# INTERNSHIP PERIOD – 20 November 2023 to 24 November 2023

Name of student intern: Clevon Chng

Name of the company: Nanyang Technological University, ARISE

Course: Digital Game Art and Design



*Week 1 Report: Date Questions to answer:*

1. What are your initial reactions to your first few days? What are you looking forward to? Is there anything you are disappointed about?

The first day was actually quite chaotic, I thought we would be going to the office and briefed on what our projects were but instead we were thrown into field work and had to be on location, There were also many things that we had to learn on the spot for the first day and it was quite overloaded.

1. Read the entire website of the organization and read relevant marketing materials about the organization (If possible ask for an annual report or similar document). Do a summary of what the organisation is about and does.

ARISE is a pan-university institute at the Nanyang Technological University which focuses on research regarding ageing, including programmes and activities meant to address the growing ageing population’s demands.

It coordinates efforts and resources between various groups (Within NTU and other external organisations) to benefit the elderly, communities, and society.

1. List the tasks you have been assigned this week. Have you completed them (Or when will you complete them)? What have you learnt and what problems did you face?

We were assigned fieldwork on most of the days, so there wasn't really any uncompleted work as it was more of a session by session workload. We had to set up nintendo switches and games for the elderly, and then teach and help the elderly play the games provided. We also had to interact with them, cheering them on and lighten the atmosphere for them, making it as enjoyable as possible for them. Afterwards we then had to pack everything up and head on the the next location.

I have always been able to interact well with elderly as I am quite calm and patient around them and also because I have a certain level of respect for the elderly. Hence, I didn’t really mind working with them and actually quite enjoyed teaching them about the games and even making conversations with them. However, most of them spoke in chinese, which was a challenge for me a I haven’t really brushed up on my chinese vocabulary since secondary school.

# INTERNSHIP PERIOD – 27 November 2023 to 1 December 2023

Name of student intern: Clevon Chng Eik Hung

Name of the company: Nanyang Technological University, ARISE

Course: Digital Game Art and Design



*Week 2 Report: Date Questions to answer:*

1. Provide some details about the history of the organization.

NTU launched the Ageing Research Institute for Society and Education (Arise) on May 6 2016 with S$12 Million in funding, alongside another S$7 Million for Centre for Population Health Sciences (CePHaS).

As of writing, 8 Aging Medicine projects, 8 Social Integration & Education projects, 4 Aging-In-Place projects and 3 Care & Lifestyle Enhancement projects have been planned for and executed(23 total). Not only that, Arise has 8 co-funded projects and 7 grants between other schools, primarily School of Communication and Information and School of Medicine(15 total). Lastly, they have 6 industry projects with Grab, ETH Zurich, SkillsFuture Singapore and Lions Befrienders Service Association(Singapore).

This brings their total activity to 54 active and closed Projects. For a industry and school level organization, 54 projects within 7 years means an average of 7.7 projects per year, no small feat achieved.

They are also the leading party in the Singapore Intergenerational Games(Sing), created in 2016 domestically, before spreading internationally in 2018 to become International Singapore Intergenerational Games(I-Sing). Other countries include Japan(FWBC), Finland(TUAS), France(E-Seniors Association) and Taiwan(National Taiwan Sport University). Started with using the Kinect, now using the Nintendo Switch, they aim to develop their own games as well use mobile phones, ARVR technology and more to provide a more fun and fulfilling experience for the elderly.

In 2017, they carried out a Industry & Community Engagement Event and Research Symposium(ICE) focused on “War Against Diabetes”. Similarly, a similar Seminar in 2018 focused on ”Aging, Frailty & Loneliness”.

Lastly, they signed an Memorandum of Understanding(MOU) with Lions Befrienders(LB) in April of 2022, mainly for LB’s experience in elderly health coaching training, research and course development. This agreement is slated to last 2.5 years, where over 600 staff and volunteers will be trained in elderly health coaching and the co-development of specially tailored short courses for the elderly.

