



NPGC3 2023

SMART NATION - GREENING A GREEN SINGAPORE

BRIEFING : 2nd March 2023



Wellington Primary School
To empower every individual, nurture talents and groom leaders

NPGC3 2023

To all participating schools in 2022...



Wellington Primary School
To empower every individual, nurture talents and groom leaders

THEME: SMART NATION - GREENING A GREEN SINGAPORE

Objectives

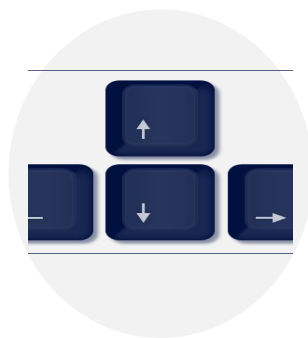
- For students to understand what green is to them
- Value-add to student's learning
- Introduce an awareness level of coding/programming to students
- Using Computational Thinking in problem solving



ZOOM MEETING FLOW



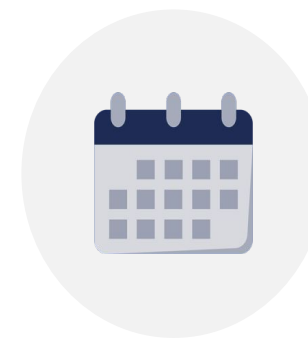
UNDERSTANDING
THE THEME



GAME
IDEAS



COMPETITION
MATTERS



IMPORTANT
DATES



THEME: SMART NATION - GREENING A GREEN SINGAPORE

- <https://www.greenplan.gov.sg/>

Greening is the process of *transforming living environments*, and also artifacts such as a space, a lifestyle or a brand image, *into a more environmentally friendly version* (i.e. 'greening your home' or 'greening your office'). The act of greening generally involves *incorporating more environmentally friendly systems into one's environment*, such as the home, work place, and general lifestyle.

*wikipedia

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■ <https://www.greenplan.gov.sg/>

#SGGreenPlan

See what others are sharing 



The Green Plan is a multi-agency effort spearheaded by five ministries:



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- <https://www.greenplan.gov.sg/>



City in Nature



Sustainable Living



Energy Reset



Green Economy



Resilient Future



City in Nature

2026 target:

- Develop over 130 ha of new parks, and enhance around 170 ha of existing parks with more lush vegetation and natural landscapes.

2030 targets:

- Double our annual tree planting rate between 2020 and 2030, to plant 1 million more trees across Singapore
- Increase nature parks' land area by over 50% from 2020 baseline
- Every household will be within a 10-minute walk from a park

2035 target:

- Add 1000 ha of green spaces

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Sustainable Living

A Green Citizenry that Consumes and Wastes Less

2026 target:

- Reduce the amount of waste to landfill per capita per day by 20%

2030 targets:

- Reduce household water consumption to 130 litres per capita per day
- Reduce the amount of waste to landfill per capita per day by 30%

Green Commutes

2030 targets:

- Achieve 75% mass public transport (i.e. rail and bus) peak-period modal share
- Expand rail network from around 230km today to 360km by early 2030s
- Triple cycling paths to 1,320km from 460km in 2020

Strengthen Green Efforts in Schools

2030 targets:

- Achieve a two-thirds reduction of net carbon emissions from the schools sector
- At least 20% of schools to be carbon neutral

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Green Energy

Play active and important roles in fulfilling two international goals

- The International Civil Aviation Organization's aspirational goals of 2% annual fuel efficiency improvement from now to 2050 and carbon neutral growth from 2020
- The International Maritime Organization's target to reduce greenhouse gas (GHG) emissions from international shipping by at least 50% by 2050 compared to 2008 levels, and to phase out such GHG emissions in this century

2030 targets:

- Increase solar energy deployment by five-fold to at least 2 GWp, which can meet around 3% of our 2030 projected electricity demand and generate enough electricity to power more than 350,000 households a year (1.5 GWp by 2025, which can meet around 2% of our 2025 projected electricity demand and generate enough electricity to power more than 260,000 households a year)
- 200 MW of energy storage systems deployment beyond 2025, which can power more than 16,000 households a day
- Best-in-class generation technology that meets heat-rate/emissions standards and reduces carbon emissions
- Diversified electricity supply with clean electricity imports

Greener Infrastructure and Buildings

2025 targets:

- Reduce energy consumption of desalination process from current 3.5kWh/m³ to 2kWh/m³
- Singapore's first integrated waste and used water treatment facility to be 100% energy self-sufficient (Tuas Nexus)

