

NUS – College of Humanities and Sciences Case Competition 2023

28 September, 2023

Winners

Position		Team lead's	Team lead's	
	Team name	name	home faculty	Case summary
1st				The 'Beta than Meta' Campaign targets youths aged 18-25 to address the problem
				of excessive social media usage. It leverages the Theory of Planned Behavior to
				shift attitudes, and subjective norms, encouraging participants to engage in a
			Faculty of Arts	digital detox challenge. The campaign comprises three phases: raising awareness,
			and Social	detox challenge with friends and family, and incentives through partnerships with
	Delulu	Jain Tavisha	Sciences	local businesses.
2nd				Spectral greyscale is a unique solution to combatting screen dependency. It
				gradually desaturates screens when used, and restores colours when not in use.
				Our solution is firmly grounded in neuroscience, and seamlessly integrates with
			College of	Singapore's digital dependency landscape, including the SmartNation Initiative.
		Taila Thia	Humanities	We consider user motivation, cost-benefit analysis and cultural nuance to deliver a
	Al dente	Nawaz	and Sciences	compelling and powerful case.
3rd				Screen dependency is an increasingly normalised phenomenon, and existing
				solutions rely heavily on individual self-control. Scramble, a mobile application that
			College of	promotes consistency and reduces the reliance on the user's self control, while
	Apple	Rachel Tan	Design and	providing a support system for screen-dependent individuals, is presented. To
	Ecosystem	Jin Hui	Engineering	encourage uptake, a complementary outreach programme is also suggested.