



# NDP 2023

## [Project Comfort]

A Card Game on Recycling  
(A Dirty Prototype)

Nan Hua Pri. Sch.

Meng Yitong Sonja

Lucas Ng Xiang

Pan Yixin

Wang Xintian

Benjamin Tan





# Introduction: Project origins ...

We puzzled over one of the factors leading to global climate change—people not recycling correctly.

The statistics reported by CNA and Straits Times about Singapore's recycling rate are bad [22%].

The main reasons for this situation are

- [NEA \(National Environment Agency\)](#)
- [The population of Singapore](#)





# NEA (National Environment Agency)

A lot of effort and money has been put in to promote recycling in Singapore. Still, recycling is not done correctly. Why is this so?

Perhaps not much effort has been put into finding the population's needs and wants. It is assumed that the population knows what can be recycled, knows how to recycle properly and are motivated to do so. Sadly, the statistics reflect that this may not be the case.





# Population of SG

The population may not know which items can be recycled. This step is crucial for the co-mingled recycling “Blue Bins” not to be contaminated.

Can a piece of styrofoam be recycled? Most citizens will say that they do not know. Some of them think they know but are actually unsure.

The population may also lack the motivation or passion to put in effort to recycle properly. It is easier and more convenient for people to just throw things away in the general waste bin.

Sometimes, this “convenience factor” is a reason for the recycling bins to be contaminated with general waste; i.e. people end up throwing general waste into the recycling bins as the recycling bins may be nearer or more convenient for them.





# Our Solution

We decided to create a **Card Game** to teach the younger generation (Primary and Secondary school students) **on how to recycle properly**.

The Card Game will let players sort recyclable materials and trash correctly. It will also (teach) provide recycling information and tips to the players.



# The Aim

This Card Game aims to impart recycling knowledge through questions and fosters practical understanding of proper recycling to the younger generation (primary and secondary students). **We hope that the knowledge learnt in playing this Card Game can transfer into real-life application and Singapore's recycling efforts in the long-term** and help with the Semakau landfill preservation.

Players sort cards into the correct bins: Recyclable Paper, Metal, Glass, Plastic, Donation, ALBA (Electronics), and Rubbish. Players earn Tokens which they can use to to “purchase” more valuable items in the Game. **This supports the idea that trash or waste can be recycled and still has value.**





# Instructions and gameplay (1)

- Shuffle cards faced down and put the deck in the centre.
- Sort out the tokens in their categories to their respective boxes and put them near the cards.
- Prepare the “Recycling Bins” and a notebook to keep track of the points. Now you are ready to go!





# Instructions and gameplay (2)

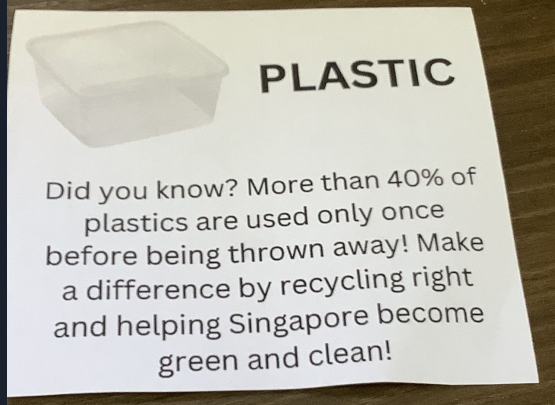
- The game involves earning tokens based on correct guesses in different categories ('PLASTIC', 'GLASS', 'PAPER', 'METAL'). Each correct guess yields tokens and points.
- The points are used to obtain rewards, including a special "super" reward for merging two of three chosen types.
- The players aim for 1,250 points to win; first to the line.
- The rules prohibit aggression, disruption, foul language, cheating, stealing tokens, bribing, and bias. Strikes range from warnings to disqualification.
- The game lasts 45 min - 1 hour for 2-5 players.



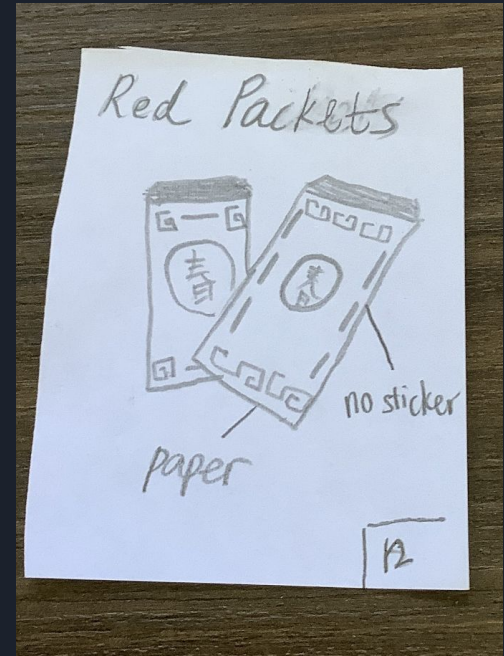


# Samples of the items

Tokens with information (E.g. Plastic)  
(E.g. Red packets)



Item Cards to be sorted



# THANK YOU

