

Project Title

SCH Marathon Decoration Game Tournament 2021

Project Lead and Members

- Jean Thee Suh Ching
- Clara Lin Xiaohui
- Jasmine Pek

Organisation(s) Involved

SingHealth Community Hospitals

Healthcare Family Group(s) Involved in this Project

Healthcare Administration, Nursing

Applicable Specialty or Discipline

Human Resource, Nursing

Project Period

Start date: 2019

Completed date: 2021

Aim(s)

- To bond in a fun but safe way, and help to ease stress in the workplace during the pandemic. To boost staff morale by bringing festive vibes to the workplace
- Keep the joyful spirit meaningfully through a friendly decorating competition
- Promote creativity in design and decoration
- To create awareness on the importance of conservation
- Think green” with use of recycled materials Toward Zero Waste Environment
- To celebrate the festivity as one SCH family & learn to work creatively as a team to achieve one common goal

Background

See poster appended/ below

Methods

See poster appended/ below

Results

See poster appended/ below

Conclusion

See poster appended/ below

Additional Information

Singapore Healthcare Management Congress 2022 – 3rd Prize (Human Resource category)

Project Category

Organisational Leadership

Human Resource

Staff Engagement, Staff Wellbeing

Keywords

Festive Decoration Tournament

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Singapore Healthcare Management 2022

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Human Resource

SCH Marathon Decoration Game Tournament 2021

2021 was the 3rd year that SCH organised festive decoration competition, in addition to 2019 and 2020. To spice up the competition and keep staff engaged the whole year round during COVID-19 times, we introduced a tournament structure for departments pitting their creative juices over four decoration contest held throughout 2021 and the winner is the team with the highest score at the end.

01 AIMS

- To bond in a fun but safe way, and help to ease stress in the workplace during the pandemic
- To boost staff morale by bringing festive vibes to the workplace
- keep the joyful spirit meaningfully through a friendly decorating competition
- Promote creativity in design and decoration
- To create awareness on the importance of conservation
- "Think green" with use of recycled materials - Toward Zero Waste Environment
- To celebrate the festivity as one SCH family & learn to work creatively as a team to achieve one common goal

Synopsis of Event:



02 METHODOLOGY

This year, a different approach using gamification mechanic style was applied. The idea was to have 4 levels of decoration competitions for the 4 major festivals in Singapore, which we termed as the "Marathon Festive Decoration Tournament". Rewards points are awarded for every level and scoreboard updated for subsequent levels.



Process is as follows:

- Research & Analysis on activity**
 - Identify activity objective
 - Explore and research game activity style
- Design various scopes of game formatting**
 - Design game theme guide
 - Points system & score board
 - Judging criteria & contest timeline
- Development on Scope of work**
 - To produce scope of work & publicity as planned for each festival
- Implementation**
 - Make adjustments and implement game setting with management's input
- Review & Evaluate Feedback**
 - Collect feedback
 - Enhancement & game adjustment needed for subsequent levels.

HOW THE GAME WORKS

ATTRACTIVE PRIZES TO BE WON FOR THIS TOURNAMENT ON EACH FESTIVAL!

