

Immediate

5 September 2003

MEDIA RELEASE

science.03 – A Month of Science, Technology & Biomedicine
Be excited, Be informed, Be inspired

This September, science.03 continues to uphold its tradition of hosting exciting and informative science activities for students, professionals and the general public. Be excited, and be inspired by the 107 activities throughout the month. The wide-spectrum of activities, ranging from hands-on experiments, sci-fi movies, to science and technology competitions, seminars and many more events, are lined up to keep everyone excited through lots of innovative fun.

science.03 was officially launched by Mr Chan Soo Sen, Minister of State for Education and Community Development & Sports on 5 September 2003 at the Suntec City Entertainment Centre (outside Carrefour). This event is organised by the Agency for Science, Technology & Research (A*STAR) and the Singapore Science Centre. science.03 aims to create a greater awareness of science, technology and biomedicine among the general public, and to inspire and inculcate an interest in our youth to pursue science as a career. science.03 also aims to enhance the profile of the R&D community by showcasing the latest technology and research.

Prof Kong Hwai Loong, Executive Director of the Biomedical Research Council, and Deputy Managing Director of A*STAR says, “Science.03 is a good platform for our youth to discover, develop and display their talents in the many varied and challenging areas of science, technology and biomedicine. Most importantly, it brings fun to the learning process.”

“Science is pervasive, it touches everything in our daily lives. We want to populace to get to like it more, and fully aware of the importance of science,” says Dr Chew Tuan Chiong, Chief Executive, Singapore Science Centre.

For a start, members of the public can have fun at X-periment! at Suntec City – a three-day science carnival that celebrates the latest developments and research works in the field of science and technology. The public will have the rare opportunity to take a look at some of the work done by our local researchers as 14 partners showcase their latest innovations and experiments. For example, an animatronics snake whose action sequence mimics how a real snake swallows its prey, and laser etching with nanomanufacturing technology. The Carnival is also packed with “sci-sational” hands-on experiments, “Cool Science!” shows, quizzes and games, to make you discover that science is truly “FUN-tastic!”.

Other interesting programmes lined up in the month for public’s participation include the ever-popular Singapore Sci-Fi Movie Festival held on 18 to 21 September 2003 at the Fort Canning Green, and the Sci-Fi Family Weekend held on 20 and 21 September also at the Fort Canning Green where parents can look forward to having a fun and enriching weekend outing with their children while exploring the fascinating world of science.

Carrying on the excitement is the Science Trail Goes Digital which visitors of Science Centre can participate and stand a chance to win interesting prizes in the quiz challenge by looking out for questions posted on the information displays system at the Corridor of Science News. For those who have artistic skills combined with science, the Images of Science — Digital Imaging Competition is one area for them to bridge art and science together.

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For a complete listing of events, visitors can log on to www.sciencemonth.org.sg. The public can also email upstream@science.edu.sg for more information.

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