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MID YEAR REPORT

# ACCOMMODATE

2020





# FOREWORD



The circumstances originating from the Covid-19 pandemic have undoubtedly caused a great deal of uncertainty for Accommodate, with many planned workshops having to be cancelled. However, the Accommodate Team decided to make the best of the situation, turning it to become another exciting chapter in our journey. Despite the disruption to our previous plans, we put in the effort to implement proper workflows, consistent meetings and communication channels. We took the time to bond as a team, review our progress thus far and to co-create our vision going forward. We also sought to connect with mentors, old and new, and benefited greatly from their kind encouragement and guidance.

The Accommodate family has also grown greatly from a core team of 9 members to 23 with our summer interns. With the increase in manpower, We now have a total of 6 workgroups. Besides working on revamping the flagship game, we have also started working on new programmes, all of which are extremely exciting. In this newsletter, we are happy to share about what Accommodate has been up to during the first half of the year, and what to expect in the near future.



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# PROJECTS OVERVIEW

On the games front, we are continuing to work on our flagship game by updating its gameplay, mechanics and experience.

In addition, we have started the development of two new games – one on biodiversity and another related to the pandemic we are in the midst of. We also launched our first non-games related programme – Citizen Reporter, where we encourage young passionate individuals to learn more about social issues in a way that recognises their complexities, and to raise awareness on one which they care deeply about through their work.

Besides these four project teams, there is also another team working to adapt the flagship game for our first public, digitised session hosted as part of the M1 Patch Festival in August. Finally, there is also our marketing team which is instrumental in documenting and communicating all our activities.

**Programme Revamp**

- Sammi
- Kenneth
- Vicki (Intern)
- Daniel (Skillo)
- Kian Shin (Skillo)
- Mentors:

**New Games**

- Jun Hao
- Wan Ting
- Chen Xin
- Shen (Intern)
- Tien Feng (Intern)
- Alexis (Intern)

**Citizen Reporter**

- Sammie
- Sandra (Intern)
- Radhika (Skillo)
- Rachel (Intern)
- Carmen (Intern)

**Marketing**

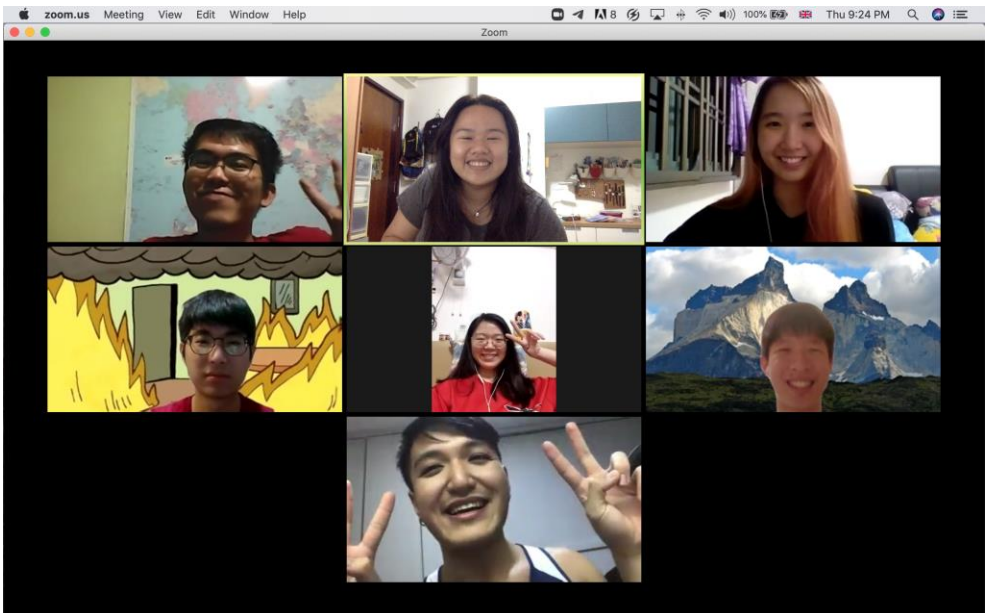
- Hazeera
- Pearline (Skillo)
- Yao Shi (Skillo)
- Amanda (Skillo)
- Carmen (Intern)



# PROGRAMME REVAMP

Based on recent news, we are refining our original Accommodate game through updating our land plots, mechanics and debrief database.

We are also working on a comprehensive facilitator handbook and curriculum, as well as employing digital means to improve the user experience for our participants.



# CITIZEN REPORTER

## “This is Singapore”

### CITIZEN REPORTER SUMMER PROGRAMME

Participants learn about socio-environmental issues and how they are interrelated in Singapore before embarking on their own research project to raise awareness for a social cause they care about!

