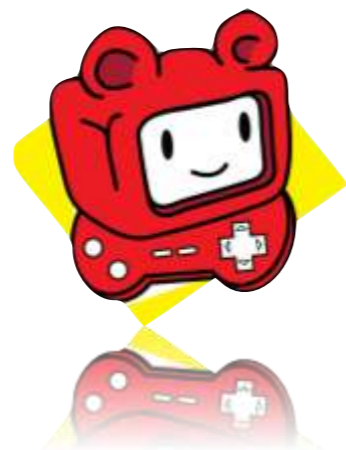






National Primary Games Creation & Coding Competition (NPGC3) 2021

Information Package
For Teachers-Facilitators and Student Participants



Agenda

- The Power Is Yours!
- Rules and Regulations
- Inspiration
- Thank You



Covid 19 and rise of technology

- COVID-19 sees marked rise in digital transformation amongst businesses
- “Singapore is a **unique hub for innovation** and transformation with skilled talent, solid government support and advanced IT infrastructure. Singapore positioned itself as a place for innovation, research and development and is the third highest adopter of AI across Southeast Asia”
- Opportunities to further drive technological innovation in Singapore.

<https://sbr.com.sg/information-technology/news/covid-19-sees-marked-rise-in-digital-transformation-amongst-businesses>



The Power Is Yours!

- The **theme** for this year's NPGC3 will be **Smart Nation** but the **tagline** will be **The Power Is Yours!**



Objectives

- Introduce an awareness level of coding/programming to students
- Value-add to student's learning
- Using Computational Thinking in problem solving
- Explore the possibilities of incorporating Artificial Intelligence to create useful computer games base on a theme

Smart Nation

The Power Is Yours!

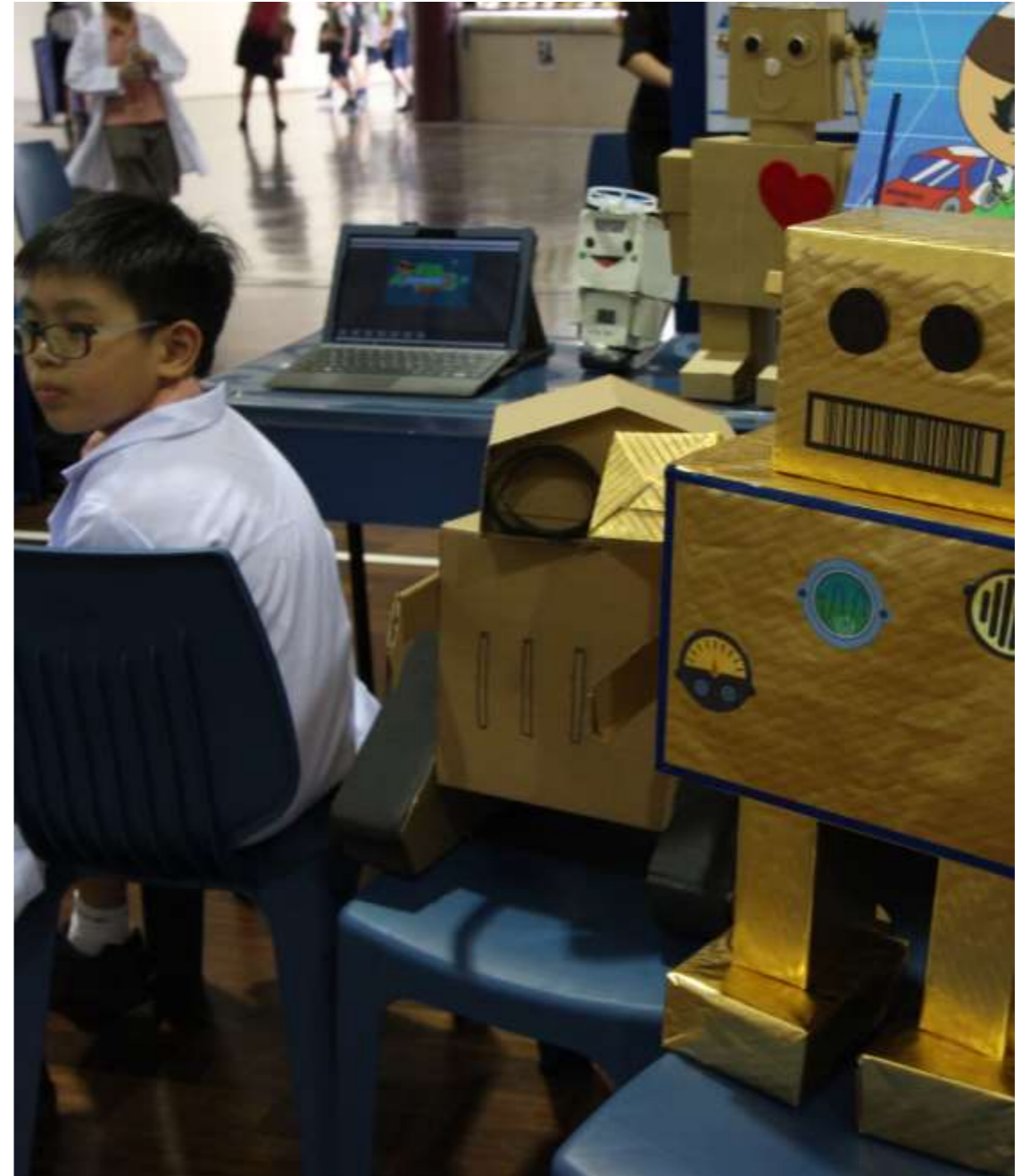
- Areas
 - ✓ Smart Mobility – creating a more seamless transport experience through new travel options and greater access to real-time transport information;
 - ✓ Smart Living – improving daily living in our homes through smart devices;
 - ✓ Smart Health and Wellness – delivering better healthcare services and wellness applications for seniors and citizens through effective use of information technology; and
 - ✓ Digital Services – improved operations and service delivery through technology.

