

Annex A

List of quotes from various participants at the launch of 'ASEAN Chronicles: The Legend of the Golden Talisman'

1. "The Southeast Asian scenario in the *ASEAN Chronicles* game adds an exciting learning dimension because it gets students and even adults wanting to know more about the region - the culture, history and traditions. It builds in students a sense of belonging to their nation and to Southeast Asia as a region."
- Mr. Lloyd Yeo, Vice-Principal Montfort Secondary School
2. "The game is very educational for students who do not know much about ASEAN and would like to know more. It also improves hand to eye coordination as well as mathematical skills."
- Hanna Jasmine M. Bumanlag, age 12, student, Anderson Primary School, Singapore
3. "While playing the game, I learned more about the ASEAN region and it has helped me with my studies particular Social Studies as I am able to understand the material better now."
- Hana Kalysa Binte Taufiq, age 11, student, Anderson Primary School, Singapore
4. "The unique storyline is intriguing for players to find out more about the ASEAN region. There are a number of moments within the game which made me realize and more aware about certain aspects of the ASEAN nations which never occurred to me before."
- Laurent Ee Tze Howe, age 15, student, Montford Secondary School, Singapore
5. "The game allows a wider audience to learn more about ASEAN and its culture. I feel that it is quite important to learn more about our geographical neighbours as it would go some way in improving bilateral relations between the countries."
- Brian Theng, age 15, student, Montford Secondary School, Singapore
6. "This is a commendable collaborative effort spearheaded by Singapore to bring ASEAN into the consciousness of our youth. It is also timely for the upcoming ASEAN Day on August 8 where we plan to introduce the game to the Philippine community."
- Ms Ma. Cecilia N. Javillonar, Director, Office of the Press Secretary, Republic of the Philippines
7. "The concept of an ASEAN community should start early from the student community level. By seeding the idea of ASEAN through an educational game such as '*ASEAN Chronicles*' for the youth, it is a positive step in accomplishing this objective."
- Drs. Subagio MS, Director, Directorate of Government Communication Institution, Ministry of Communication and Information Technology, Republic of Indonesia.