1. Get a copy of the organizational chart and job descriptions within the organization or department. Show it below.

A group of people's heads on a white poster

Description automatically generated

1. List the tasks you have been assigned this week. Have you completed them (Or when will you complete them)? What have you learnt and what problems did you face?

On the second week, we had to do more surveys with the elderly as it was nearing the end of the 12-week programme for them. We also had to do the Moca test with them, which tests their motor skills and functions. At first I had a lot of trouble administering the survey and tests as most of the seniors only knew Mandarin and we had to read the instructions to them in Mandarin. However, after getting used to it, I was able to give the instructions fluently and didn’t have any problems communicating with them.

However, the Moca test was also quite challenging as the instructions for the Moca test were standard but some of the elderly didn't understand them. Some of the tests also had to be done in very specific ways and it not only made it harder for us testers but also the elderly candidates.

Overall, I learnt to better communicate with the elderly and also my supervisors and teammates, making the field work more efficient and overall more pleasant. I also developed bonds with my colleagues and supervisors as we spent the last few days working together as a team.

# INTERNSHIP PERIOD – <4th December 2023> to <8th December 2023>

Name of student intern: Clevon Chng

Name of the company: Nanyang Technological University, ARISE

Course: Digital Game Art and Design



*Week 3 Report: Date Questions to answer:*

1. Ask your supervisor his/her career story. Summarise his/her story below:

Chris BX: was in TP taking engineering(course name changed), chose psychology as general study module. Further career path choice after National Service in ACORN, helping facilitate and participate in student focused programmes. Pursued psychology as a postgraduate degree in NTU.

Thomas Koh: aerospace engineering 2011-2013 at NP, worked in aerospace before coming to ARISE in 2022.

1. If you have identified challenges or disappointments in your initial expectations of your internship (from week1), put together an action plan to deal with these. List the plan below.

I did not really have any challenges or disappointments as I am very comfortable with interacting with the seniors and we also have not been assigned any projects to work on.

1. List the tasks you have been assigned this week. Have you completed them (Or when will you complete them)? What have you learnt and what problems did you face?

This week was the event competition, however, i was not able to work from monday to thursday because i had contracted covid. Hence, I was forced to work from home as they did not want me spreading covid to the elderly. Instead, I was assigned to handle some simple logistics and data handling to prepare for the event instead.

I learnt to be more careful and cautious in the workforce as we have been/will be interacting with people from all walks of life be it clients, workers and even elderly/children. If we neglect our health, we will instead have to take leaves or have our health breakdown, which may cause us to be absent and in turn limit manpower.

# INTERNSHIP PERIOD – <11th December 2023> to <15th December 2023>

Name of student intern: Clevon Chng

Name of the company: Nanyang Technological University, ARISE

Course: Digital Game Art and Design



*Week 4 Report: Date Questions to answer:*

1. What is your biggest challenge in this internship?

Personally I find that the travelling to the various locations where the elderly centers are to be the most challenging. I do not travel around singapore much and almost have no familiarity with the area and estates around singapore. I have to rely on google maps and other location apps to find the location and even then i sometimes find myself lost around the area, especially if its the first time going to that location. I always try to plan for these mishaps and leave my house early but somehow I still barely make it in time or appear late to the location.

1. Do you feel like you fit in to the organization so far? Why or why not?

I definitely feel very welcome in this organization. The team is actually quite small excluding the interns and the supervisors here are really nice and they make sure to teach us everything patiently. Even when we make minor mistakes they remain friendly and joke about it and laugh it off, but also make sure that we understand what we did wrong and what to improve on.

I also develop a sort of friendship with my supervisors, sharing details about our lives during our lunch or free time and getting to know each other on a personal level. Hence, I truly feel that I belong in this organisation and hope that I will work with them in the future.

