

# ACCOMMODATE

## 2019 ANNUAL REPORT



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# 2019 at a Glance



**20 Facilitators**



**242 hours contributed**



**377+ Participants  
Engaged**



**14 Sessions**



**15 Community  
Partners**



# Accommodate Workshops

Accommodate ran 14 workshops over the course on the entire year. All the sessions consisted of Accommodate's core programme - a land-use simulation game accompanied by debriefs on the choices made by the participants after each round and an overall debrief prompting them to reflect on their actions throughout the game. Following that, participants were introduced to environmental, cultural and social causes that they could possibly contribute to.

## PUBLIC

- Global Compact Network Singapore Youth Forum
- National Day Ground Up Party
- Piecing The Pieces Together (Partnership with Ayer Ayer)



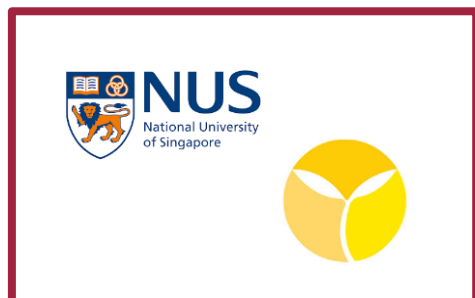
## GOVERNMENT

- URA Draft Master Plan Public Engagement
- URA CUBE Programme for Schools
- URA Urban Planning Festival
- URA & CLC Employees
- NParks Biodiversity For Friends Forum
- NEA Clean & Green Singapore



## SCHOOLS

- NUS Eco-Festival
- NUS Office of Sustainability
- Chinese International School with Skillseed





## Accommodate Partnership with URA



### URA Draft Masterplan 2019 Public Outreach

Accommodate was invited to run a workshop at URA's public engagement segment of the Draft Master Plan 2019 (DMP 2019). More than 60 sign-ups were received, with an estimated attendance of more than 40 participants, most of which were youths aged between 20 to 35.

### URA Urban Planning Festival

In the Urban Planning Festival organised by URA for secondary school and pre-university students, Accommodate reached out to more than 60 secondary school students from six schools.



### URA Challenge for the Urban Built Environment (CUBE) Workshop

CUBE Workshop is a competition held annually in November for pre-tertiary (Junior College and Polytechnic) students. We ran our programme with 120 participants from 20 schools.

### URA & Center of Livable Cities (CLC) Employee Engagement Programme

Accommodate ran a staff engagement workshop with staff of URA and CLC and bounced off ideas on how we could improve our programme.





## Sustainability at NUS

Accommodate conducted two sessions with NUS, one at ECO-Fest, and one co-organised with the NUS Office of Sustainability. Both sessions received a demographically diverse turn-out with participants of all ages, and feedback from both sessions were extremely positive.



### Accommodate at NUS Eco-Fest

Our discussion was centered on climate change and ways to tackle the climate crisis. Participants shared how climate advocacy has evolved over the years to allow for easier formation of ground-up communities in Singapore.

### Accommodate with NUS Office of Sustainability

This session had much inter-ministry collaboration. Participants from systems engineering commented how Accommodate game is able to show the entire process of urban redevelopment – from strategizing, to bidding for land, making decisions before finally experiencing the impacts of their decisions. One of our participants also happened to be a resident of Dakota Crescent, and shared her personal experience of downsizing to a single room upon the shift to Cassia Crescent.







## Spotlight on Waste: Piecing the Pieces together



We had a blast playing the game at [Ayer Ayer's](#) Marine Shore Debris Table at [Temasek Shophouse](#) on 10<sup>th</sup> Aug 2019. We discussed how efforts on waste management should not be accompanied by increasing consumption. We also linked this issue of consumption and the need for a more circular economy to social equity. This was done through discussing the example of Sungei Road flea market, which demise meant that lower-income hawkers can no longer make a living while lower-income consumers can no longer find goods for an affordable price. Do find out more about [Gaia Guni's](#) efforts to continue supporting the affected hawkers and raise awareness about a circular economy.

