

Fraser's Property's Inclusive Spaces inspires innovative senior-friendly urban ideas and intergenerational dialogue in the community

- ◆ Initiative brings together students and senior citizens to co-create and reimagine ideas for spaces to promote bonding between generations and active ageing
- ◆ Part of Fraser's Property's progressive community investment efforts to create inspiring experiences by enhancing inclusivity, accessibility and adaptability of the built environment
- ◆ Launch of social impact microsite with details on active ageing in Singapore and top *Inclusive Spaces* ideas to promote inclusion in real estate

SINGAPORE, 17 SEPTEMBER 2021

Fraser's Property Limited ("Fraser's Property", and together with its subsidiaries, the "Group"), today unveiled three top winners with three supporting finalists for its community investment initiative, *Inclusive Spaces*. This year's *Inclusive Spaces* by Fraser's Property focuses on active ageing as well as better intergenerational engagement in Singapore. Connecting young upper-primary and lower-secondary students, active senior citizens, youth facilitators and Fraser's Property employee volunteers, the multi-generational teams came together to co-create and reimagine ideas for more inclusivity in real estate projects.

Graced by Associate Professor Dr Muhammad Faishal Ibrahim, Minister of State for National Development, six teams across five primary and secondary schools were recognised for their outstanding ideas at the award showcase event.

Mr Chia Khong Shoong, Group Chief Corporate Officer, Fraser's Property Limited, said: "This is our second edition of *Inclusive Spaces*, our flagship community investment programme developed as part of our commitment towards enhancing accessibility and adaptability of our spaces. Through this initiative, we hope to develop greater empathy in our youth and tap on their creative energy for ideas that make real estate spaces more inclusive for our Merdeka Generation. With a fast-greying society, having spaces and community initiatives that promote the well-being of our seniors is even more pressing. We are heartened by the innovative proposals from student participants, made possible by the open sharing and strong collaboration from active seniors, underlining the benefit of intergenerational dialogue."

He added: "As an organisation that promotes Design Thinking for its people-centric, problem-solving approach to innovation, we are glad to partner with social enterprise Design for Change Singapore (DFCsg) in bringing experiential, activity-based design learning to students. Aligned with our purpose of 'Inspiring experiences, creating places for good', we want to bring positive impact to the overall quality of life by offering enriching experiences through the places we build and operate."

Mrs Madhu Verma, Founder, DFCsg, said: "There are no barriers to age, race, educational level at *Inclusive Spaces*, which enables open and curious conversations amongst all generations. Participants ranging from the likes of 11-year-old Juliet Fanny Nikkila, 25-year-old youth mentor Bryan Wong Liang Chern, to our senior Anne Wong Holloway – everyone was engaged and contributed meaningfully. The younger participants were surprised to find seniors living actively and wanting purposeful lives, while seniors were amazed at children's understanding and interest to build a better world for them. *Inclusive Spaces* exemplifies DFCsg's belief that children are not too young to bring change to society. Give them opportunities because children are not only our future, but the now."

Three key areas – namely daily living, mental well-being and social living – were identified following an environmental scan on matters pertaining to active ageing in Singapore. In partnership with DFCsg, 22 teams comprising student participants were introduced to Design Thinking techniques through an intensive two-day Empactathon® (an abridged term for empathy, impact and hackathon) in June.

Each team comprised four to six upper primary or lower secondary school students, an active senior, a youth mentor from a tertiary institution and a Frasers Property employee volunteer. To promote intergenerational dialogue and put their Design Thinking skills to practice, students were encouraged to have conversations with their grandparents to better understand and empathise with the needs of the elderly. The students then applied creativity to develop their prototypes in July, before their submissions were carefully reviewed and debated by a panel of judges in August.

More than 100 students from Edgefield Primary School, Yumin Primary School, Orchid Park Secondary, Pei Hwa Secondary School, and Westwood Secondary School participated in *Inclusive Spaces*. They were supported by 20 youth mentors from the Singapore University of Technology and Temasek Polytechnic, specifically chosen for their training and academic background in design.

