NUS – College of Humanities and Sciences Case Competition 2023

Problem Statement

Due to easy access to cyber technology over the last two decades or so, many Singaporeans have developed an unhealthy dependency to their internet devices such as computers and smartphones. This screen dependency was worsened by the Covid-19 pandemic; the e-Conomy SEA 2020 report revealed that Singaporeans spent more time online due to the pandemic, from an average of 3.6 hours spent online per day pre-pandemic to 4.1 hours post-pandemic.

Your task is to propose ONE revolutionary, yet feasible solution to treat Singaporeans' screen dependency, and in particular, game / social media dependency, for youths and adults.

The proposed solution could be based on technology, policy, education or something else. The keywords are "revolutionary" and "feasible". The proposal should not exceed 2,000 words. It should be written in prose that is clear and concise.