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Speech by Deputy Secretary (Technology), Prof Su Guaning, at the Finals of Cyber Warzone 1998

11 Sep 1998

Good afternoon students, teachers, ladies and gentlemen,

Every year since 1993, MINDEF organises a design contest for our promising young defence scientists. The contest promotes creative thinking and provides an opportunity for students to apply their scientific knowledge in solving real-life problems. In the process, we also hope to encourage interest in defence technology.

Some recent contests included designing and building model aircraft and different types of vehicles. This year's contest is the first that emphasises software design. Cyber WarZone '98 has been organised to highlight technologies for simulation systems in defence.

Simulation and training technologies have a great deal in common with the so-called "edutainment" industry. Combining "Education" and "Entertainment", this is a trend of the future. This year's contest also scores another first in the use of Java Computing for simulation software development. Java is one of the fastest growing computing platforms in the computer industry. Most of the students taking part in our contest had little difficulty in using Java as the software platform. On our part, we believe Java Computing is here to stay. With Java courses conducted by NUS, MINDEF and the industry can look forward to getting graduates who are Java competent without having to train them when they are first employed. This will help Singapore stay abreast with some of the latest computing technologies.

This year's contest had an overwhelming response of 52 secondary schools and 33 JC teams. We are gratified by the strong support for the Cyberwarzone contest, part of MINDEF's YDSP (Young Defence Scientists' Programme). It is, of course, our hope that someday, some of the students participating will join the Defence Technology Group to work on state of the art technology, including distributed interactive simulation systems, one of the hot topics of

the day.

The participating teams have produced software of a high standard. The simulation games produced are not only realistic but also full of fun as you will see during the finals and judging. It shows that there are many students with creative potential to be software developers. Considering their normal school work and commitments, the participating students must have put in enormous efforts.

After the heats and semi-finals, 6 teams each from the Secondary Schools and Junior Colleges categories have been selected to take part in today's finals. I congratulate those who have made it to the finals. While the winning teams to be announced after the judging today will no doubt be jubilant and elated, I must emphasise that glory goes also to all the participants in the Young Defence Scientists' Programme, for you have produced something where there was nothing before, by your ability and creativity. I look forward to continued active participation by our schools and JC's in our programme. This will also contribute towards encouraging a culture of scientific and engineering innovation in Singapore.

Finally, I would like to thank the organisers and the Technical Advisors from CSO for their assistance to the students during their projects. I would also like to thank all the teachers in charge who have motivated their students to complete the projects on time. I must of course thank our generous sponsors who have helped despite the economic downturn to sponsor this event and made it a resounding success. We hope you continue to support MINDEF in our future Design Contests and the Young Defence Scientists' Programme.

I wish all the finalists today every success. Thank you.

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