

# YOUR PERSONAL DATA, YOUR CHOICE!

## Game Factsheet

### About the game

The 'Your Personal Data, Your Choice!' game is an online interactive game designed around the Personal Data Protection Act (PDPA) to increase awareness on data protection and provide actionable tips and best practices on how to share personal data with care. The PDPA aims to safeguard against the misuse of individuals' personal data by regulating the proper management of personal data.





### Objectives

This game, in a quiz format, aims to share with the public on the importance of data protection, by providing beginner-level introduction to the PDPA and to correct any misconceptions they may have. As the game is playable online and accessible on all digital devices, it can be played at any time or location convenient and can also be a handy reference tool.

*No data will be recorded or collected throughout the course of the game.*



### General Game Mechanics

1. Each player has 3 minutes to complete the game.
2. There are a total of 25 questions, consisting of both true/false and MCQ formats.
3. Player(s) has to select the right boxes as specified in the game tutorial and answer the questions correctly in order to gain points. Clicking on the wrong boxes will deduct points from the player. If the player chooses a wrong answer, points will also be deducted.
4. A game tutorial will be shown at the start, before the game session starts. To revisit the tutorial, player(s) can click on the  found at the top left corner of the screen.
5. Audio can be toggled on/off at any point in the game, depending on the preferred game experience.
6. Player(s) can restart the game anytime by clicking on the  button located at the top left corner of the screen.

Please refer to the in-game tutorial for detailed game instructions.

### Gameplay

There are two recommended ways of playing the game, although players are free to adapt or create a new game experience based on their preference:

#### INDIVIDUAL

Each player can start the game at his/her own time. Player will have up to 3 minutes to answer all 25 questions correctly, with each correct answer earning him/her one (1) point. Game will end once the time is up, or if all 25 questions have been completed.

Player will be shown his/her final score at the end of the game, which they can use as reference when competing amongst a group of players; or personal benchmark to improve the score in his/her subsequent attempts.

For more information on the PDPA, player can directly visit the PDPC website at end of the game. Alternatively, player can return to the home screen to replay the game.

#### GROUP

The game will need to be facilitated by a moderator/host figure (e.g. a teacher).

Players are split into groups, and each group is to work together to play the game. Each group can decide their own role allocation to solve the game questions, but should have at least one device (*computer or phone*) within the group.

**For virtual gameplay** (*i.e. Zoom*), the moderator can create breakout rooms for the groups to engage in separate discussions. Within each group, the player holding on to the device should be given authorisation over the web-conferencing controls to screen share.

**For physical gameplay** (*i.e. classroom*), the moderator should ensure that the players are given ample time ahead of the session to prepare a device of their own; or to provide sufficient devices on hand for loan.

Number of participants per group can be decided by the moderator, depending on the attendance. Scoring will be based on group score.

The moderator can keep track of all players/groups' scoring by creating a virtual or manual scoreboard. The scoreboard can be used to award prizes or incentives to the highest scorer, if necessary, or to facilitate inter-event or inter-class rankings.



Find out more about the PDPA  
[www.pdpc.gov.sg/enhanced-pdpa-for-consumers](http://www.pdpc.gov.sg/enhanced-pdpa-for-consumers)