Game Design

- The ability to communicate ideas clearly.
- The team demonstrate a high level of originality and uniqueness in their game. The team's game has many surprising components that are well thought of.
- The overall art direction is creative and consistent throughout all levels. The art assets are animated fluidly and with flair. Integration is done well.
- Game is extremely fun and fits the target audience. The game has high re-playability.

Eligibility

- Full time students of MOE
- Primary 3 to 6
- Max of 5 members per team



Categories

- Unlike previous years, this year there will only be one main category.
- **2 Dimension (2D) using Scratch software**
- **No limit to the number of teams from each school.**

Rules and Regulation

- There is no limit to the number of participating teams from each school but **each participating team can only submit one entry. Each team can only consist maximum of 5 members. Minimum 2 members.**
- All entries **must have not been submitted to any other contests or used for other purposes before,** otherwise the submission will be made invalid.
- All submissions **must be original and created by the participating team.**
- The contest **results will be subject to the judging panel's final deliberation and assessment. No objection will be entertained.**
- **Any plagiarism found shall lead to disqualification** of the team.
- **In case of disputes, the decision of the organiser shall prevail.**
- Participants are advised to **retain a duplicate copy of their submissions in case of any loss or damage of the entries** caused by unforeseen conditions.
- **All prizes given out by the organiser are non-transferable, non-refundable and non-exchangeable for cash or other service(s).**

Intellectual Property Rights

- All submissions must be original and free from infringement of any existing intellectual property rights.
- The participants shall bear full legal and related responsibilities arising from any possible breach of intellectual property rights in respect of their entries, and shall indemnify the organisers and other concerned parties against any claims and liabilities arising from any such breach.
- If a team is found to have disposed of to a third party, such as by assignment, transfer or provision as security or is making application or registration procedures, etc., for all or any part of the intellectual property rights or any other rights concerning the submitted entry after the submission, the submission will be made invalid.
- By joining the contest, the participants agree to accept that the organisers have the right to display or publish selected entries from the contest for the following (but not limited to) purposes: (i) printed publication (ii) online publication (iii) media interview (iv) advertorial (v) offline and online promotion (vi) roadshow and (vii) any other media.