#### TIMELINE

- JUN. 13** **Workshop #1**  
Participants are introduced to the four pillars - Nature & Environment, Collective Memory, Housing & Inequality and Community & Citizenship.
- JUN. 20** **Workshop #2**  
Participants learn about Intersectionality and Community/ Participatory Planning.
- JUN. 27** **Writer's Clinic**  
Participants learn about the importance of citation and how to make their content more engaging through using simple design tools. They also got to consult their mentors for their project.
- JUL. 20** **Final Draft**  
Participants submit their final draft for voting and judging.
- JUL. 22** **Voting & Judging**  
The articles are put out for public voting and judged by our mentors and judges.
- JUL. 25** **Voting Ends**  
The votes and scores are tabulated and the winners are notified.
- JUL. 27** **Virtual Sharing and Presentation**  
The Top 3 projects and the highest vote one will share what they have worked on.

Organised by:

Sponsored by:



Supported by City Developments Limited, Accommodate designed a summer programme which introduced contemporary urban issues to pre-university students in an engaging manner, going beyond the usual tertiary curriculum.

The central theme of the first edition of Citizen Reporter is “This is Singapore”, which invites participants to challenge the idea that there is a homogenous, singular way of experiencing and representing Singapore. How can we uncover and validate marginalized experiences that do not fit into the mainstream discourse?



# CITIZEN REPORTER

Four pillars have been identified as potential pathways for participants to explore. Writers' prompts for each pillar serve as starting points to respond through text or multimedia for the purposes of completing the final submission.

Participants will get to learn about urban issues, deeply explore one of their choice by undertaking independent research and have their work published online for a wider audience.

## COLLECTIVE MEMORY

How Urban redevelopment affects the way people connect with cities, suggestions for carrying out public discourse about the loss of treasured places and the relationship between nostalgia, identity and exclusion

## CITIZENSHIP AND COMMUNITY

What it means to be a citizen of Singapore, how we can create a more inclusive Singaporean identity and include marginalized groups such as migrant workers

## HOUSING AND INEQUALITY

What homeownership means and how it has shaped lives in Singapore, how current housing policies can be improved to better meet the needs of marginalized groups and how different types of housing affect inequality and social mobility.

## ENVIRONMENT AND NATURE

The relationship between Singapore and Nature and the impact of urban re/development on it, the tensions between conservation and socio-economic character and how environmental policy-making can be improved



# NEW GAMES

## Biodiversity Game

We are also working on a brand-new project to introduce participants to the concepts of adaptation, evolution and the community ecology of Singapore.

By role-playing as a species, participants will gain an understanding of the concepts of evolution, while learning more about the environmental history and rich biodiversity of Singapore, as well as how human-wildlife conflict affects our ecology.



## Interview with team member Alexis



### What inspired you to create this game?

In one of my ecology modules the past semester (January–May 2020), we were split into groups to teach the rest of the class a certain topic. My group was tasked with the topic of inter-species competition. We wanted to make the experience more interactive and engaging than an ordinary one-way lecture class. I brainstormed and pitched the idea of a strategy upgrade-based competitive game. My team and I worked on it further, and eventually presented it to the class. It was well-received, and my classmates reflected that it helped them understand the concepts better. Ying Xuan was my classmate at the time, and she approached me to ask if we could refine it to an actual product and experience to teach people about biodiversity and evolution.

### What do you hope is the participants' main takeaway from the game?

Through play, I hope participants can gain a more solid grasp of the theory of evolution, as well as appreciate our beautiful local biodiversity. Singapore indeed has a rich tropical biodiversity, and I hope participants can learn more about what sort of critters we share our sunny island with! Beyond that, I hope that we can illuminate the public about topics such as human-wildlife conflict, the need for environmentalism, and to take a stand towards conserving our wildlife.





# NEW GAMES

## Circuit Breaker Game

Through this game, we aim to raise awareness about how COVID-19 has led to unequal outcomes on different groups of people, and the complexities of policy-making amidst uncertain times.

We hope to cultivate empathy amongst participants during the game process and encourage them to think of possible strategies to serve the particular groups while referring them to ground-up initiatives.



Image source: <https://www.gov.sg/article/covid-19-resources>

## Interview with team member Jun Hao



### What inspired you to create this game?

The aim of developing this game is to highlight the invisible social inequalities that are present in our society. During the circuit breaker period and throughout the whole COVID pandemic, a lot of these underlying social inequalities and tensions have been exacerbated. We really want to use a different medium, through interactive game workshops, to help people understand such social inequalities and to be able to empathise with the lived experiences of the different marginalised and vulnerable social groups.

### What do you hope is the participants' main takeaway from the game?

Ultimately through the game, we hope to engage and empower people to work together to create a more caring, just and equitable society. It's truly about pushing for the entire society to progress as one.

