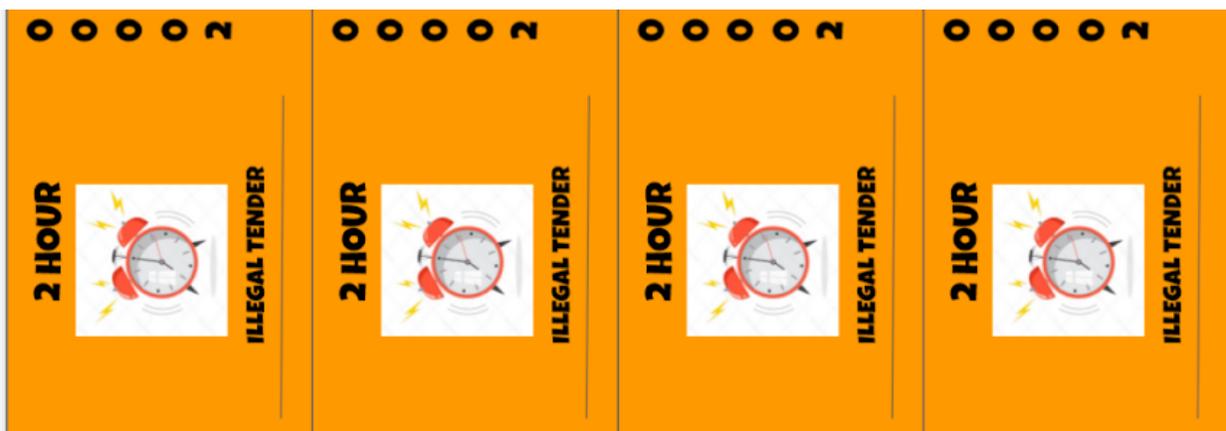
(Example of a few Action Cards)



(Example of a few Personality Cards)



(Examples of a few Activity Cards)



(Example of a few Time Cards) [currency in the game]

Our Instagram Account (@fun_with_family.uwu)

9:20



fun_with_family.uwu ⁹⁺

Zuo Chern, Gabriel, Kaven

2A3 kids

Hi there :)

Just three sec 2 students doing a project on family bonding link to our card game!! bit.ly/3iVm7Hq

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2 REVIEW

The Families For Life website stated that one of the few ways to bond with your family was to just go outdoors and play sports, as well as a whole list of other activities that families can do together. However, we feel that we can better convey these activities to families through a card game. The Activity Cards in our resource suggest some of the family bonding activities that families can do together. Families will be able to learn about some of the activities they can do together while they bond and have fun playing our card game. Hence, we created our resource, aiming to be an interactive and fun card game that informs children and parents about different activities that they can do to bond together.

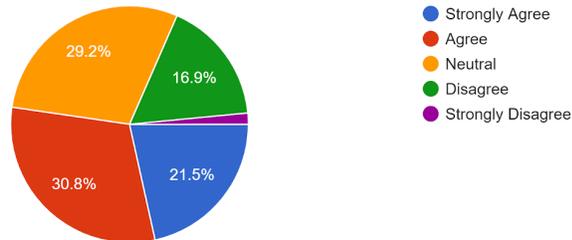
3 METHODOLOGY

3.1 Needs Analysis

We conducted a survey in March 2021 to find out whether teenagers in Hwa Chong Institution thought they were spending enough time with their family. Out of the 65 responses, 100% were aged 14-18 and most of them were from 2A1, 2A2 and 2A3. 81.5% of respondents shared that they were spending enough time with their family and out of the 81.5%, 29.2% felt that they could spend their time more wisely by engaging in family-bonding activities. The remaining 18.5% reported that they were not really bonding with their family. 70.8% of the respondents agreed that having a card game the family can play on a regular basis will help forge better bonds within the family. Hence, we created our resource.

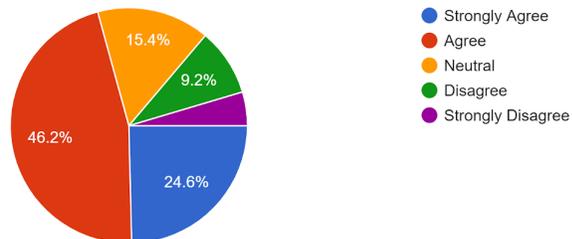
3.2 Survey Results

Do you think you're spending enough time with your family?
65 responses



From the pie chart above, it shows that 52.3% of the respondents “Agree” and “Strongly Agree” that they are spending enough time with their family.

