

ANNEX A: THE NATIONAL INFOCOMM CLUB AWARDS 2007 FINALISTS

Primary category:

1. CHUA CHU KANG PRIMARY SCHOOL

Project: Intelligent Communicators

The project is an engaging website showcasing the creative works of the Infocomm Club. It included a video clip on 'Stress Management', colourful e-Cards on the theme 'Uniquely Singapore' and educational webpages on topics such as 'Safety at Home', 'Road Safety' and many more. The website serves not only as an educational resource for students, but also as a portal where students, teachers and parents could learn more about the club, view the club's activities, works of the students and even provide feedback.

The Impact:

Visitors of the website can engage in meaningful discussions. They can gain a good understanding of the variety of software and skills the members learnt and implemented in school.

The Infocomm Skills used:

Dreamweaver 8, Photoshop CS

2. GUANGYANG PRIMARY SCHOOL

Project: Home Sweet Home

A flash animation game where the player helps a homeless puppy find its way to SPCA. It is created to educate students of the need to protect domestic animals from abuse. It also teaches students to be responsible when looking after animals and to give them a comfortable home.

The club intends to further supplement the game by adding quizzes and an interactive storyboard. It can be uploaded on their school's website as a resource for everyone.

The Impact:

Students can currently access the game from IT kiosks at the school and the Studio Lab during recess and after school hours. This project teaches students of the need to protect and save domestic animals from abuse. It has also inculcated in the students a sense of loyalty and responsibility.

The Infocomm Skills used:

Multimedia Storyboarding, Flash Animation, Vector Art Illustration

3. LIANHUA PRIMARY SCHOOL

Project: Open Minds With Open Source

A video production on how three students championed the use of Open Source software and overcame adversity along the way. The project used only Open Source software which is available for free downloads on the Internet. This project was awarded the

Silver Award at the W4 cluster Video Award 2007. The club plans to upload the video onto YouTube to reach a wider audience.

The Impact:

Students are now aware of “Open Source” and the possibility of creating good quality artwork and video without spending a lot of money.

Besides the infocomm skills, the club members learnt soft skills such as teamwork, time management, project co-ordination and goal setting during the course of this project.

The Infocomm Skills used:

Free Open Source software like Inkscape, GIMP, Wax and OpenOffice

4. Ngee Ann Primary School

Project: Our Journey – From Today To Tomorrow

This is an artistic animation video that portrays the school's vision for the future, moving from the performing arts to include sports in the CCAs. This video is created using Neon Tracing, where the members traced out sequences of the CCA's activities. This animation was shown at a public performance at the NLB Drama Centre.

Infocomm members applied what they have learnt during their IT lessons for this project.

The Impact:

The animation video is well-received by the viewers. The audience is now more aware of the various CCAs in the school, including the Infocomm Club. The club members used IT skills like video editing to creatively express their artistic talents.

The Infocomm Skills used:

GIMP

5. Paya Lebar Methodist Girls' School (Primary)

Project: Hope

The members planned and designed IT-based activities for the Primary one to three students of the HOPE Student Care Centre (SCC). They conducted one-to-one mentoring for these children at the school's computer laboratory. The project's objectives are to help the SCC children to be more infocomm savvy and at the same time, encourage the infocomm members to improve on their soft skills such as leadership, teamwork, mentoring and coaching.

The Impact:

The one-to-one customised learning programme offers the children to learn Infocomm skills at their own pace. They feel proud to be able to learn something over a short span of two days. The Primary 1 students learnt keyboard typing skills and Microsoft Word; the Primary 2 students learnt Microsoft Word and MS Paint; and the Primary 3 students learnt MS PowerPoint and Windows Movie Maker.

On the other hand, the infocomm members learnt about teamwork and built up their confidence. They also felt satisfaction from doing something meaningful.

The members would like to continue the project during the school holidays and impart infocomm skills to the younger children. They would also like to extend help to other day care centres and even adults, teaching them Chinese Word processor - Nansvision.