1. List the tasks you have been assigned this week. Have you completed them (Or when will you complete them)? What have you learnt and what problems did you face?

Since the competition ended in week 3, we had to do a lot of logistics and closing off on the event. For the event we had to round up most of the nintendo switches and TVs from the centres and for week 4, we had to bring them back so that the seniors could continue their freeplay. For the week, we were assigned to bring the equipment back to the centres and help them to set up for freeplay. We also had to instruct and teach the centre staff on how to set up the games for future sessions as we won't be there to set it up for them during the freeplay period.

I learnt that there’s a lot of behind the scenes work when it comes to events like this and that it is important to keep track of our timeline and manpower.

# INTERNSHIP PERIOD – <18th December 2023> to <22th December 2023>

Name of student intern: Clevon Chng

Name of the company: Nanyang Technological University, ARISE

Course: Digital Game Art and Design



*Week 5 Report: Date Questions to answer:*

1. How has your perception of the internship/organization changed since you started the internship?

Since the start of the internship, me and my fellow interns have been going out to various elderly centres to help out with teaching and helping the elderly learn and play fitness switch games. Hence, I imagined that this company worked outfield very often. However, once the competition ended, we returned to the office and were given tasks within the office itself, which was a change of pace for this internship.

1. What goals have you met so far? What goals do you still need to meet? Have you changed any of your goals?

Since we have yet to work on any projects or deadlines, I have not set any goals or needed to meet any goals yet. However, my goal of working on art with other artists with real work experience seems to be off the table as there aren’t any artists among my supervisors or colleauges. Hence, I have changed my goal to be improving on my own designs during this internship.

1. List the tasks you have been assigned this week. Have you completed them (Or when will you complete them)? What have you learnt and what problems did you face?

As I have mentioned, we were not given any assignments in the office other than post logistics and also surveys with the elderly.

# INTERNSHIP PERIOD – <25th December 2023> to <29th December 2023>

Name of student intern: Clevon Chng

Name of the company: Nanyang Technological University, ARISE

Course: Digital Game Art and Design



*Week 6 Report: Date Questions to answer:*

1. What have you contributed to the organization? In what ways do you feel like you can improve your performance?

The supervisors have given me jobs doing tech support and logistics in addition to interviewing and ushering. My main responsibility is to conduct on-site interviews with seniors in accordance with Moca standards, for which I have obtained certification. In addition, I go to different places to assist and mentor seniors as they play different games during game sessions. Finally, because equipment changes frequently, I have to keep track of and use my logistical skills to make sure I have all the equipment I need for the tasks of the day on hand. This also applies to the time I spend preparing before the competition event. In order to assist centres with the setup and application of the given game sets, I am also contacted during free play sessions for tech support roles.

Also, I have learnt to be able to coordinate sessions when going to centres. I have also been dispatched to a centre all by myself to deal with remaining surveys. I think I have gotten very comfortable with carrying out these survey sessions and think that there is little to improve on.

1. Is your personality a fit for this organization? Do you notice particular personality types working in this industry?

I think that the people working in this organisation are relatively laid back compared to other organisations in the industry as do not produce competitive games that sell in the market but instead casual games that are meant for the elderly and are mainly not targeting profit but instead wellbeing and the interactions with the elderly.

The supervisors and staff here all also have key qualities that are required when working with the elderly, that being patience, friendliness and compassion. I notice that they are very close to the elderly when we go to the centres, and that they develop friendships with the elderly at the various centres.

I do believe that I also possess the key qualities aforementioned and that I fit in this organisation.

1. List the tasks you have been assigned this week. Have you completed them (Or when will you complete them)? What have you learnt and what problems did you face?

For this week we were mainly assigned to conduct surveys for various centres.We did return to the office on friday to do some logistics and also to gather up the survey materials to bring back home so that we can go straight to the centres the following monday.