Do you think a card game that the family can play on a regular basis will help improve the relationship between members of the family?
65 responses



70.8% of the respondents chose “Agree” and “Strongly Agree”, hence, we decided to create a card game.

3.3 Development of Resources

Firstly, we created a Google Docs to brainstorm the main objective and rules of our card game and how we can make the card game fit the scope of families. After creating the objective and rules of our card game, we started putting some of our ideas of possible card names and their purpose onto google slides. We tried our best to think of interesting card names and actions and most of them were eventually added in. Then, we placed our card ideas into Google Slides and started designing the cards to our best abilities. Finally, we printed these cards and laminated them so that they could be played. We also created an Instagram account, to promote our card game. You can download and print out the cards by clicking on the link in our bio. The rules are also stated on our Instagram page.

Rules of card game

Objective of the game: To gain as many Activity Cards as you possibly can.

Game setup: 2 piles, Activity Pile (shuffle and place all activity cards face up) and Action Pile (shuffle Action Cards and Time Cards, place them face down). All players pick a random Personality Card and start with 5 cards from the Action Pile. The player who did the dishes last starts first (or the players can decide amongst themselves).

On each turn: Start your turn by drawing 2 cards from the Action Pile and play up to 3 Actions.

There are 4 types of Actions that can be played:

1. Play an Action Card from your hand: **1 action**
2. Place any amount of Time Cards into your bank: **1 action**
3. Buy the top most Activity Card from the Activity Pile, using Time Cards from your bank: **1 action**
4. Using your Personality's Special Power (can only be used once per turn): **1 action**

Action Cards or Time cards that have been played or used will go into the Discard Pile. Players can choose not to play an action on their turn (but they must draw 2 cards).

Players are allowed to have a maximum of 8 cards in their hand. If you have excess cards, they must be discarded into the Discard Pile at the end of your turn (not considered an action). If you have no more cards in hand, you can only continue to take 2 cards when it is your turn.

Game ends: When there are no more Activity Cards left in the Activity Pile.

Every player will have 2 Activity Cards that they can get at a discount based on their Personality Card.

<p>KARAOKE NIGHT</p>  <p>3H (2H DISCOUNT FOR NAGGY PARENT)</p>	<p>BAKING</p>  <p>3H (2H DISCOUNT FOR INDULGENT PARENT)</p>	<p>COOKING SCHOOL</p>  <p>5H (3H DISCOUNT FOR INDULGENT PARENT)</p>	<p>PILLOW FIGHT</p>  <p>2H</p>
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(Examples of the discounts)

FAQ Section

1. When I steal or gain Time Cards, where do they go?
The Time Cards go into your bank on the table immediately (and not the hand).
2. Can you stop someone from buying Activities using the action-stopping cards?
Yes, you can use cards like “NO MEANS NO” to stop a player from buying Activity Cards. Time cards used to buy the Activity Card, however, will be lost.

3. What is the difference between “stealing” and “losing” Activity Cards?
Players “steal” by taking an activity card from the target player while Activity Cards that are “lost” are to be returned to the bottom of the Activity Pile.
4. If I need to pay 1h to someone but only have 2h, do I get change?
No, you will need to pay the 2h and will not get anything in return.
5. Can I Stop a Stop card?
Yes, you can use a “NO MEANS NO” with another “NO MEANS NO”.
6. What if there are no more Action Cards in the Action Pile?
Reshuffle all cards from the Discard Pile, leaving the top 10 cards in the Discard Pile.
7. If I have insufficient Time Cards in my bank to pay someone, can I pay with Time Cards in my hand? No, you will have to pay with Activity Cards. However, if you have neither Activity Cards or Time Cards in your bank, you will not need to pay anything.

3.4 Pilot Test



(One of our physical pilot-testing)

We pilot tested our game with one of our primary school friends and we received relatively positive feedback from him and his family.