The event also featured Pamela Low from [Tingkats](#) who got to share about Beyond Individual Action (BIA), a budding global movement she learnt about when she went to Smith School Enterprise and the Environment (University of Oxford) this summer on scholarship. She inspired many in the audience to join the Singapore chapter of BIA, and drew participants into a telegram group.



## Participant Feedback

A post event survey is administered after every Accommodate session, with both quantitative and qualitative questions.

**99%**

Participants agreed that facilitators were able to provide an engaging game experience

**98%**

Participants gained a better understanding of urban redevelopment in Singapore

**90%**

Participants would like to play the game again if they have an opportunity to do so.

### Participants' Learnings & Takeaways

*"I learnt that the different ministries are interconnected with each other very closely. At the end of the day, we are still one country and depend on each other to succeed as a nation."*

**- Secondary School Student**

*"Change can only be achieved through cooperative and collaborative efforts of stakeholders."*

**- Secondary School Student**

*"Game is quite similar to how in companies different companies might have competing KPIs, despite being part of the same company"*

**- University Student**

*"Appreciating that it can be hard for stakeholders to work together when they have their own interests to protect. Also how communicating our respective interests to each other allows us to collaborate for mutual benefit"*

**- Working Adult**



## Other Highlights



Accommodate featured on [Channel 8 News](#) for celebrating Christmas sustainably through organising a second-hand item gift exchange!



**Meeting Minister Masagos at YSI SEA Sustainability Showcase (28<sup>th</sup> July 2019)**



**Meeting Minister Desmond Lee at Enactus Singapore Gala Dinner & Launch of Social Impact Catalyst (17<sup>th</sup> Dec 2019)**



# Accommodate Research Study

**Research Title: A transdisciplinary study on communicating urban redevelopment in Singapore: A case study of a land-use planning programme Accommodate.**

A research study on Accommodate was undertaken, as part of Nanyang Technological University Undergraduate Research Experience (URECA) Programme.

The objective of the research was to examine the potential of Accommodate, a land-use planning game, to communicate urban redevelopment in Singapore through a trans-disciplinary approach.

## Main Findings

- Accommodate holds promise as an effective tool for the Singapore government to communicate urban redevelopment.
- Accommodate could contribute to actual land-use decisions in the form of informal data collection.
- Being conducted in a game format, participants are able to voice out their unfiltered views in a light-hearted fashion, as opposed to a participating in a formal public consultation session.
- Proposal for the Singapore government could include Accommodate in the government's capability development programmes

## Upcoming Plans

- Conducting a workshop with NIE trainee teachers for NIE Sustainability Forum on 15 Feb 2020.
- Running Accommodate with Geography trainee teachers as part of a pedagogy module in April 2020.

Proceedings of the URECA@NTU 2018-19

### A transdisciplinary study on communicating urban redevelopment in Singapore: A case study of a land-use planning programme Accommodate

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National Institute of Education

**Abstract** - This paper uses a transdisciplinary approach to study urban redevelopment communication, through a case study of the Accommodate programme. Accommodate is a land-use simulation game which explores the decision-making process of urban planning and redevelopment in Singapore, developed by a group of Singaporeans in 2017. Through an iterative research process, the author conducted observation studies followed by both quantitative and qualitative surveys with participants of Accommodate. This transdisciplinary study considered non-academic stakeholders and aimed at solving the problem of inadequate methods to communicate urban redevelopment and encourage citizen participation in land-use planning.

Serious urbanism game is viewed as an evolving genre of urbanism game and adopted as a tool to promote public participation in urban planning. However, a gap in literature is observed, as existing research focuses on the digital component of serious games with a lack of emphasis on non-digital serious game like Accommodate. As such, this study examines how Accommodate fits into the Mechanics-Dynamics-Aesthetic (MDA) gamification framework and assesses its relevance in promoting public participation in land-use redevelopment among Singaporean youths.