# INTERNSHIP PERIOD – <1st January 2024> to <5th January 2024>

Name of student intern: Clevon Chng

Name of the company: Nanyang Technological University, ARISE

Course: Digital Game Art and Design



*Week 7 Report: Date Questions to answer:*

1. What is surprising you about this internship?

I was surprised that so many centres were participating in I-Sing, particularly in the wake of COVID-19, which puts the health of the elderly at risk due to their weakened immune systems and their incapacity to play these kinds of games.

The no. of covid case shave also skyrocketed these few weeks, but thanks to ARISE's initiatives and the centre staff's advice, we were still able to carry out the games and surveys for the seniors by following safety and hygiene protocols, ensuring that the seniors do not have to miss out on this year’s I-Sing.

1. Identify the most boring or routine activity in this experience and put together a plan for turning it into an opportunity for learning something new. List your plan below.

The most boring routine is doing the same survey over and over for different seniors across various centres. It was fine doing it repeatedly at first because there were improvements to be made for our interviewing techniques, but once we crossed that hurdle and got comfortable with conducting the survey, it became more and more repetitive.

However, I plan to make sure that I interact more with the seniors during the surveys, like asking about their lives and experiences. This would make the surveys less boring and allow me to get to know our target audiences better.

1. List the tasks you have been assigned this week. Have you completed them (Or when will you complete them)? What have you learnt and what problems did you face?

For this week we were mainly assigned to conduct surveys for various centres. We were also told that we would be starting to work more on projects from next week onwards and that there would be a briefing to introduce us to the projects next monday.

# INTERNSHIP PERIOD – <8th January 2024> to <12th January 2024>

Name of student intern: Clevon Chng

Name of the company: Nanyang Technological University, ARISE

Course: Digital Game Art and Design



*Week 8 Report: Date Questions to answer:*

1. Did you work with a diverse range of people?

My fellow interns all come from different courses from me and two other interns that i have worked with in this company are from different polytechnics. My NYP internmates are from Game Development and Technology, and I have worked with students from this course before for various studio projects and my FYP, however, I have not worked with any of them personally before. The two other interns i am working with are studying Psychology and Gerontology. Hence, my internship experience consists of working with people from many different studies.

1. How did people from diverse backgrounds work with each other? What did that teach you?

I realised that even though we come from all walks of life and different courses of studies and interests, we are still able to work together very well. Despite our roles being drastically different altogether, we still contribute towards the same project.

1. List the tasks you have been assigned this week. Have you completed them (Or when will you complete them)? What have you learnt and what problems did you face?

This week we were called back to the office and given a briefing on monday. Mr Ben, one of the supervisors, gave us a summary of the ongoing projects and what kind of work will be assigned to us in the next few weeks. We were to do some research into the projects and familiarise ourselves with the assets for this week. I looked into the game assets that were already created for a couple of games done by the previous batch and had to think of ways to improve on them. We also had to brainstorm a few ideas for a vr game that we had to put in a document to present to the supervisors.

# INTERNSHIP PERIOD – <15th January 2024> to <19th January 2024>

Name of student intern: Clevon Chng

Name of the company: Nanyang Technological University, ARISE

Course: Digital Game Art and Design



*Week 9 Report: Date Questions to answer:*

1. What did you learn about yourself through this experience?

I learnt that I quite enjoy doing field work and interacting with people as compared to sitting in front of a screen and working on my own. I think this is due to the interactions I’ve had with the elderly in the past few weeks. It is heartwarming and accomplishing to see how our projects have impacted our target audiences.

1. What was your biggest success in this internship? Were your expectations for this experience realistic? Why or why not?

My biggest success was seeing the I-SING 2023 program to its finish. It has been a long journey and it started before me and the other interns even joined the company, but although we weren’t here for it’s start, I’m glad we were able to stick around until its end and see its overwhelming success. My only regret is that I won’t be here to see it next year.