Providing real life perspectives on areas for improvement in the built environment were 25 active seniors aged between 60 to 75 years old. They were identified from ACE Seniors, Singapore Anglican Community Services, TOUCH Community Services, People's Association, Lions Befrienders and Council for Third Age.

About 20 volunteers from Frasers Property were each tagged to student teams to offer practical advice during the ideation process to ensure the feasibility of prototypes.

Members of the judging panel include:

1. Mr Chia Khong Shoong, Group Chief Corporate Officer, Frasers Property Limited
2. Mrs Madhu Verma, Founder, Design for Change Singapore
3. Mr Tony Soh, Deputy Chief Executive Officer, National Volunteer & Philanthropy Centre
4. Dr Tan Bee Wan, Executive Chairman of ACE Seniors & Integrative Learning Corporation Singapore
5. Professor Richard Ho, Professor in Practice, Department of Architecture, National University of Singapore,
6. Mr Ho Han Peng, Associate Director, Lien Centre for Social Innovation

The virtual event provided a platform for the seniors and students to share and exchange insights on their ideas, demonstrating how these conversations have created greater understanding between generations.

Mr Tony Soh, Deputy Chief Executive Officer, National Volunteer & Philanthropy Centre, said: "It is a great honour for me to serve as a judge in this year's *Inclusive Spaces* organised by Frasers Property. The creativity and teamwork shown by the teams were most impressive. It warms my heart to see our youths engaging seniors as part of the co-creation process. With deeper empathy, the youths were able to create new ideas that foster inter-generational interaction and understanding. My heartiest congratulations to all teams for their excellent efforts. And a special thanks to Frasers Property for being a role model as a Company of Good in inspiring our youths to work creatively and collaboratively with seniors to serve the wider community."

One of the senior participants, Ms Ong Huay Siang, said: "*Inclusive Spaces* is a meaningful and unique programme, as it allows active seniors to share with the younger generation our thoughts on the kind of spaces and programmes that we would like to see in the community. As an active volunteer myself who is involved in wellness sessions for seniors and engaged in school mentoring, it is encouraging to have companies such as Frasers Property do more to bring both seniors and youth together to facilitate better understanding and exchange of ideas."

The three winning teams, respectively from Edgefield Primary School, Westwood Secondary School, and Yumin Primary School, were recognised for their innovative solutions that looked at enhancing the physical and mental health of the seniors as well as promoting community integration across multiple generations. Winning teams walked away with a team trophy each with the students receiving a guided experience

workshop to create their own terrarium. To recognise winning teams, and the three supporting finalists from Yumin Primary School and Orchid Park Secondary School, all six prototypes were showcased at the event.

Daily Living

The top idea in this category was a “tech bench cum interactive table” by Edgefield Primary School, aimed at enhancing seniors’ digital awareness as well as solve technology challenges. The solution involves placing a brightly coloured bench at a retail mall to enable seniors to seek assistance they may need for their electronic devices and mobile applications. This table could be equipped with a bell counter, reading materials, power sockets and even a tablet to highlight interesting social programmes and services at a mall. Students could sign up to volunteer and render community service by assisting seniors.

Mental Well-being

To provide an avenue for active, retired seniors to make good use of their time, contribute to society and have a sense of purpose in their life, the team from Yumin Primary School put together the concept of a “Forever Young Club”, which can be located at a mall or residential property such as a condominium. This recreational space helps keep minds active by providing an inclusive area for active seniors to read books, share life stories with young children, organise talent shows to showcase their skills and experience, and a collective ‘babysitting’ service by engaging young children over games.

Social Living

Westwood Secondary School offered the idea of integrating green spaces into properties, with accessible facilities for seniors to rest, relax and interact with the community through activities, games and exercises. Named the “Neutral Storm Village”, their proposed space supports social networks and includes a greenhouse for social farming lessons and gardening activities, and recreational zones for movie screening, video gaming, and rest. It also houses a cosy library where seniors can enjoy a scenic and relaxing view of a waterfall conducive for storytelling sessions.