Use of personal information

- Any information supplied by the participants for the purpose of the contest will be treated as confidential and will not be released by the organisers and any third parties without the participant's permission.
- Personal information of participants will only be used for communications regarding the submission and selection and otherwise to the extent necessary for administrative matters for the selection.
- If you have any questions about the use of your personal information in relation to this contest, please send an email to - wtps.npgcc@gmail.com



Game Creation Ideas

- Players create a game in getting players to answer questions on how a modern city use technology to make things cheaper, better and faster.
- Players using platform style game to power-up with knowledge to get empowered
- Players using shooting style games defeat undesirable elements that can impede growth of a smart city / school

2D Category

- Scratch
- Code by scripting or drag and drop method to create games



Game Design Part I

- Able to communicate ideas clearly and coherently.
- The team demonstrate a high level of originality and uniqueness in their game. The team's game has many surprising components that are well thought of.
- The overall art direction is creative and consistent throughout all levels. The art assets are animated fluidly and with flair. Integration is done well.
- Game is extremely fun and fits the target audience. The game has high re-playability.

Game Design Part II

- Principles
- Features, seen and hidden
- Game Design
- Meaningful Strategic decisions
- Easy to learn, difficult to master
- Rewards, hidden rewards
- Game flow – levelling up

Judging

- All games will be judged based on rubrics
- **External judges will be invited to assess throughout**
- Game Design portion of rubrics have been crafted by NYP



Submission of Game Proposal

- Students to create using any digital applications (including but not limited to Paint, PowerPoint or other electronic drawing tool) to depict Singapore as a Smart Nation. No hand created artwork will be accepted.
- The creation is required to include at least one of the following elements:
 - **Smart Mobility**
 - **Smart Living**
 - **Smart Health and Wellness**
 - **Digital Services**

Submission of Game Proposal

- In addition, a short synopsis (50 - 80 words) that describes the Smart Nation art work in terms of intent, message and or idea typed out in Arial 12 in a Word document has to be submitted.
- The synopsis along with the digital Art Work have to be in a zipped folder and named according to the format below:-

School_Team Name_Title of submission

- All zipped folders are to be sent to the following email id:

wtps.npgcc@gmail.com

- Deadline for submission is :

Friday 28 May 2021 by 5pm

Judging Criteria

Artwork :

- Creativity
- Composition and use of colours
- Relevance to the theme and if possible application of Science, Technology, Engineering & Mathematics (STEM)

Results of Shortlisted Teams

- Shortlisted teams will be notified via email, and NPGC3 site on 2 July 2021 by 5.00 pm.
- **Shortlisted teams will use the time from then to complete their proposed games.**



Actual Game Submission

- Zip the game files where possible into 1 folder
- Email the zipped folder or the link to the folder to -
wtps.npgcc@gmail.com
- Deadline will be Monday 23 August 2021 by 5pm



Prizes

- 15 proposals/teams will be shortlisted.
- Trophies will be awarded to
 - Champion
 - First and Second runner-up
 - 2 consolation prizes
 - Best Art Work will be awarded to one school
- All participating schools will receive a certificate of appreciation
- Trophies and certificates will be sent to schools of winning teams.

Announcement of results

- Results will be announced on 2 Sept 2021 by 5pm
- Will be broadcasted on NPGCC site as well as MOE broadcast

Registration

- Links for registration will be sent out via email. You may also access the link from our NPGCC Website - npgcc.org
- You may access the FAQs on our NPGCC website
- If you have any queries, please email to :

wtps.npgcc@gmail.com
- Alternatively, can post queries on our FB page -

[https:// www.facebook.com/npgcc/](https://www.facebook.com/npgcc/)

Enquiries

wtps.npgcc@gmail.com



Around here,
we don't look backwards
for very long...

We keep moving forward,
opening up new doors and
doing new things
because we're curious...

and curiosity keeps leading us
down new paths

WALT DISNEY

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