

Gaming with a difference

TOUCH Cyber Wellness and Sports (TC&S) advocates a healthy outlook towards the internet and computer gaming. Much of their work has been focusing on using technology in a positive and responsible manner.

Gaming as CIP? It's a dream come true!

TC&S co-organised a community service project with 45 students from Raffles Institution (RI) on 20 March. With guidance from TC&S mentors, the students planned the day's programme for 45 trainees from TOUCH Centre for Independent Living (TCIL) and 70 elderly clients from TOUCH Seniors Activity Centre (TSAC).

Intended to help the students learn how to relate to the elderly and people with intellectual disabilities, the programme provided plenty of opportunities for interaction. At TSAC, the students set up Nintendo Wii gaming stations and teamed up with the elderly to game. From the excitement and laughter of the elderly, it was clear they enjoyed themselves tremendously. At TCIL, the camaraderie was just as evident. Activities such as three-legged race and bottle bowling helped build the trainees' trust in the students, while playing the Wii games taught them about cooperation and teamwork.



Both the elderly from TSAC (top) and the intellectually-disabled trainees from TCIL (left) had a ball of a time playing the Wii games with the RI students.

RI student, Daniel Sebastian, 13, gained new insights through this experience. "I realised that these people are not different from us as most people think they are. They love to have fun and are easily contented. The fact that they are able to cherish what they have instead of focusing on their lack is something that we all can learn."

The PlanetCRuSH Experience – Family Edition



Parents and their children bond over computer games at the Family Edition of the PlanetCRuSH Experience.

For the first time, some parents began to understand why their children are hooked on internet gaming.

14 pairs of parent and child from Princess Elizabeth Primary School participated in the family edition of the PlanetCRuSH Experience by playing Maple Story, a popular Massively Multiplayer Online Role Playing Game (MMORPG).

After the game, they were split into two groups to attend two workshops, 'Reaching the Wired Generation' and 'F4: Fun & Fantasy, Fear & Futility' designed for adults and children respectively. These sessions helped to align both parent and child's perspectives and draw them towards cultivating healthy gaming habits. They were then introduced to the Nintendo Wii, a healthy gaming alternative that promotes family interaction.

One of the parent attendees, Mr Dennis Mak, commented, "This workshop has good content and information on how to connect with youths in view of the digital gap."

The PlanetCRuSH Experience was also well-received by the children. 9-year-old Low Kai Li said, "I will tell all my friends, 'Hey do you want to go to PlanetCRuSH? There are so many interesting things to do there!'"