- +70 points
- +100 points
- +50 points

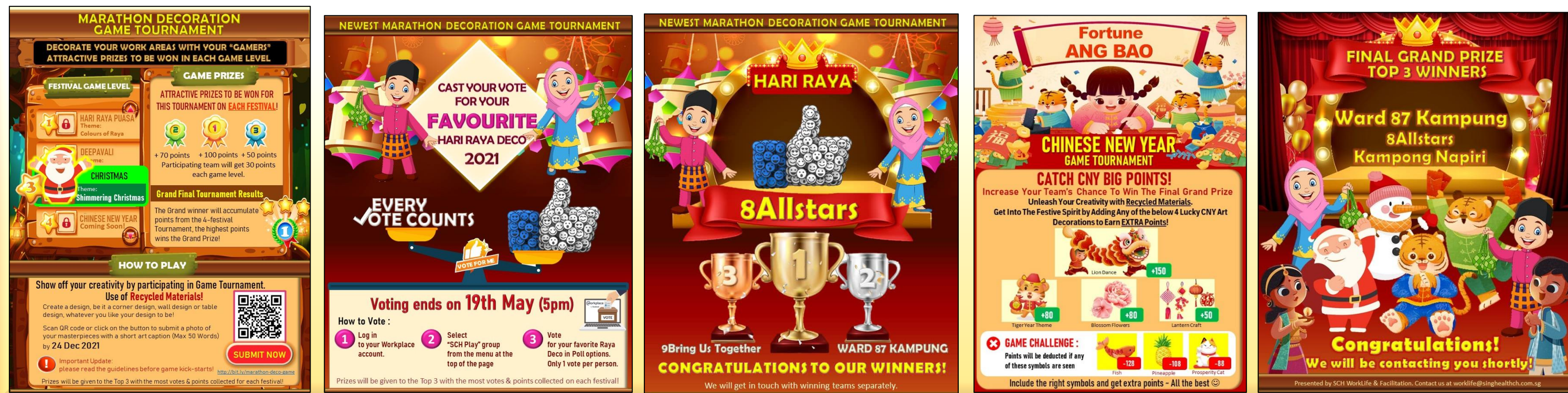
Participating team will get 30 points each game level.

Grand Final Tournament Results

The Grand winner will accumulate points from the 4-festival Tournament, the highest points wins the Grand Prize!

How the Game works:
Form a team used of recycled materials to create a design, be it a corner design, wall design or table design. Point system to generate winner of the Marathon. Participating departments get reward points for each game level, and the Grand winner accumulates points from the 4 festival tournaments. Team with the highest score wins the Grand Prize at the end of the 4 levels.

PUBLICITY: GAME LEVELS PROCESS FLOW



03 RESULT

The Covid heightened alert prompted us to change the structure of the existing competition to ensure that safety measures were put in place.

The participation rate increased to 80% with the newly implemented game structures. Staff used recycled materials and produced many of the beautiful artwork displayed at the entrance of the wards to bring cheer and lift up the festive mood in the hospitals during COVID-19 times.



SingHealth Community Hospitals	Team
Sengkang Community Hospital (SKCH)	7
Outram Community Hospital (OCH)	11
Bright Vision Hospital (BVH)	1

Total no. of Teams participated in full game tournament: **19**

Winning Teams' artwork



SCOREBOARD LEAGUE

Rank	Team	Points
1	Ward 87 Kampung	670 points
2	8Allstars	630 points
3	Kampung Napiri	590 points
4	8c Warriors	550 points
5	Ward 78/76	510 points
6	7A Nightingales	480 points
7	A Tune Up	450 points
8	9Bring Us Together	210 points
9	89 Jolly Kakis	190 points
10	12Believers	100 points
11	Angel's 85	90 points
12	7bees	90 points
13	Care Lifters	30 points
14	Fantastic 12A	30 points
15	Fun Is Nearby (FIN)	30 points
16	Team 77	30 points
17	7C	30 points
18	87 Rehab Fighters!	30 points
19	8B'lazing Dream Team	30 points

Organising the tournament was tough to say the least during covid period, but it was nice to see many of our colleagues actively "jio"(ask) each other to remind one another to cast their votes. All of the entries that we received are results of teamwork and fun planning. It became the talk of the town! Most importantly, the bond we have is so much deeper than the game we plan!



"What's important is to celebrate the festivity as one SCH Family and learn to work creatively as a team to achieve one common goal, which is to win the competition!"

Catuday Marianne Corado, Patient Care Assistant, Nursing, OCH, one of the members of the '8AllStars' team in the tournament.



Final Top 3 Winners win top prizes (accumulated points from the 4 festival competitions). Appreciation gifts awarded to all teams for participation.

04 CONCLUSION

COVID-19 may have changed the way we work but our Marathon Decoration Game tournament enabled us to connect and engage staff in a creative & meaningful way!

Through this game tournament, colleagues know each other better, learned to trust and bring the team together.

Major of our colleagues are very excited & enthusiastic participation in this game that backed their colleagues with physical & moral support. They have fun interaction, building a bond among them through a little friendly competition to liven of workplace.



We have successfully created festive vibes at the workplace during the difficult covid-19 period & boosted staff morale. We also developed a pool of creative talents in SCH!