

An Extract from the **Radio Interview with 938 LIVE on THE LIVING ROOM Programme**

Producers/Presenters: Mahesha Thenabadu & Stanley Leong

MediaCorp Radio Singapore Pte Ltd

Venue: 938 LIVE Studio, Mediacorp Radio, Radio Building.

15 February 2006

What was it about the Project Management Boardgame developed by Singapore Polytechnic students that struck a chord with Alpha-Plus Training?

Alpha-Plus Training sees tremendous educational and commercial value in the Project Management board game developed by the Singapore Polytechnic students as it is focused on Project Management, which is an integrated learning experience that encourages students to break away from the compartmentalization of the different disciplines.

The value of this Project Management Boardgame is that it is a tool that enables players an excellent grasp of the intricacies of working together as project team members, resource management, the challenges and pitfalls in achieving project deadlines & goals.

Singapore's educational system is committed to Project-Based Learning. Most schools in Singapore have been introducing *Project Work* into the school curriculum since the year 2000. At the pre-university level, *Project Work* assessment counts towards the entry into local universities. As Project Management skill is an essential skill to acquire, the educational and commercial value of the Project Management Board Game will grow.

What are the reasons for Alpha-Plus Training branching into the Boardgame Arena?

We find that Boardgames can be

- Highly effective tools for teaching & learning
- Fun / interactive
- Problem-based approach
- Experiential approach VS Lecture approach