

VIRTUAL/PHYSICAL TOURS

WITH GAMIFIED HERITAGE TRAIL QUIZ

AVAILABLE IN
ENGLISH & OTHER LANGUAGES

OUR LOCATIONS:



LITTLE INDIA



KAMPUNG GLAM



CHINATOWN



KAMPUNG BUANGKOK



SINGAPORE RIVER



SOUTHERN RIDGES



GEYLANG SERAI



WW2 MEMORIAL SITES



FORT CANNING



ENCOURAGES TEAMBUILDING



DEVELOP PROBLEM SOLVING SKILLS



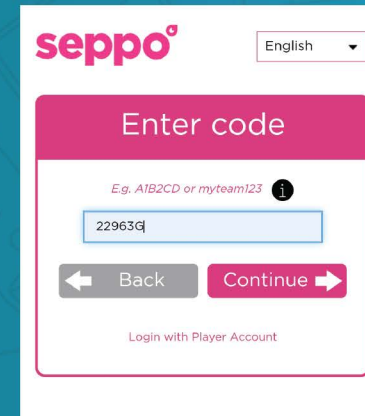
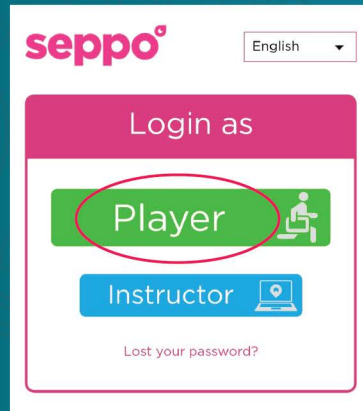
INTERACTIVE LEARNING



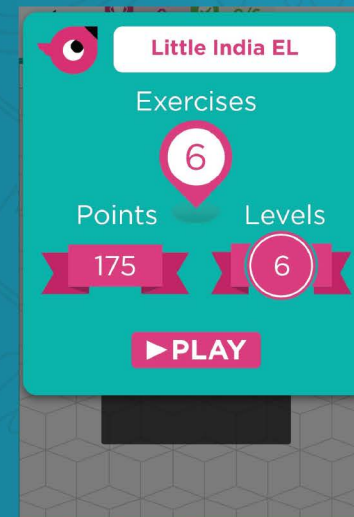
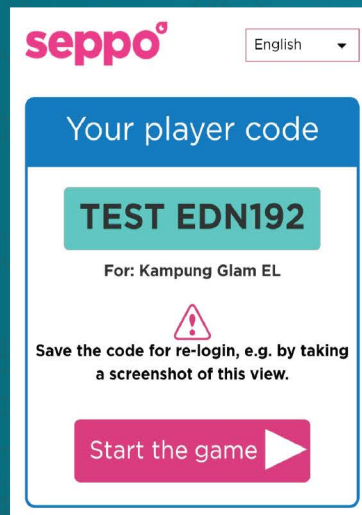
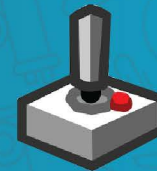
HOW DOES IT WORK?

For Students:

1 STUDENTS WILL LOG IN AS A PLAYER AND KEY IN THE PROVIDED PIN CODE.



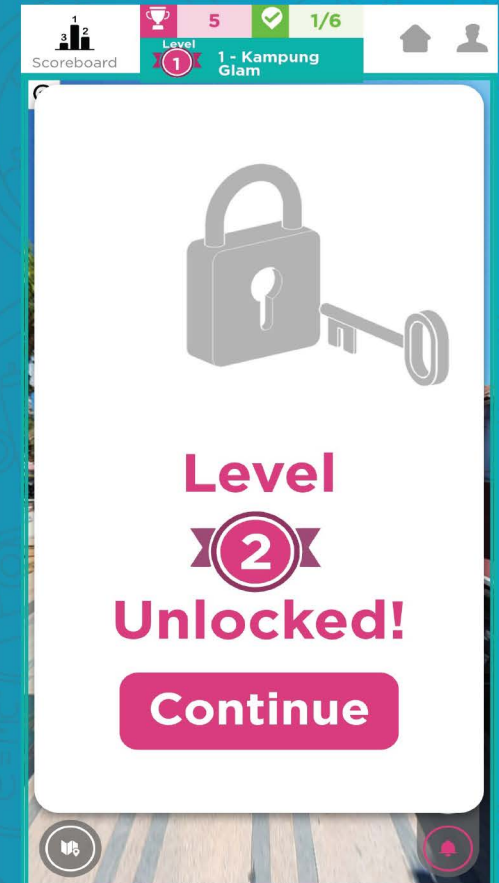
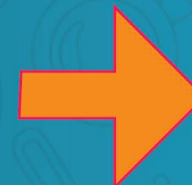
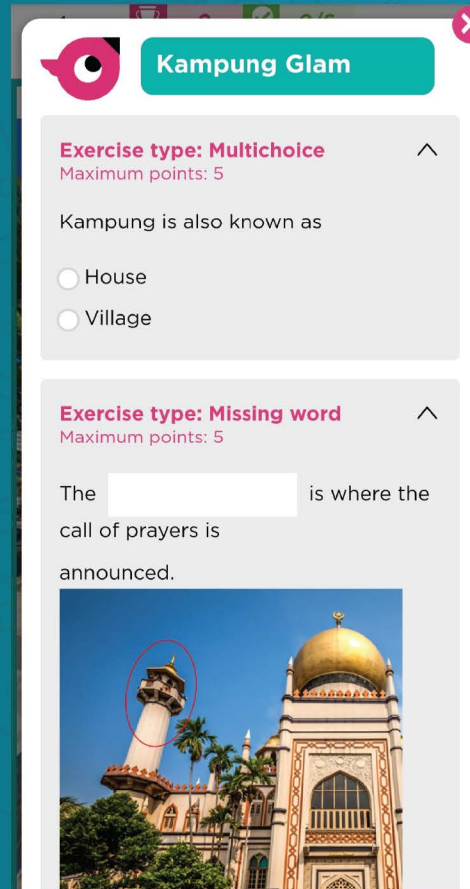
2 A GAMER ID WILL BE GIVEN TO THEM, AND THEY CAN START TO PLAY!