My expectations were to be able to work with other artists during this internship. However, I was the only artist during this whole internship and wasn't able to work with other artists. However, this experience is quite realistic in the real world as not all companies hire many artists to their companies, especially one like arise, which does not need to pump out art assets for its projects.

1. List the tasks you have been assigned this week. Have you completed them (Or when will you complete them)? What have you learnt and what problems did you face?

This week, I worked on creating a working wireframe prototype for the scoreboard webapp. This prototype is supposed to layout the buttons and wireframing for the scoreboard webapp so that the developers can start working on the programming side of the webapp.

I mainly worked on creating a Admin side of the webapp and also a User side as our supervisor wanted. I added a couple of features that the supervisors wanted and often checked back with them to ensure that my prototype was up to their standards and satisfaction.

# INTERNSHIP PERIOD – <22th January 2024> to <26th January 2024>

Name of student intern: Clevon Chng

Name of the company: Nanyang Technological University, ARISE

Course: Digital Game Art and Design



*Week 10 Report: Date Questions to answer:*

1. What have you done that you didn’t ever think you would be able to do?

I didn't think that I would be able to create an entire webapp prototype on my own. I only had experience with UI/UX and adobe Xd for one module and didnt really have much experience. Not only that, I had to work within a deadline as the developers were waiting on my wireframe prototype to start programming and coding the webapp. Hence, the experience was quite stressful but I managed to push out the prototype by the first week and worked on polishing it on the second.

1. How are you different than you were when you started this experience? What changes would you make if you had the chance to do this over again?

I think that I have more experience working outfield and interacting with users. For all the projects in NYP such as studio projects and FYP, it has always been conducted in an office environment. I do get to work in the office during this internship as well, but what stood out to me was the outfield experience that this internship provided.

If I had the chance to do this internship again, I would want to get closer to the elderly we are working with. Whenever we visit centres, I find myself not engaging in conversations with the elderly as much as I’d liked to. I think I would try harder to get to know them on a personal level to make their experience and mine more enjoyable and have a friendlier environment.

1. List the tasks you have been assigned this week. Have you completed them (Or when will you complete them)? What have you learnt and what problems did you face?

This week, I worked on improving the wireframe prototype. I presented the prototype to the supervisor last friday and we talked about making some improvements by adding some quality of life features and removing some unnecessary features. He also wanted to have a mobile version of the webapp in an iphone 14 size which i worked on.

# INTERNSHIP PERIOD – <29th January 2024> to <2nd February 2024>

Name of student intern: Clevon Chng

Name of the company: Nanyang Technological University, ARISE

Course: Digital Game Art and Design



*Week 11 Report: Date Questions to answer:*

1. What was your biggest success or contribution to your organization? What did you learn from your challenges in this experience?
2. Think about a new career option that you learned about through this organization. Research that career and provide details below.
3. List the tasks you have been assigned this week. Have you completed them (Or when will you complete them)? What have you learnt and what problems did you face?

# INTERNSHIP PERIOD – <5th February 2024> to <9th February 2024>

Name of student intern: Clevon Chng

Name of the company: Nanyang Technological University, ARISE

Course: Digital Game Art and Design



*Week 12 Report: Date Questions to answer:*

1. Write a description of the internship or project that can be added to your resume.
2. Write a handwritten thank you note to your supervisor and 2 or 3 other people at your internship site that had an impact on you. Keep in touch with these people after your internship ends. List the people and their jobs roles below.
3. List the tasks you have been assigned this week. Have you completed them (Or when will you complete them)? What have you learnt and what problems did you face?
4. My Mentor and immediate supervisor during internship were the same person.(Y / N)
5. My Mentor provided me with a better understanding of the career development and progression pathways within the company and industry. (Strongly agree / Agree / Disagree / Strongly disagree)
6. Comments on Mentorship experience.
7. Given the COVID-19 situation, my overall internship experience was: (Highly satisfactory / Satisfactory / Neutral / Unsatisfactory / Highly unsatisfactory)