

MY HOME IN
6 SECONDS

SUSPECT IN THEFTS FROM CARS NABBED

▶ POLICE on Monday arrested a 39-year-old man who is believed to have been involved in more than 20 cases of theft of valuables like CashCards from vehicles this month. These include seven cars hit in Telok Blangah Crescent on Sunday.

POLICE LOOKING FOR TWO MISSING MEN

▶ POLICE seek Mr Hussein Ibrahim, 68, last seen in a white T-shirt and black trousers at Tan Tock Seng Hospital on Aug 20, and Mr Goh Chiak Seng, 72, last seen in a yellow polo shirt and brown trousers at Block 323, Ang Mo Kio Ave 3, on Aug 27.

COURSE FOR STAFF OF NON-PROFIT GROUPS

▶ THE Lien Centre for Social Innovation at the Singapore Management University has launched a professional development course for administrators and executives of non-profit groups. It starts in January next year.

DEALS FOR DOWNTOWN LINE STATIONS

▶ THE Land Transport Authority yesterday gave a \$431 million contract to design and build Hillview and Cashew stations and tunnels to GS Engineering & Construction, and a \$356 million one for Newton station to Shanghai Tunnel Engineering Co.

Physics game turns US teaching aid

S'pore undergrads help in design

SIA LING XIN

A GROUP of 10 tertiary students from Singapore and the United States has designed a game that will be used as a teaching aid in high schools in the US this month.

The game, titled Waker, is set in a child's mind during a nightmare, and the player has to solve puzzles and jump onto platforms to wake the child up.

It is designed to expose players aged 12 and above to physics concepts such as velocity and displacement, and to help them better visualise graphical representations of the concepts over time.

The team's five Singapore students had participated in a nine-week internship at the Massachusetts Institute of Technology (MIT), which started in June.

They were among 40 students who had been chosen based on school grades, portfolios and interviews.

During their internships, the other students developed five other new game prototypes, including a memory game that deals with issues of stereotypes and body image, and a maze game.

The annual summer programme, which is in its third year, is organised by the Singapore-MIT Gambit Game Lab, a five-year initiative by the Media Development Authority and MIT.

The initiative is focused on building collaborations between Singapore institutions of higher learning and MIT in research and development in areas which include gaming, mechanics, business and technology.

Waker had impressed the students' mentors so much that they decided to promote it for use in schools in the US, said an MDA spokesman.

Schools here may use it as well, she added.

Mr Chuang Yue Jing, 25, a National University of Singapore undergraduate and a member of the Waker team, said that the team members were very happy to have the game put to actual use.

"It's a huge honour, and it's very encouraging for all of us," he added.

So far, 54 per cent of the total of 77 past participants of the programme have managed to find jobs in the games or media industry here.

Of the rest, 42 per cent are still pursuing their studies or serving national service.

This shows that growth prospects for the Singapore games industry are promising, said Ms Teo Chor Guan, the research initiative's programme director.

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HELPDESK 我的字典

▶ Visualise: 想像 xiǎng xiàng

▶ Prototypes: 样板 yàng bǎn

▶ Mentors: 导师 dǎo shī

▶ Prospects: 前景 qián jǐng

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