HOW DOES IT WORK?

For Students:

- 3 STUDENTS WILL NEED TO ANSWER A SERIES OF CHALLENGING QUESTIONS, BEFORE THEY CAN PROCEED TO OTHER LEVELS!



SCORE

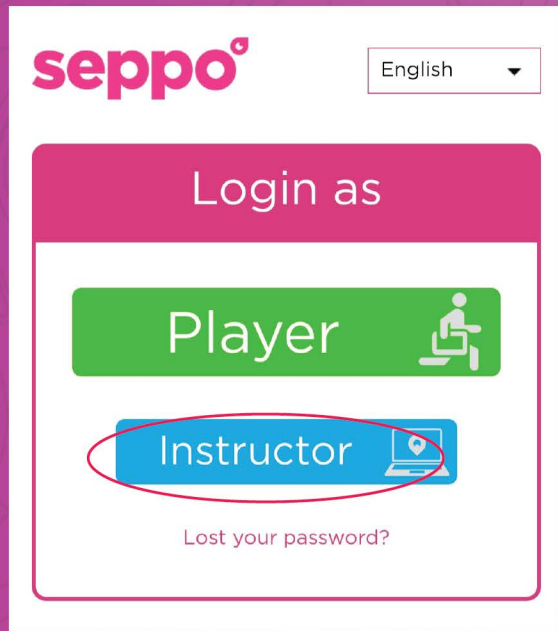


SCORES WILL BE TRACKED!

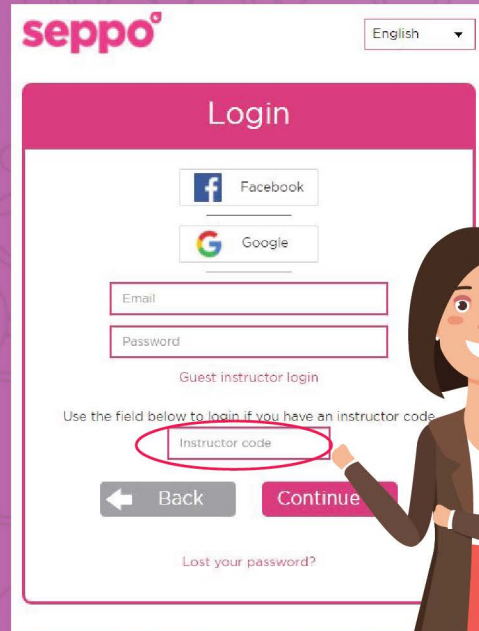
HOW DOES IT WORK?

For Teachers:

- 1 TEACHERS WILL LOG IN AS A GUEST INSTRUCTOR AND KEY IN THE PROVIDED INSTRUCTOR CODE.



The screenshot shows the seppo login interface. At the top left is the seppo logo and a language dropdown menu set to 'English'. Below this is a 'Login as' section with two main options: 'Player' (green button with a person icon) and 'Instructor' (blue button with a laptop icon). The 'Instructor' button is circled in red. Below the buttons is a link that says 'Lost your password?'.



The screenshot shows the seppo login page with the 'Login' title. It features social login options for Facebook and Google. Below these are input fields for 'Email' and 'Password'. A section for 'Guest instructor login' includes a note: 'Use the field below to login if you have an instructor code'. The 'Instructor code' input field is circled in red. At the bottom are 'Back' and 'Continue' buttons, and a 'Lost your password?' link.



HOW DOES IT WORK?

For Teachers:

2 TEACHERS WILL BE ABLE TO TRACK THE STUDENTS PERFORMANCE AND SCORES IN LIVE TIME.

The screenshot shows the 'Exercises' app interface for 'Kampung Glam EL'. It features a grid of tasks across six levels. The 'Sortings' menu is open, showing options for 'A-Z', 'Points', 'Progress', and 'Ungraded tasks'. The 'Progress' option is selected. The grid shows progress for 'EDN' (90 pts) and 'Edn mediaa' (0 pts) across levels 1 to 6. 'EDN' has green checkmarks in levels 1-5, while 'Edn mediaa' has none. A cartoon girl is pointing at the grid.

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Teams	Kampung Glam	Glam Tree	Madrasah Ahsadoff	Hajjah Fatimah Mosque	Taman Warisan	Arab Street
EDN 90 pts	✓	✓	✓	✓	✓	
Edn mediaa 0 pts						
Syed 5 pts	✓					
SYE 25 pts	✓					

The screenshot shows the 'Scoreboard' app interface. It features a trophy icon at the top and a table of scores. The table has columns for 'Place', 'Team', and 'Points'. The scores are: 1st place Syed ednnnn (20 points), 2nd place TEST EDN (5 points), 3rd place Syed Edn (0 points), 4th place Edn mediaa (0 points), and 5th place Syrddd (0 points). A cartoon boy is pointing at the scoreboard.

Place	Team	Points
1	Syed ednnnn	20
2	TEST EDN	5
3	Syed Edn	0
4	Edn mediaa	0
5	Syrddd	0