The main finding is on how Accommodate serves as a dynamic game that effectively broadens the participants' knowledge of urban redevelopment in Singapore. Beyond fulfilling the MDA framework, Accommodate educates participants on complex and multidisciplinary concepts such as Sustainability and a Whole-of-Government Approach. Given the participants' positive responses, Accommodate holds promise as an effective tool for the Singapore government to communicate urban redevelopment and promote public participation.

**Keywords** -- "Transdisciplinary", "Game Design", "Serious game", "Urban Redevelopment", "Education Programme"

**INTRODUCTION** Singapore's transition from an urban squalor to a global city has been driven strongly by the evolving role of the State, from the purposeful intervention to the facilitation of development. Legislations such as the Land Acquisition Act and the Resettlement Act in 1966 enabled the government to compulsorily acquire land for specified public purposes, and successfully resettling squatters into flats, shops or factories developed by HDB in the process of urban regeneration (Ngiam, 2007). City design lies in the hands of governmental agencies like Ministry of National Development (MND) and Urban Redevelopment Authority of Singapore (URA) (Urban Redevelopment Authority, 2019). Despite high efficiencies through centralised city planning, there is a need for the authorities to increase public participation in urban planning practices, in view of the democratic world we live in today (Kamaci, 2012).

URA has been encouraging more community involvement in urban redevelopment. A recent example is the URA release of the Draft Master Plan 2019, which focuses on planning sustainable, green, inclusive neighbourhoods, rejuvenating familiar places and creating capacity for the country's future. The release of Draft Master Plan came along with a physical exhibition and guided tours to bring visitors through the proposed redevelopment projects. In a bid to promote public participation in land-use planning, URA also provided a channel for public to voice their feedback and provide proposals on the Draft Master Plan 2019 exhibition (Urban Redevelopment Authority, 2019).

However, some argue that leaders should do more to ensure adequate citizen input in city planning as existing efforts do not surmount to public



## Citizen Opinion

Citizen Opinion is a brand new initiative by Accommodate to encourage everyday Singaporeans to share their ideas on how the city can change.

Do you have some burning opinions about Singapore's urban development that you wish to share? Any ideas regarding our future development plans you want to air, but can't find the right platform to do so?

Interested citizens can email their original article to our email at [accommodatesg@gmail.com](mailto:accommodatesg@gmail.com) to be published at our [official website](#), where you would be able to reach like-minded readers.

### CITIZEN OPINION

#### Urban (re)developments in NDR 2019 - Coasts and Costs of Climate Change

Urban (re)developments in NDR 2019 - Coasts and Costs of Climate Change Written by Sammie Ng and Zhang Chenxin The announcements made during the National Day Rally should concern us all - as they inform us of the future we are building towards, literally and figuratively. Accommodate rounds up the [Read more...](#)

By admin, 4 months ago

### CITIZEN OPINION

#### An Ordinary Singaporean's Rail Wish List

An Ordinary Singaporean's Rail Wish List Written by Eric Bea So the Land Transport Authority dropped the Land Transport Master Plan (LTP) 2040 over the weekend. Amongst the various details, the most exciting developments were in the new MRT stations and lines planned for 2030 onwards LTP 2040 MRT map [Read more...](#)

By admin, 7 months ago

### **Articles coming soon in 2020:**

The Hidden Fengshui of Everyday Singapore  
Seafood: A Dying Trade in Singapore?



## Looking Forward

We hope to create more direct opportunities for participants of the game to take action after playing the game. We will be looking to do this by proposing a more comprehensive “Engage, Educate and Empower” programme to interested organisations.

We have secured partnerships with Cassia Resettlement Team and Green Nudge for post-programme trails for participants to learn more about effects of relocation on lower income elderly and environmental issues in Singapore respectively.

The Accommodate team also plans to improve the game in various ways:

- **Digitising the Map**

From feedback gathered from the games and our own observations throughout the game, the map showing the plots of land can be digitised to be more visible and to better show the choices made by the participants, comparing the start and end of the game.

- **Programme Revamp 2020**

To keep up to date with the latest land-use redevelopments in Singapore, the Accommodate team is conducting research to include more land-use options in our game.