The Infocomm Skills used:

Touchtyping, MS Word, MS Paint, MS PowerPoint, Windows Movie Maker, Comic Life

6. PEI TONG PRIMARY SCHOOL

Project: ExplorE-Learning

ExplorE-*learning* is designed to aid learning and revision of difficult Science topics. Each activity is tailored to help Primary 3 and 4 pupils to learn Science from a bank of online interactive resources. ExplorE-*learning* aims to revolutionise the teaching and learning processes. With guidance from teachers, infocomm club members and students used software such as Hot Potatoes Inspiration and Ulead Media Studio to develop online worksheets, videos and mindmaps with a time and score function.

The Impact:

With ExplorE-*learning*, students could access the resources anytime and anywhere. The online worksheets and mindmaps served as a good form of revision and have made learning fun.

The learning resources provided by ExplorE-*learning* allow upper primary students to revise the lower level science topics. They can also access it at home for self-learning.

Encouraged by the project's success, the infocomm members have embarked on Phase 2 with a focus on enhancing the teaching resources. They will produce videos on lesson plans, drafted by Primary 5 Science teachers, that feature Science concepts based on real life situations.

The Infocomm Skills used:

Hot Potatoes, To Create a Story, Ulead Media Studio and Inspiration software

7. RIVER VALLEY PRIMARY SCHOOL

Project: The Adventures Of Respect

A digital animation production conceptualised and created by Primary 4 students using Micromedia Flash software. It was broadcast on the school's plasma screens. The animation is used to educate students on the importance of "Respect", one of the school's core values, and to reinforce the school's Character Development programme.

The students felt that animation is a universal medium that appeals across cultures and age groups, races and ages.

The Impact:

The animation video complemented the school's Character Development Programme and reinforced the school's core value of "Respect".

The infocomm club members demonstrated the infocomm skills they learnt when developing the project.

The Infocomm Skills used:
Macromedia Flash, digital audio recording skills

Secondary and Junior College category:

1. BUKIT PANJANG GOVERNMENT HIGH SCHOOL

Project: Chasing Fish

The project is a colourful and engaging digital animation entitled “Chasing Fish”. It was screened as a pre-opening show at the school’s Chinese Opera concert. The audience included Dr Vivian Balakrishnan, Minister for Community, Youth and Sports and Second Minister for Information, Communications and the Arts, representatives from the National Arts Council, the Chinese Opera Fraternity, and senior citizens from community clubs and homes for the aged.

The Impact:

The unique blend of modern animation and traditional opera was well-received. The project uses modern technology to bridge cultural divide between the young who appreciate the vibrancy of technology and the elderly who enjoy tradition of Chinese opera.

The club intends to share the animation production with a wider audience on the digital display screens of LRT stations. The club will also continue to screen the animation at various school functions, during exchange programmes and at international conferences

The Infocomm Skills used:

Digital 3D animation, video editing, sound composing and editing, effect compositing

2. COMPASSVALE SECONDARY SCHOOL

Project: My Voice Is Your Voice

A 10-minute video entitled “My Voice is Your Voice”, is a touching 10-minute video about how a group of students learn the importance of showing respect for others and everyone has a role in keeping the environment clean . This project won the Silver Award under the Drama Category at the Compassvale Secondary School Video Award 2007.

The Impact:

The video heightened the awareness of environmental health, as well as encourage viewers to take good care of it and respectful to people from all walks of life.

The club wants to share this production with other primary and secondary school students to raise their awareness too.

The Infocomm Skills used:

Storyboarding, videography, Final Cut Professional editing, sound composing and editing, animation

3. HWA CHONG INSTITUTION

Project: Spiderportal

Spiderportal is a web portal that enabled teachers and students to keep records of every student's profile, performance so as to analyse the development over the years. Teachers appraise students' performance using graphical and multi-dimensional tools. For example, teachers were able to group students in the same class or who participate in the same CCA. They can also request students to perform assessments online. Students can generate a comprehensive portfolio of their own achievements such as academic results, CCA and CIP contributions across subjects, terms and years.

The project received a High Distinction Award in IT Research by the school and was a finalist at the annual Hwa Chong Institution Projects' Day 2007.

The Impact:

Spiderportal increased efficiency and reduced the administrative workloads of teachers. Teachers can nominate students for different competitions and awards, and know which students require enrichment programmes. Students can also track their performance over time and benchmark themselves against their peers.

The club intends to adapt Spiderportal for other secondary schools and institutions. The club also hopes to create a commercial version where work performances are accessed qualitatively by other measures that reflect service excellence such as customer feedback.