- Fun and engaging
- Aesthetically pleasing card game

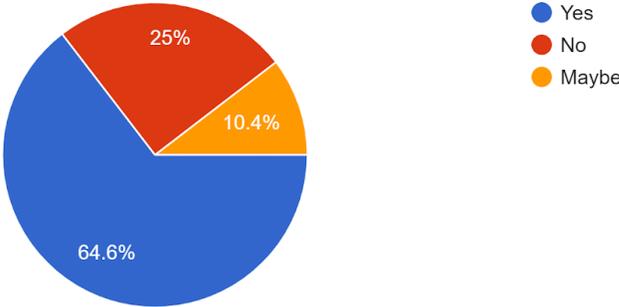
“The game was pretty fun. Would definitely play this card game again with my family when we are all free at home.” The participants had quite a few questions on how to play the game and so we decided to add a Frequently-Asked Questions (FAQ) section.

We also sent out a mass survey to classes 2A1, 2A2 and 2A3 and received generally positive feedback. The survey included some samples of our card game and also the rules of the card game. We garnered a total of 49 responses and 64.6% of respondents said that they would be willing to play the card game with their family while 10.4% might try it with their family. 56.3% said that they think that the card game will help them know

more about the different bonding activities they can do with their family. This shows that students can be persuaded to spend more time with their family if the activity seems enticing.

After looking at samples of our card game, would you be willing to try out the card game with your family?

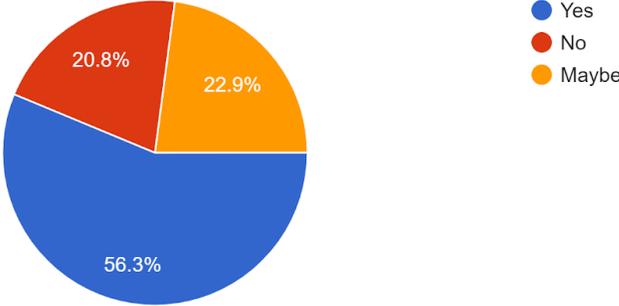
48 responses



64.6% of the 48 respondents were willing to try out the game with their family, with an additional 10.4% who chose “Maybe”.

Do you think this card game can help you know more about activities you can do with your family?

48 responses



56.3% of the respondents think that our card game can help them know more about activities they can do with their family, with an additional 22.9% who chose “Maybe”.

4 OUTCOME AND DISCUSSION

The card game created has been useful and effective, based on the positive feedback we have received. Through the pilot test, the card game was able to improve family relationships and help the family understand each other better, in the end positively impacting the family. Nevertheless, we made a few improvements to the card game. To improve family relationships and help the family bond together better in a simple and engaging way, we added familiar emojis and attractive visuals that would grab the player's attention.

The Fun with Family card game was refined and improved after evaluation. After major reworks and improvements on our card game, we finally settled on our decision and made the card game to the best of our knowledge and capabilities. This time, we even gave some of our classmates chances to play the game so as to give us valuable feedback for us to make final changes to our card game and so that we can make it more engaging and fun to play.

However, there are obviously some limitations of our project. For example, it is not possible to force a family to play our wonderfully designed card game. There is only so much a card game can do...

In the future, we could promote our card game and increase awareness about the importance of family bonding time on our Instagram account. We could also create a website that will include the importance of family bonding and how you can spend more time with your family. We originally wanted to create a video on how to make gratitude cards for your family (teaching people how to write them and the importance of them), for children to show their appreciation and love to their parents. However, we did not create the resource due to a lack of time.

5 CONCLUSION

Challenges:

There were many challenges we faced along the way, such as finding names and descriptions for each of the cards, as well as formatting the cards to make it look more presentable. We also faced difficulty in finding someone to help us print and laminate the cards, as well as finding people to help us pilot test our card game. In the end, we finally found a few people to pilot test our resource. It was also difficult for us to find a common time to discuss our project work, hence, we did not have many opportunities to work together and had to work on it mostly without live communication.

Skills Acquired:

The project itself was quite laborious and there were definitely a few sleepless nights as we struggled to complete it. However, we had a ton of fun brainstorming the ideas for our card game. Communication played an important role and we have learnt to be more cooperative and have more patience with one another in the future. We also learnt to be more logical when designing the cards, as we needed to consider different perspectives when designing them. It all started with an idea to help families bond together better, all the way to making a whole card game for families to play together and make lasting memories.

6 REFERENCES

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