

Workshop(2)

Facilitator: Mr. Shaun Tay, Lecturer from School of Technology for Arts, Media and Design, Republic Polytechnic

Title: “Play to Learn: Making National Education Fun Through Game-Based Learning”

Abstract

Join award-winning educator Shaun Tay as he takes you behind the design of *Diplomats... in Space!*, a large-scale, real-time card game crafted to deliver an impactful Game-Based Learning (GBL) experience. Designed for Institutes of Higher Learning, this engaging simulation supports up to 40 players and immerses students in strategic thinking, negotiation, and resource management—mirroring how Singapore navigates real-world national and international dynamics in a safe and structured environment.

In this hands-on workshop, educators will explore the pedagogical design behind the game. Participants will uncover how Game-Based Learning empowers students to take ownership of analysis, decision-making, and collaboration, turning gameplay into a powerful platform for critical thinking and reflective learning.