The Infocomm Skills used:

PHP Programming Language, MySQL Database Administration, GD Library, Agile Software Development Model

4. METHODIST GIRLS' SCHOOL

Project: Cambodia Trip 2 In 1

The aim of this project was to teach the children and youth of the Chumpor Vant High School and Kien Kleang Orphanage in Cambodia basic English and computer skills. Lessons were conducted using refurbished iMacs and PCs and specially designed IT-based programmes. Short movie clips were used to teach word pronunciation. The children were also taught simple filmmaking with video cameras and editing with iMovie.

This project showcased how technology could be used to benefit a community and help develop leadership and responsibility among the club members. Through this project, the club hoped to raise the profile of Infocomm Club in the school and attract more students to the club.

The Impact:

The Cambodian children are now able to write and converse better in simple English. Through the Touch Typing programme they learnt a lifelong skill and improved their typing skills. The club donated 2 iMacs to help accelerate their learning process.

The club plans to return to Chumpor Vant High School and Kien Kleang Orphanage to review their progress and teach them basic English. The members also want to teach the older Cambodian youth skills in publishing.

The Infocomm Skills used:

Touch Typing, Microsoft Office, iMovie, iDVD

5. RAFFLES INSTITUTION

Project: E-Learning Packages For Down Syndrome Youths

The interactive e-learning packages help the youth with Down Syndrome learn or revise life skills that are useful in their daily lives. Each lesson includes simple activities and exercises that can be used to supplement curriculum within the Down Syndrome Association's syllabus.

The Impact:

Four e-learning packages have been produced - Direction and Travel, Time, Money and Customer Service. Under the guidance of the mentors from the Down Syndrome Association, the youth with Down Syndrome can understand the subjects better and learn more about each topic.

This project not only helps to improve the club members' Infocomm skills, but also contributes to the community. The club wants to improve and expand on the existing packages so that they can be used even more effectively. They also want to develop similar projects for other associations.

The Infocomm Skills used:

Macromedia Flash, Adobe Photoshop, Audacity for sound recording and editing

6. RAFFLES INSTITUTION

Project: Raffles Infocomm Outreach Programme 2007

As part of Raffles Infocomm Outreach Programme to cultivate the use of infocomm as a way of life, the club held several IT seminars for three groups of people - RI students, foreign scholars and students from other schools. Participants were taught Adobe Flash, Photoshop, Dreamweaver and C++ at these workshops. A learning-through-experience model was adopted to let seminar participants put the various skills to effective use.

The Impact:

Participants have gain a good understanding of Infocomm Technology and are able to apply multimedia more easily for school projects. Key concepts of web and print design, programming workshops were held for students.

This project helps the school gain recognition amongst the other participating schools. The club has also collated a comprehensive set of materials that are useful for teaching club members concepts that they are less familiar with. By teaching others, the members themselves also gained a clearer understanding of infocomm technology.

The club wants to reach out to other segments of the society such as the elderly with similar Infocomm seminars. The club also wants to enhance the material to improve the delivery of Infocomm concepts.

The Infocomm Skills used:

Adobe Flash, Photoshop, Dreamweaver and C++

7. VICTORIA JUNIOR COLLEGE

Project: Automated Quiz Management System

The club designed and developed an automated quiz management system that allows participating teams to access and answer questions through a web-based interface. The system is able to capture the answers automatically, track scores and compute ranking order in real-time.

The project has been successfully field-tested for VJC's inaugural IT Quiz. The project was adapted successfully for Dunman High School's inter-class Math and Science Programme for secondary 1 to 4 students this year. The quiz engine was customised to meet their requirements, and a new user interface for audience viewing and question-and-answer management system were developed.

The Impact:

Using standard web browser technologies over a wireless peer-to-peer connection, the Quiz Management System allowed unlimited teams to participate in a competition. It also eliminated manual, delayed and error-prone score tracking.

The project has enhanced the college's Infocomm Technology profile amongst the participating schools. It has also generated awareness and interest among other schools to streamline their manual quiz management processes.

The Infocomm Skills used:

Graphics and CSS, HTML, Javascript, PHP, My SQL, Ajax, wireless LAN technologies