

FOR IMMEDIATE RELEASE

WORLDSFORGE PROJECT FOR STUDENTS TO DESIGN WORLD WAR II LESSON PLAN

Students can gain better subject knowledge, exercise their creativity and understand the challenges of teaching through the design process

Singapore, 2 September 2009 – WorldsForge Private Limited has launched a project for students to try their hand at designing a lesson plan about the World War II Battle of Singapore, using WorldsForge's board game, *Field Command: Singapore 1942*, as a teaching aid.

Field Command: Singapore 1942 is a war game akin to *Risk*, but is less abstract and more historically authentic. For instance, the playpieces are models of the actual war machines used in the battle, while the mapboard depicts the actual road network of Singapore in 1942 and accurate positions and calibres for the various fortress guns. The rulebook includes short write-ups debunking myths or relating anecdotes about the battle. Although it is not intentionally designed as an "educational" game, *Field Command: Singapore 1942* has a lot of educational potential due to the large amount of historically accurate information found in the various game components. The development of the board game was supported by the Ministry of Information, Communications and the Arts (MICA) and by the National Archives of Singapore (NAS).

For the lesson plan design project, the students will work in teams of 3 to 6 and may be guided by a teacher. The design process will span a period of 4 months and the student teams are required to test their lesson plan twice – once with fellow students in their school and once with students from three other schools.

A small selection of schools with a diversity of backgrounds and student demographics have been invited to participate. Anglican High School, Anglo-Chinese School (Independent), Hwa Chong Institution, Pasir Ris Secondary School, Pioneer Junior College, Raffles' Girls School, and Tanjong Katong Secondary School are among those that will be taking part.

"We believe strongly in community engagement. We had involved students in the development of *Field Command: Singapore 1942*, as playtesters and as researchers. This latest project allows us to continue to make the most of our product to deliver an interesting learning experience to students," said Mr. Khoo Yik Lin, CEO of WorldsForge. "We are very appreciative of the openness with which the various schools as well as MICA and NAS have supported this novel idea. I believe that this may be the first time that students in Singapore are given an opportunity to design lesson plans and test them out on fellow students."

"Through this project, WorldsForge will provide a fun and innovative way to engage students in learning about this important period in Singapore's history," said Mr. Loke Wai Yew, Deputy Director (Creative Economy Development), MICA. "We are delighted to support the project and would certainly like to see more of such novel ideas to promote creativity in our younger generation as we aim to transform Singapore into a global city for the arts, media and design."

"Making historical information accessible to students for research or project work is part of our outreach efforts in getting young people to be interested in history and being part of this World War II lesson plan design project is simply quite a natural step for us to take with this objective in mind," said Mr. Pitt Kuan Wah, Director of National Archives of Singapore. "NAS has always been supportive of the various initiatives to help engage the community and we will continue to play a role in such worthy projects."

The project commences on 16 November 2009. Schools interested to participate may contact Miss Juan Wong at "juan.wong@worldsforge.com" for more details. Team registration starts 14 September 2009 and closes 10 November 2009.

About WorldsForge Private Limited

WorldsForge Private Limited is a games development company established in 2007 and based in Singapore.

It is currently supported by the Ministry of Information, Communications and the Arts and the National Archives of Singapore (NAS). Its first product is the board game, *Field Command: Singapore 1942*, a war game based on the Battle of Singapore during the Second World War. This game features high playability combined with historical accuracy and will hit the shelves by November 2009.

For more information on WorldsForge, please visit "www.worldsforge.com".

About the National Archives of Singapore

The National Archives of Singapore houses the collective memory of our nation which allows the current and future generations of Singaporeans to understand our different cultures, explore our common heritage and appreciate who we are and how we became a nation.

As the official custodian of the corporate memory of the government, NAS manages public records and provides advice to government agencies on records management. Its repository of archival materials makes NAS an important research centre for those in search of information about the country's history.

NAS has moved beyond its traditional roles as record keeper of the nation by developing the two World War II interpretative centres, Reflections at Bukit Chandu, and Memories at Old Ford Factory as it promotes public interest in our nation's history and heritage through educational programmes and exhibitions.

For more information on NAS, please visit "www.nhb.gov.sg/NAS/".

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