- **Theatrical Workshop**

In mid to increase the role-play element of our programme, Accommodate hopes to deliver a workshop with emphasis on theatrical elements. Partnering with Theatre Practice, Accommodate will present our inaugural theatrical workshop in the 2020 M1! Patch A theatre Festival of Artful Play.



# Meet the Team

## Chua Ying Xuan

*Co - Founder (Head of Operations)*



Ying Xuan is an advocate for sustainability. She first started out by volunteering with various environmental NGOs in Singapore before leading campus-wide green initiatives around the NTU campus and representing Singapore for several conferences in the ASEAN region. She also has since also gone on to explore the possibility of advocating for greater corporate sustainability by working for MNCs such as Unilever and Marina Bay Sands. Ying Xuan hopes that Accommodate could be a platform for self-discovery for youths in Singapore to pursue their passions.

## Sammie Ng

*Co - Founder (Head of Programmes)*

Sammie considers herself a lover of knowledge and an aspiring advocate. After taking a gap year where she volunteered both locally and overseas, she has transformed into someone who believes she can do much more than just scoring in examinations. She is passionate about various causes, mostly to do with elderly care, early childhood education, the environment, development and the list goes on. Currently, she is happily studying in the University of Hong Kong and leading sustainability initiatives like Urban Farming and Energy Innovation in her residential college.



## Hazeera Bi

*Head of Marketing*

Hazeera is an International Relations student who has recently embarked on her green journey. She tries to spread the green gospel through creative methods of engagement and the world of aesthetics. When she is not at her computer, she tries to be the jane-of-all-trades by being involved in human rights and the non-profit sector. Standing up for what she stands on, she hopes to make sustainable change in her attempts to convert the unconverted.



## Vanessa Poh

*Projects Manager*

Vanessa is an engineer with a heart for the humanities. She enjoys drama and music as much as she enjoys physics and coding. After undertaking a transformative fellowship and internship with Ground-Up Initiative, she has become invested in community building through innovative workshops and methods. Being a lover of fun, she aspires to one day design rollercoasters. However, she is happy to design Accommodate's game for the time being. She is also currently undergoing another training programme under Dramabox







## Meet the Team



**Chan Wan Ting**

*Head of Game Design*

Wan Ting is a highly energetic individual who hopes to pass on her joy and positivity to others around her. As an animal lover, her passion for cute little creatures has brought her onto a learning journey that opened her eyes to the very threats of climate change. Now, she wants to do her part in protecting our environment. Through Accommodate, she hopes that she is taking her first step in creating change, and to reach out to more people to rise up to meaningful causes. She hopes to see a day when everyone can set aside their selfish desires that harm our fragile little planet

**Wong Jun Hao**

*Head of Game Content*

Jun Hao is a passionate individual who opes to ignite a change in the world through exploring different perspectives. On top of being a public policy and global affairs major, Jun Hao is an active member of diverse organisations from environmental organisations to community grassroots. Through multiple lens, Jun Hao is able connect the dots between political, social and environmental issues through both a bottom-up and top-down approach.



**Zhang Chenxin**

*Intern*

Chenxin is a life science/psychology freshman interested in environmental causes and wishes to contribute to them, stemming from her past days as a Green Ambassador. Helping to manage Accommodate's social media presence and advertising materials, she hopes to bring Accommodate's cause to a greater audience.



**Sammi Soh**

*Intern*

Sammi is a geography student with a heart for communities. Over the years, she has been active in understanding and engaging with diverse communities. She is passionate about learning sign language and interacting with the Deaf community, and believes that cultivating empathy towards others enables us to make meaningful connections. Through Accommodate, she hopes to highlight different communities in Singapore and to encourage more people to take the first step in understanding those communities.





## Join our Accommodate Family!

We are looking to have more passionate individuals to join us as a **facilitator** to help out and learn many useful skills along the way!

Simply [fill up this form](#) to express your interest in joining our vibrant, passionate team!



# Thank you for all the kind support given to Accommodate!

We hope you enjoyed reading our report!



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