2030 targets:

- Green 80% of Singapore's buildings (by Gross Floor Area) by 2030
- 80% of new buildings (by Gross Floor Area) to be SLE buildings from 2030
- Best-in-class green buildings to see an 80% improvement in energy efficiency (over 2005 levels) by 2030

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Green Economy

New Investments to be Among the Best-in-Class

Seek new investments to be among the best-in-class in energy/ carbon efficiency

Sustainability as a New Engine for Jobs and Growth

2030 targets:

- Jurong Island to be a sustainable energy and chemicals park
- Singapore as a sustainable tourism destination
- Singapore as a leading centre for green finance and services to facilitate Asia's transition to a low-carbon and sustainable future
- Singapore as a carbon services hub in Asia
- Singapore as a leading regional centre for developing new sustainability solutions
- Groom a strong pool of local enterprises to capture sustainability opportunities

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Resilient Future



Resilient Future

Adapt to Sea-level Rise and Enhance Flood Resilience

2030 target: Complete formulation of coastal protection plans for City-East Coast, North-West Coast (Lim Chu Kang and Sungei Kadut) and Jurong Island

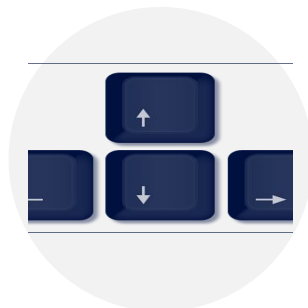
Grow Local

2030 target: Meet 30% of Singapore's nutritional needs through locally produced food

ZOOM MEETING FLOW



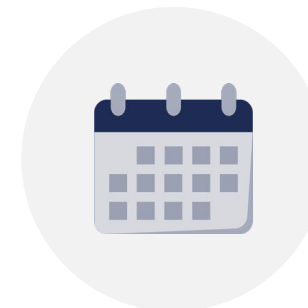
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Games submitted by schools in past NPGC3 competitions

<http://npgcc.org/>

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Game Design

- The team demonstrate a high level of originality and uniqueness in their game. The team's game has many 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 replayability.
- **2 Dimension (2D) using Scratch software**
- Code by scripting or drag and drop method to create games

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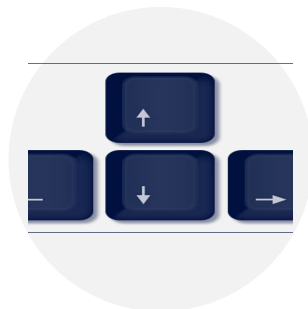
Game Design

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

ZOOM MEETING FLOW



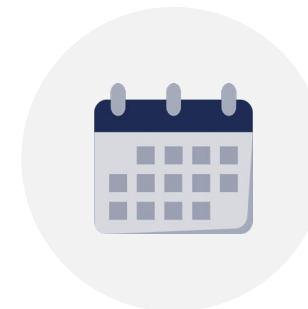
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Eligibility

- MOE full time students
- Primary 3 to 6
- 4 members per team
(Booth: 2 & Presentation: 2)

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Rules and Regulations

- 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 of 4 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/s.**
- The contest **results will be subject to the judging panel's final deliberation and assessment. No objection will be entertained.**

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Rules and Regulations

- **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 circumstances.
- All prizes given out by the organiser are **non-transferable, non-refundable and non-exchangeable for cash or other service(s).**

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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.

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Intellectual Property Rights

- 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.

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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

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Judging

- All games will be judged based on rubrics
- **External judges will be invited to assess all the games submission.**

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Submission of Game Proposal (Poster)

- Students to create using any digital applications (including but not limited to Paint, PowerPoint or other electronic drawing tool) in the poster. The poster must be able to depict their game in accordance to the theme provided. No hand created artwork will be accepted.
- The digital creation is required to include at least one of the key pillars of the Green Plan.

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Game Proposal (Poster)



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Submission of Game Proposal

- In addition, a powerpoint template will be posted on our NPGC3 website. Teams are to use the template to describe what their project is all about. There will be guiding questions in the template for them to refer to.
- **Teams would need to submit the first level of their game as part of their game proposal.**
- Digital art work, powerpoint proposal and the first level of the game have to be submitted as a zipped folder and named according to the format below:-

School_Team Name_Title of submission

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Items To Submit

1. Digital Poster
 2. Powerpoint Template
 3. First level of the game
- All files are to be zipped emailed to the following email address:
wtps.npgcc@gmail.com
 - Rename file to **School_Team Name_Title of submission**
 - Deadline for submission is : **Friday, 28th April 2023 by 5pm**

