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News Release

YOUNG TECH ENTHUSIASTS SKILL UP IN A DIGITAL WORLD

Over 3,000 students from over 50 schools navigated an increasingly digitalised world with technology at their fingertips via **BrainHack** – an experiential learning fest organised by the Defence Science and Technology Agency (DSTA) from 1 June to 5 July 2020. These young technology enthusiasts had the opportunity to code, design and develop mobile apps; take on artificial intelligence and cybersecurity challenges; and gain knowledge about space, fake news detection as well as 3D modelling and printing. Adopting a brand new format covering these exciting emerging technologies, BrainHack went virtual this year and attracted over twice the number of participants compared to its inaugural edition in 2019. It also drew interest from nine international teams including from the United States, Germany, Sweden and Romania.

BrainHack 2020's focus on digital technologies has enabled its activities to go virtual amidst the ongoing COVID-19 pandemic. It offers students hands-on opportunities to develop proficiency and interest in a variety of technology domains through a series of webinars, panel discussions and technical workshops. Hackathons and competitions are also incorporated to hone the participants' ability to think creatively to solve real-world problems, work as teams and build trust with one another – essential soft skills that will make them future-ready in the ever-changing world of technology.

DSTA recognises the importance of inspiring youth interest in science and technology, and build a pipeline of talents who will shape our future. "We wanted to expose students to technologies that our engineers are working on besides Cybersecurity and Artificial Intelligence. This year's BrainHack will thus cover other exciting areas such as robotics, fake news, apps development, 3D printing and space. There is just so much we can share about the immense possibilities of science and technology. Through BrainHack, we want to offer participants a unique, immersive experience to the students to learn, play and code defence technologies," said DSTA Chief Executive Tan Peng Yam.

To further engage and inspire the young, DSTA has adopted a gamified concept for BrainHack, creating a digital world that participants navigate and interact with via customised avatars. They will also gain access to an immersive Technology Showcase to gain insights into various technologies and their applications from the Ministry of Defence, DSTA and industry partners Amazon Web Services, Cisco, Ensign Infosecurity, Custodio Technologies, FireEye and Recorded Future.

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About Defence Science and Technology Agency

The Defence Science and Technology Agency (DSTA), a statutory board under Singapore's Ministry of Defence, exploits science and technology, and provides technological and engineering support for Singapore's defence and security. It delivers leading-edge technological solutions to the Singapore Armed Forces (SAF) by tapping the best technologies and fostering an environment of innovation for defence applications. Its role spans the entire spectrum of capability planning, development, and sustainment of weapon systems throughout their life cycle to ensure that the SAF continue to be a formidable fighting force.

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