Please refer to **Annex** for details on the entries by winners and shortlisted finalists, including quotes by winning teams.

To share learnings and provide its contribution to the industry and society, Frasers Property also launched its *Inclusive Spaces* social impact microsite today. This freely available digital resource is intended to promote greater inclusion in the built environment. It includes research on active ageing in Singapore, ideas and solutions generated by the top six teams, wider details on the initiative and its process. To learn more about *Inclusive Spaces*, please visit the microsite at <https://www.frasersproperty.com/inclusive-spaces/bridging-generations>.

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About Frasers Property Limited

Frasers Property Limited (“Frasers Property” and together with its subsidiaries, the “Frasers Property Group” or the “Group”), is a multi-national developer-owner-operator of real estate products and services across the property value chain. Listed on the Main Board of the Singapore Exchange Securities Trading Limited (“SGX-ST”) and headquartered in Singapore, the Group has total assets of approximately S\$39.2 billion as at 31 March 2021.

Frasers Property’s multi-national businesses operate across five asset classes, namely, residential, retail, commercial & business parks, industrial & logistics as well as hospitality. The Group has businesses in Southeast Asia, Australia, Europe and China, and its well-established hospitality business owns and/or operates serviced apartments and hotels in over 70 cities and 20 countries across Asia, Australia, Europe, the Middle East and Africa.

Frasers Property is also the sponsor of two real estate investment trusts (“REITs”) and one stapled trust listed on the SGX-ST. Frasers Centrepont Trust and Frasers Logistics & Commercial Trust are focused on retail, and industrial &

commercial properties, respectively. Frasers Hospitality Trust (comprising Frasers Hospitality Real Estate Investment Trust and Frasers Hospitality Business Trust) is a stapled trust focused on hospitality properties. In addition, the Group has two REITs listed on the Stock Exchange of Thailand. Frasers Property (Thailand) Public Company Limited is the sponsor of Frasers Property Thailand Industrial Freehold & Leasehold REIT, which is focused on industrial & logistics properties in Thailand, and Golden Ventures Leasehold Real Estate Investment Trust, which is focused on commercial properties.

The Group is committed to inspiring experiences and creating places for good for its stakeholders. By acting progressively, producing and consuming responsibly, and focusing on people, Frasers Property aspires to raise sustainability ideals across its value chain, and build a more resilient business. It has committed to be a net-zero carbon corporation by 2050. Building on its heritage as well as leveraging its knowledge and capabilities, the Group aims to create lasting shared value for its people, the businesses and communities it serves. Frasers Property believes in the diversity of its people and are invested in promoting a progressive, collaborative and respectful culture.

For more information on Frasers Property, please visit frasersproperty.com or follow us on [LinkedIn](#).

Design for Change Singapore

Design for Change Singapore (DFCsg) empowers children with the 'I CAN' spirit to shape a more desirable and sustainable world. DFCsg is part of the Design for Change global movement that runs in 60+ countries. Empactathon® is an intergenerational engagement using participatory design approach to co-design solutions for a better world. Empactathon® is a registered trademark of DFCsg.

Company of Good

Company of Good connects organisations to do good strategically, sustainably and impactfully. Through its initiatives, like-minded organisations can learn, network and collaborate for good.

Company of Good is a part of the National Volunteer & Philanthropy Centre (NVPC), which is the steward of the City of Good vision for Singapore. The City of Good is a vision of Singapore where People, Organisations and Leaders come together to give their best for others.

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ANNEX

WINNERS

Daily Living category: Tech bench cum interactive table

Team Name: Bubble

School: Edgefield Primary School

Mentor: Hoh Sheng Cong Kenny

Students: Koh Yi-Pan, Ignatius Edmund, Johanna Jerald, Nur Rasyiqah Binte Rudy Gurnawan, See Le Min Phoebe, Chew Jing Kat Cayden

Quote: "We learned a lot from engaging with seniors. We realised they also want to lead healthy, active lifestyles and not be cooped up at home. They have a yearning to interact with younger people, too. We built our confidence by interacting with them more often. We learned how to empathise with seniors in their daily situations, and through our discussions, we came up with solutions to help them overcome their fears for electronic devices and use of apps."

