

ONESERVICE GAME CHANGERS CHALLENGE (OGCC) 2024

The Municipal Services Office (MSO) co-organised the OGCC 2024 with Temasek Polytechnic (TP) to partner the community to conceptualise and design games to promote considerate behaviours for a better living environment in Singapore.

Objectives

1. Develop games that encourage residents to adopt considerate behaviours to improve their neighbourhoods.
2. Make use of games to reach out to residents, and raise their awareness of municipal issues in their neighbourhoods and how to tackle them.



Stage 1: Gamification Hackathon (15 & 16 June 2024)

20 teams participated in the hackathon to ideate their game concepts, created their game prototypes (using materials such as cardboards, tapes, and markers) and pitched to the judges. Various card and board game ideas on neighbourliness, cleanliness and animals were pitched.



Participants refining their game concept during the hackathon.



A team pitching its game prototype to the judges.



Group photo with OGCC 2024 participants, judges and co-organisers.

Stage 2: Final Judging

During July/August 2024, the 5 shortlisted teams refined their game concepts and levelled up their game prototypes through the use of 3D printers, wood working and laser cutting machines at TP's Makerspace+ facilities.



3D printers at TP's Makerspace+.

At the Final Judging Session on 31 August 2024, the 5 teams presented their refined prototypes on recycling right, cluttered corridors, residential noise and general municipal issues, to the judges. For more information, visit <https://go.gov.sg/ogcc2024> or scan the QR code.



The Five Shortlisted Teams for Stage 2:



Team Currynuggets and 'Trash Towkay'.



Team Hamlet and 'Hamlet'.



Team JAM and 'Barang Barang'.



Team Ludo and 'Our Tidy Spaces'.



Team VertiGO and 'Noisy Lah!'.