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MEDIA RELEASE

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UNIQUELY SINGAPORE GAMES INJECT LOCAL FLAVOUR AND CHARACTER TO DIGITAL CONTENT COMPETITION

The SMRT system, the Esplanade, recycling schemes and local delicacies gave flavour to this year’s national digital content competition, through the creation of “Uniquely Singapore” games.

Republic Polytechnic attracted a multitude of exciting entries for the ActionScript.Awards.02 - a national competition aimed at promoting the creation of digital content for the Internet and mobile.

The theme of this year’s competition revolved around ‘Uniquely Singapore’ games. Over 40 high quality entries were submitted for both the Junior and Open categories.

Organised by Republic Polytechnic for the second year running, the competition aimed to highlight and nurture the creativity and information technology skills of students and creative professionals from the digital content industry.

The ActionScript.Awards required participants to create a variety of interactive digital content using Macromedia Flash ActionScript, a programming language used in Macromedia Flash. ActionScript is used to create rich Internet applications and complex interactive animation.
The competition was supported and endorsed by Singapore Tourism Board and Infocomm Development Authority of Singapore, along with technology companies such as Macromedia and Apple Singapore.

Winning submissions may be placed on the Singapore Tourism Board’s website. Such “Uniquely Singapore” games would add to the diversity of the STB’s worldwide marketing campaign to promote Singapore as a tourist destination, and also give a boost to Singapore’s growing reputation as a gaming hub for digital content creation.

The Gold award for the Open Category went to Leo Yiak Shiin, 28, a staff of Nanyang Polytechnic, who designed a game based on local delicacy, nasi lemak. The Silver award winner was David Teo, 34, a freelance designer who created a game called Island Mix Match. The Bronze award went to Teresa Oh, 23, also a freelance designer who created a game called, Espla-nation.

Three secondary school students walked away with the top prizes for the Junior Category. The Gold award winner was Oscar Goldron, 15, from Maris Stella High School who created an interactive game called MRT Snake.

The Silver award went to Lee Zhen Ye, 15, from Fuhua Secondary School for a game called Clean Up Singapore River and the Bronze award went to Lim Kong Seng, 14, from Tanglin Secondary School, who designed a game called Recycle Lah!

Over $20,000 worth of prizes were offered for the competition. The prize ceremony was held at the Republic Polytechnic at 6 pm on 29 April 2005.

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About Republic Polytechnic
The first educational institution in Singapore to fully adopt the Problem-Based Learning approach is a progressive polytechnic with four schools offering 10 diploma courses in Engineering, Information and Communications Technology, Applied Science and Technology for the Arts. Republic Polytechnic is committed to nurturing innovation and entrepreneurial learning in an environment that develops problem-solving process skills and a lifelong learning attitude. Its holistic, broad-based curriculum, covering culture, enterprise development, and personal development, prepares students for an active, meaningful role in society. Republic Polytechnic’s quest for
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