Problem: After an in-depth interview session with a senior participant, the team understood that some of her peers are concerned about using technical devices and apps. The senior would like to go to a mall to seek help from volunteers who could aid her in navigating through different technologies and mobile applications.

Solution: The team prototyped a "tech bench cum interactive table" where it could be placed in cosy cafes or malls that seniors might frequent. Its prototype made up of straw and corrugated board is a mock-up of a café setting. There are charging outlets and in-trays integrated into the tech bench for seniors to place their reading materials. The bench is cushioned for them to sit comfortably. Located at the corner of this bench is a switch to serve as a helpline point. The colour of the bench is bright yellow so that they can be easily spotted in a café or a space in the mall.

Students who want to volunteer as "tech advisors" to these seniors can register with the café or mall operator. A tablet could be installed at the tech benches to allow seniors to discover interesting programmes or services available at malls. This may encourage such seniors to patronise these cafes and malls more often, thus making such places more vibrant and inclusive for active seniors too.



Mental Well-being category: A place to feel alive

Team Name: Secret Cake

School: Yumin Primary School

Mentor: Jayati Parwani

Students: Janelle Tan, Fadiyah Nabilah, Aslam Syariq, Aria Gobindram

Quote: "From our interaction with seniors, we realised they didn't want to be left out. It was through this learning experience that we discovered that when you open your life to them, they are also willing to share their details with you. We discovered that seniors can be chatty when you start talking to them. Ultimately, we hoped our project would help make a positive difference in their lives."

Problem: Some seniors may feel a lack of purpose in life and they want to feel alive. These retired seniors want to utilise their time more purposefully, and perhaps, acquire new skills along the way. Some seniors may also want to find avenues to contribute to society.

Solution: Forever Young Club – The team devised a "club-like area" for seniors to mingle, explore and learn through various activities to keep their minds and bodies active. From an exhaustive list of activities and services, the students converged on three key activities:

- 1) Seniors Got Talent – Where seniors rehearse and demonstrate their talents or skills on stage and share it with a small audience of families and friends;
- 2) Nanny Services – As with all busy young parents and their kids, they will require nanny services so seniors who are willing to look after their grandchildren can be done here. These seniors can also mingle with other grandparents and their grandchildren;
- 3) Gaming Arcade – There is a hobby centre for seniors to mingle with the younger generation to bond with them.

These three activity zones create a "Forever Young Club" experience for the seniors to engage their peers and/or younger persons. This will help improve the social skills of seniors and keep their bodies and minds active and purposeful. This idea can be implemented in a mall or residential development.



Social Living category: Neutral Storm Village



Team Name: Neutral Storm

School: Westwood Secondary School

Mentor: Disha Jariwala

Students: Hilman Syahmi Bin Juffri, Chan Yun Xuan Claire, Phua Xin Yi, Ho Jun Hong, Ler Soon Wei Tristan, Ng Zee Hoon

Quote: "We are grateful for the opportunity to participate in this competition, and we hope our idea gives one a sense of how the activity spaces can indeed enable many seniors to interact with the community through various engaging and purposeful activities to keep them able bodied and mindfully active."

Problem: To integrate green spaces into properties, with accessible facilities for the seniors to be able to rest and relax, and interact with the community through activities, entertainment and exercise.

Solution: The team’s prototype is devised for seniors to participate in certain activities and provide social cohesion with the young and the community.

The largest house in the prototype is the “Greenhouse” where gardening lessons can take place. Here, one can find shelves where herbs, vegetables or medicinal plants grow. The seniors become instructors here, educating their peers or young people who might find interest in gardening. They can all bond and work together, promoting social cohesion. A suggested moat around this greenhouse will provide water to water the plants both inside and outside the greenhouse.



