

Shortlisted prototypes for URA-REDAS Spark Challenge

Prototype 1: Take – 5! Stones



Description of prototype	A play on the expression to “take five” (take a five-minute break) and inspired by the traditional game of Five Stones, this installation invites the public to rest, interact and exercise. They can do so by resting and playing at large stone-shaped cushions, which are clustered around tables holding the Five Stones game.
Locations	The Centrepoint, City Square Mall
Participants' profile	Samantha Tan, 29, self-employed Nicholas Yeo, 34, architect (Married couple)
Quotes from participants	<i>Inspiration for prototype</i> “We wanted to do something as far from technology as possible. It’s a little bit of bringing back the idea of nostalgic play back into our daily lives. We thought the game of Five Stones was something that was easy to play, something that people can pick up easily. It was a concept that resonated with the kind of rest area that we wanted to create as well.” -Nicholas Yeo

“It’s accessible to all ages, so the young and old can engage in this game of Five Stones, and have fun together. One part of our idea was also to encourage people to connect, take a break from what they’re doing, to literally “take five” to connect and to rest.”

-Samantha Tan

Taking part in competition

“We thought it was very interesting and there were a lot of opportunities for us to create something interesting, and bring some of these ideas into this type of public spaces, and that’s why we wanted to join it. Also, it’d be fun for our kids as well.”

-Nicholas Yeo

“It’s important that any type of design, at least for spaces, that the public gets to experience it and try it out. The shopping mall is a good place because there is a lot of footfall in these malls, so we think there’s a very good chance that it will impact more people, in that sense.”

-Nicholas Yeo

Prototype 2: Peace and Power



Description of prototype	Shaped like a large birdcage, this installation invites shoppers to rest on its seats and wirelessly charge their handphones while recharging their minds and spirits. Restful actions such as sitting down, and laying down handphones on the wireless chargers, cause LED lights to come on in response. The more people who sit within, the more lights illuminate the structure, creating a special pattern for both those using the structure, as well as those passing by, to enjoy. Soothing music and sounds also play within the structure, and will increase in musical complexity as more people sit in it.
Locations	Millenia Walk, Raffles City Shopping Mall
Participants' profile	Galven Lee, 29, Co-Founder and Business Lead, StandCraft Pte Ltd Shirley Lee, 27, Co-Founder and Design Lead, StandCraft Pte Ltd
Quotes from participants	<i>Inspiration for prototype</i> “Peace and Power is actually a multi-sensory experience. The intention is to create moments of delight that will break the monotony and improve the emotional wellness of people who experience it.” -Galven Lee

“We wanted to create a space where interactions could happen, even within a public space – that’s why we designed it this way. To be able to bring a fun or memorable moment into the day.”

-Shirley Lee

Taking part in competition

“We create quite a few prototypes for our customers as a start-up company, and with such a large structure like this, really the only way to be able to understand how humans interact with and use it is to have a large shopping mall to test it in. So it’s a great opportunity for us to do it at a very low cost.”

-Galven Lee

Prototype 3: Buddy



Description of prototype	This installation comprises a machine with a punching bag atop of it. When the punching bag is hit, a printer attached to the bottom of the machine issues a positive quote. Passers-by can punch the punching bag to relieve stress, or as a form of friendly interaction with the machine.
Locations	Orchard Central, Velocity @ Novena Square
Participants' profile	Saranya Subramanian, 32, home-maker Palaniappan Shanmuganathan, 37, engineer (Married couple)
Quotes from participants	<i>Inspiration for prototype</i> "[Buddy's] to take a moment and give some happiness to everyone. Not just happiness, but also some hope. Sometimes people are under a lot of stress, so it's a quick moment when they can get some hope and motivation. People are under a lot of stress normally, especially students and office people. So the idea was they can come to Buddy, punch, relieve their physical stress, and at the same time, even after the punching, they will get a printout and that's the

motivational saying. It's to help them relieve their stress by punching, but also giving them something for their brains to relieve the stress."

- Palaniappan Shanmuganathan

Taking part in competition

"Over the years I've been interested in self-improvement books and motivational topics. When I came across this particular project from URA, I was interested together with my wife in the psychological part. Because we've seen and we've experienced the motivational stuff, we thought we could share something with the rest of the world."

- Palaniappan Shanmuganathan