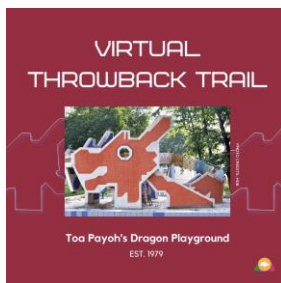


# CONTENT SERIES

Amping up our efforts in creating new content, we have rolled out new social media series that aims to increase awareness on various aspects of land-use in Singapore.

## MRT MONDAYS

To educate Singaporeans on the history and culture present in our train lines and stations, which we commonly just see as modes of commute.



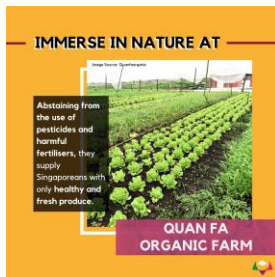
## VIRTUAL THROWBACK

To educate Singaporeans about our gone places. It is rooted in nostalgia against our ever-changing landscape.



## URA MASTERPLAN

To educate Singaporeans about our country's future redevelopment plans, as well as the losses we will experience.



## MORE THAN GREEN

To educate Singaporeans on our multi-purpose green spaces. It touches on our smart use of land and concerns over social and environmental issues.



# THEATRE PRACTICE

TTP's festival producer, Michelle, and dramaturg, XiaoTing, joined the Accommodate Programme Team in dissecting the different themes of our original workshop through physical and virtual sessions. We also explored various possible mechanics that could be incorporated to enhance the fun elements of the programme. Through four months of tireless revamp and adaptation, we have arrived at the current version that would be running during the festival on 2nd and 16th August.



## Upcoming Events

### PLAY WITH ... POWER WORKSHOP

DETAILS	TICKET PRICE
2 AUG	1 PAX - \$8
1 PM	2 PAX - \$15
2.5 HRS	GROUP OF 5 - \$35

SESSION IS CONDUCTED IN ENGLISH  
RECOMMENDED FOR AGES 15 AND UP  
BOOK HERE: PLAYWITHPOWER.PEATIX.COM

Accommodate’s online land-use simulation game challenges you to role play as Singapore Ministry Officers. Navigate power and responsibility – flex your strategic brain as you collaborate with teammates and negotiate with competing ministries. Get competitive or work together... What will Singapore look like in your hands?

Play With... Power is a multiplayer game experience hosted on Discord and Zoom. Participants can choose to play as individual officers or purchase tickets as a group to form a full ministry

Sign up [here!](#)



# LEARNING HIGHLIGHTS

## LEARNING JOURNEY TO ONHAND AGRARIAN

On 29 January, Accommodate organised another learning journey to two projects by one urban farming venture – Onhand Agrarian. Farming fish on what was originally an outdoor fountain, the fish farm is also co-located with a restaurant. This means that food waste from the restaurant can be gobbled up by the fish. It is also co-located with an urban vegetable farm by Edible Garden City – the fish also get to eat herbs such as basil as they seek to experiment if that has an impact on their taste. Another project of theirs is to attempt rooftop aquaponics.

While we were impressed by the ingenuity of how space is utilised, what was most striking is how it doesn't always have to be 'high tech'. Much of the reason why the farm works so well is down to intimate knowledge of how the animals and plants behave and interact with each other – such as growing plants which attract dragonflies to minimise mosquitos. The relationship between farmer and 'livestock' is also much more personal, as we hear interesting stories of having to help a less than confident rooster find a mate, and ducks which really enjoy each other's company.



# LEARNING HIGHLIGHTS

## FOOD FOR THOUGHT

In an effort to broaden our horizons, Accommodate members took turns to present about what they were passionate about through weekly sharing sessions. These sessions also served as a bonding opportunity for members to better understand each other's diverse interests.

### Food For Thought #1

**FROM 4 LEGS TO 6 LEGS**

By Wan Ting Chen



Since young, Wan Ting has always loved animals and watching videos of them. Insects on the other hand, were cool behind the screen. Wan Ting will be sharing about how she crossed paths with insects and discovered her love for these 6 legged creatures. Enter Wan Ting's world of insect farming and you'll stand a chance to meet her beloved pet ants and squirmy worms.

**CONVERSATIONS AROUND THE GLOBE**

By Chao Ying Xuan



While we are all confined to our homes during this crucial leader period, Ying Xuan will bring you on a virtual tour around the world. In this session, Ying Xuan will allow you to 'sneakdrop' on her many conversations during her travels in China, United States and Myanmar. She will also be providing you some tips on how hunt for 'Isangs' to learn much as possible during an overseas trip!