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Judging Criteria

Artwork :

- Creativity
- Composition and use of colours
- Relevance to the theme

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Results of shortlisted teams

- 30 proposals/teams will be shortlisted
- Shortlisted proposals will be notified via email, and NPGC3 site on **Wednesday, 10th May 2023 by 5.00pm.**
- Shortlisted proposals/teams will then go for the 1st round of presentation with the judges on **Friday, 19th May 2023 at 2.00 pm (tentative)**

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Results of shortlisted teams

- Out of the 30 proposals/teams, 15 will be selected for the finals
- The 15 finalists will be notified on **Wednesday, 31 May 2023** .
- Before the finals, the 15 teams will proceed to complete the full games. i.e. include the other levels of the game.

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Submission of Game for the FINALS

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

wtps.npgcc@gmail.com

- Deadline for submission is : **Friday, 18th August 2023 by 5pm**

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Finals

- 15 teams must prepare their game booth, and oral presentation of their game to a judging panel.
- Finals will be held at the hosting school on **Wednesday, 30th August 2023**.

On-Site presentation

Date: **30 August 2023**

Time: **2 pm – 5 pm**

Venue: Wellington Primary School

On-Site presentation

There are two parts to the on-site presentation:

- a) **Part one:** Booth Presentation
- b) **Part two:** Oral presentation

Best Booth Award (audience voting)

- Apart from professional judging, audience will get to vote for the best decorated booth
- This voting is separate from the overall score
- The booth voted as the best decorated booth will be awarded a prize

Booth Presentation (external judging)

- 15 teams will be selected to present their games
- Teams are allowed to decorate their booths from 11am at the venue on the day of presentation.
- Points will be awarded for booth decorations. Points for decorations will be incorporated into the final score for on-site presentation

Rubrics for booth decoration

- ❏ Relevance to theme - 30%
- Teams can decorate their booths to reflect the theme of the competition as much as they can to get high score in this category
- ❏ Creativity - 30%
- ❏ Props - 30%
- Teams can use props that may be relevant to their games to attract the audience. The better the props are the higher is the score.
- ❏ Colours - 10%
- Refers to the use of colours to increase the aesthetic appeals of their booths

Oral presentation

- Selected teams for on-site presentation are required to give a 10 min presentation in front of a judging panel
- Points for oral presentation constitute the other half of the total score.

Rubrics for presentation:

- ❑ Relevance to theme - 30%
- Teams are to show that they are able to align their games to the theme of the competition
- ❑ Clarity of game presentation - 30%
- Teams are able to articulate and explain the concept of their game
- ❑ Clarity of game logic - 30%
- Teams are able to explain how the flow of their creation
- ❑ Fluency of speech - 10%

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Finals

- Breakdown of scores

Game	Presentation	Booth
50%	30%	20%

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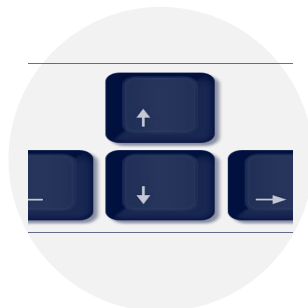
Prizes

- Trophies will be awarded to ;
 - Champion
 - First and Second runner-up
 - 2 consolation prizes
 - Best Art Work/ poster design
 - Best Booth (voting)
- All participating schools will receive a certificate of appreciation

ZOOM MEETING FLOW



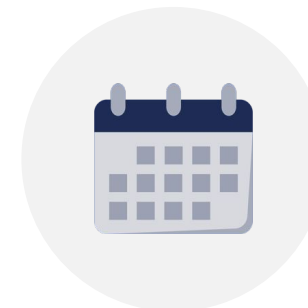
UNDERSTANDING
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Important dates

Student Briefing

(Friday, 31st March 2023)

1st submission - Proposals, names of participants

(Friday, 28th April 2023)

Results for shortlisted 30 teams

(Wednesday, 10th May 2023)

Presentation Round for 30 teams (F2F)

(Friday, 19th May 2023, tentative)

Full game submission

(Friday, 18th August 2023)

FINALS (live, F2F + prize-giving ceremony)

(Wednesday, 30th August 2023)

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Enquiries

wtps.npgcc@gmail.com

- You may access the FAQs on our NPGCC website
- Alternatively, check out our FB page for updates
[https:// www.facebook.com/npgcc/](https://www.facebook.com/npgcc/)



Q & A



THANK YOU

AND

GOOD LUCK!