The second component is the mini triangular “game huts” where inter-generational activities can be enjoyed through board or card games. Each hut will have integrated toilets for young and old to use.



The third component is “Waterfall and Library” where the calming sound of water allows young and old to relax, enjoy a good reading time and get a dose of Vitamin D. The waterfall area also has a large space for picnics or dancing classes to be conducted.



The fourth component is “Kampong Houses” where movie screenings and video gaming sessions for young and old to mingle and enjoy together.



SHORTLISTED FINALISTS

Back in the days

Category: Social Living

Team Name: The 3Cs

School: Yumin Primary School

Mentor: An Zen Sheen

Students: Lim Qi En, Kamie Lim, Juliet Nikkila, Luo Yi

Problem: To create a “Happy Place” for seniors in the malls where they can take breaks during their visit in shopping malls. The seniors would like to see more relaxation corners.

Solution: The team suggested a café which not only serves delicious traditional food, but also serves as a recreational corner for the seniors. Taking on the concept of “Back in the days”, the whole feel of this café would look like it was from back in the good old days. There would be a comfortable void deck where tables

imprinted with chessboard design would serve scrumptious traditional food. This cafe is bound to allow one to experience an olden day vibe.

Traditional games like Happy Family, Kuti Kuti would be provided at the café. The elderly would have no problems with entertaining themselves. This would also intrigue the little ones to mingle with the seniors and create quality bonding.



Instagenerawalk

Category: Social Living

Team Name: Sympathetic Yankees

School: Orchid Park Secondary School

Mentor: Charmaine Chua

Students: Lulunisa Binte Rymee Iskandar, Wan Jeng Hao, Stephen Wong Pung Kit, Koo Jie Ning Janis, Lee Yu Xuan

Problem: To create a flexible, comfortable, and communal environment for active seniors where they can socialise freely and interact with other generations. This space can be created in shopping malls.

Solution: The team devised a space where seniors can enjoy various activities such as a story-telling booth, live performances, open-air movie theatre, multi-purpose area, small gardening area, to name a few. The main idea was to create a “kampung spirit” or community spirit to keep seniors active, and where the seniors can share with the younger generation stories and activities from the past.

Instagram walks can be held where different generations can come together and share and learn technology skills needed for the current digital era, while the young can learn about the senior’s heritage, backgrounds and cultures. Seniors can learn how to use Instagram and hashtag their photo moments. In addition, the space will feature a photo wall for seniors to capture “Kodak” moments with younger persons, as well as doodling board for seniors to partake in some creative drawing with their grandchildren or young people.

Night markets can pop up at this space where seniors can sell their traditional food and drinks and educate the public about these long-forgotten dishes.

There will be a corner for the seniors to grow vegetables or herbs for food, or just enjoy the blooms from flowering plants. The gardening activities will allow both young and old to bond.

There will also be plenty of rest areas for seniors to relax between activities.



FarmLOVE@KITCHEN

Category: Social Living

Team Name: Love Ambassadors

School: Orchid Park Secondary School

Mentors: Sarah Naeem and Radhika Kak

Students: Siau Sha Lin Charlene, Ng Xiang Yi, Tay Chen Hock Isaac, Tay Yuxuan Dlyssa, Venkatasubba Shakthi Mridula

Problem: To provide active seniors with an opportunity for enjoyable and lively interaction with friends and other generations.

Solution: To allow seniors to communicate and interact with people of other generations, the team proposed the idea of having a Tinder-like app for seniors. These seniors can chat with people of other generations, participate in gaming arcades, or even get involved in skill-sharing sessions online which is inspired by Enoteca Maria, a restaurant in New York that hires Italian grandmothers as their chefs.

The team also suggested having an edible garden and an outdoor community kitchen for families to cook with the crops harvested from the garden. There will be friendly cooking competitions where families can enjoy the spoils of eating healthy foods. Movable counters will be in place to allow customisable configurations and for engaging sessions to be more fluid. Here, seniors can share recipes as they bond with their peers or younger persons.