Our Food for Thought series will also be turned into both bite sized and long form content pieces to reach out to a wider range of audience.



# OUR THANKS

## MENTORS

We are grateful for the time during this period to reconnect with our beloved mentors, Irwin and Ruomei, who continue to inspire us to carry on pursuing our goals of making a difference through education that teaches empathy.



We also had the pleasure of receiving the guidance of another mentor, Janet, through the Mentor for Hope Programme. Her energy, passion and advice has kept us invigorated as we seek to continue developing Accommodate.

## And YOU!

Accommodate could not have grown so much without the great enthusiasm we received. Thank you for your continued support of Accommodate, and stay tuned for more updates in the future!



# ANNEX: OUR STORY

## EVERYTHING IS CONNECTED

The story of Accommodate started when formal pre-tertiary education ended for its two co-founders and other founding team members. Interested to dive into social and environmental causes, they started volunteering for various ground-up groups.

Over time, they found themselves grappling with two questions – how could people who are not interested in a particular cause be engaged; and how could people be encouraged to extend their empathy and interest to another cause? Would the friends we meet while volunteering at an urban farm care to learn more about housing inequality?



## OUR FIRST GAME

As such, we gathered a team to organize an event showcasing a role-playing game based on urban redevelopment, inviting panelists who spoke on a variety of issues from heritage conservation to biodiversity conservation. To tackle our two main objectives, we came up with the idea of Accommodate as a land-use planning simulation game.

Accommodate weaves various real-world issues into one game, inviting participants to step into the role of the government and allowing for dynamic outcomes. The aim of the game is to encourage participants to think broadly, both in terms of issues and in terms of perspectives. We also want to challenge the notion of right and wrong, and instead suggest the idea of trade-offs and priorities.

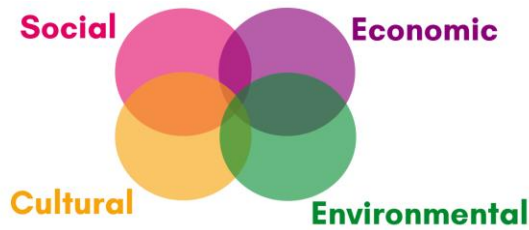
This game would go on to be shaped by many others along the way, from university students to gamification experts. However, its original purpose of connecting the dots remains the same.



## CONNECTORS FOR SOCIAL CHANGE

Besides connecting the dots when it comes to issues, we also see Accommodate as a chance to connect people – team members, volunteers, participants and partners – to each other. Beyond the game, we are also constantly looking at ways to continue the conversation, such as through sharing ways in which participants can get involved in issues they find themselves drawn to, either through volunteering for our partners or attending their events.

Initially, we thought we were the odd-balls. We asked ourselves “Which specific cause am I passionate about?” as we volunteered for various causes, hoping to specialise perhaps. But we came to realise that boundaries between issues and causes are often too harshly defined. One of the purposes of Accommodate is thus to act as a platform for these interrelated issues to ‘meet’ – for people to find intersectionalities in the causes they are interested in and be united by the common language of the desire for social change.



## LOOKING FORWARD

Accommodate has evolved over the years, initially organizing more open events and now being more focused on schools. Moving forward, we will remain focused on our initial aim of promoting civic engagement amongst youths.

We will continue to take the overall approach of exploring the linkages between social, cultural and environmental issues within the urban context in the form of our game. With supporting activities like trails, panel discussions and social media posts, we also seek to enhance the depth of engagement.

We continue to hold wild dreams of organizing one workshop every day, being able to make our operations fiscally sustainable and perhaps bring the Accommodate spirit out of Singapore one day.





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## Special thanks to our team for making Accommodate possible:

### CO-FOUNDERS:

Sammie Ng (Head of Programmes)  
Chua Ying Xuan (Head of Operations)

### MARKETING:

Hazeera Bi (Marketing Head)  
Tan Yeo Shi Lee (Intern)  
Amanda Ho (Intern)

### NEW GAMES:

Wong Jun Hao (Project Lead)  
Chan Wan Ting (Project Lead)  
Zhang Chen Xin (Project Assistant)  
Pang Tien Feng (Intern)  
Cheah Shen (Intern)  
Alexis Goh (Intern)

### GAMES REVAMP:

Sammi Soh (Project Lead)  
Kenneth Soon (Project Lead)  
Vicki Lee (Intern)  
Daniel Lee (Intern)  
Ng Kian Shin (Intern)

### THEATRE :

Vanessa Poh (Project Lead)  
Alicia Kan (Project Assistant)

### CITIZEN REPORTER:

Radhika Gupta (Intern)  
Sandra Tan (Intern)  
Rachel Chan (Intern)  
Carmen Gum (Intern)

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