

Media Factsheet

Build for Good Accelerator Finale

Annex A: Facts about Build for Good

1. Build for Good has seen over 1,500 sign-ups across three runs, engaging 240 citizens who created 53 impactful public good solutions, demonstrating strong citizen interest in improving Singapore.
2. The third and largest Build for Good hackathon ran from 28 August to 28 September 2024, involving 100 diverse participants — ranging from students, tech professionals to public officers. They formed 21 teams which tackled various issues such as eldercare, healthcare, education, and sustainability, and built working prototypes of their proposed solutions.
3. This is the first time Build for Good is collaborating with the Singapore Government Partnerships Office to foster deeper co-creation and collaboration between government agencies and citizens. This collaboration offered builders the opportunity to connect with a wider group of subject matter experts across government to better refine their problem statements and proposed solutions through consultations, user testing sessions and pilots.
4. At the hackathon finale, 5 winning teams, selected by a panel of judges, were given the opportunity to be part of the 8-week Build for Good Accelerator programme to develop, pilot and launch their solutions for public good with S\$20,000 funding provided by OGP.
5. With the popularity of AI, 7 out of 21 of the hackathon teams and 4 out of 5 of the winning teams incorporated elements of AI/Machine Learning into their products. To support these teams, OpenAI has provided complimentary API credits and engineering mentorship for these teams.

Annex B: Facts about Build for Good Accelerator 2024

1. This is the second time OGP is running the Build for Good accelerator programme, engaging 5 winning teams from the hackathon phase through an 8-week programme, happening from 12 October to 30 November 2024.
2. Throughout the programme, the teams are each assigned to a mentor who brings in their rich industry, startup or social enterprise experiences to guide the teams. Product experts and social enterprise / start-up founders were also invited to conduct workshops and share their entrepreneurial experiences.
3. Build for Good is also working with partners such as the BAGUS Together initiative (a tripartite collaboration between the National Volunteer and Philanthropy Centre, Temasek Foundation and Tote Board) and Rajah & Tann to provide training on ground up / non-profit resources and pro bono legal consultations respectively.

4. The Singapore Government Partnerships Office also continued to support the teams with connections to relevant public agencies and partners for the further development of their products and services.

Annex C: Build for Good Starter Fund

1. The Build for Good starter fund was newly-introduced in Oct 2024 to support citizen teams who are keen to continue pursuing their solutions for public good.
2. The fund aims to empower and encourage these teams to continue refining their solutions, explore small-scale pilots and launch their solutions to make a real impact.

Annex D: Build for Good Accelerator Finale - Event Programme

Time	Programme
1 - 1.30pm	Registration + Interactive exhibition booths by starter fund teams
1.30 - 1.40pm	Opening address by Director of OGP, Li Hongyi
1.40 - 1.50pm	Accelerator highlight video
1.50 - 2.50pm	Team presentations + Q&A (part 1)
2.50 - 3.30pm	Tea break
3.30 - 4.10pm	Team presentations + Q&A (part 2)
4.10 - 4.20pm	Token of Appreciation Ceremony
4.20 - 4.30pm	Closing address by Senior Minister of State of MDDI, Dr. Janil Puthucheary
4.30 - 5pm	Networking & Media interviews

Annex E: Accelerator teams

Product Name	Problem Area	Product Description	Profile of team members
Let's Kaypoh	Eldercare	A platform that rallies the community to check-in and help out socially isolated elderly, to reduce the reliance on AACs and befriender organisations.	<p>The team consists of 3 private sector working professionals & 1 student.</p> <p>One of the members, Ker Yang, was inspired by his personal experience in Istanbul during his career break and joined BFG with the hopes of starting a social enterprise.</p>
CareCompass+	Eldercare	A platform that provides personalised, step-by-step recommendations for caregivers of elderly, based on the needs of the recipients.	<p>The team consists of 5 primary / secondary caregivers who formed a team at the hackathon with the goal of supporting fellow caregivers.</p> <p>One of the members, Joshua, takes care of his grandfather living alone with his family members. He empathise deeply with the struggles of caregivers and joined BFG with the hopes of building a solution to help fellow caregivers.</p>
OhmSweetOhm	Sustainability	A web app that helps homeowners estimate their household energy consumption costs and encourage energy-saving.	<p>The team consists of 3 university students, 2 non-profit sector working professionals.</p> <p>One of the members, Daphne, works in a wildlife organisation and cares deeply about wildlife and the environment, which led her to initiate this project with her team.</p>

EBI (Emotional Baggage Interface)	Mental Health	A companion application that helps mental health support seekers describe their issues more quickly and seamlessly with any therapist.	<p>The team consists of 2 public officers (GovTech & JTC), 1 start-up co-founder & 1 private sector designer.</p> <p>One of the members, Jocelyn, started her career as a pharmacist and transitioned into being a UX designer after working on a healthcare project that made her realise the impact of tech on patient care.</p>
BookLah	Eldercare	A booking system that simplifies the booking experience of gyms for seniors.	<p>The team consists of 3 university students & 1 public officer (IMDA).</p> <p>One of the members, Enelton, who is also an IMDA officer, joined BFG with the hopes of putting his product management skills to help solve societal problems.</p>

Annex F: Starter Fund teams

Product Name	Problem Area	Product Description
Scamhunt	Online Safety (Social media scams)	A gamified Telegram bot that empowers Singaporeans to report social media scams, compiling data for authorities to act on, while engaging users through personal impact tracking and leaderboards, with plans for expansion to other platforms and enhanced gaming features.
Have Anot	Discoverability of Government Products	An AI-powered chatbot that helps public officers scope problems, suggest features, and recommend existing digital solutions, reducing the need for bespoke systems and improving efficiency in serving citizens.
Potluck	Sustainability (Food Waste)	An integrated digital platform streamlining surplus food redistribution by connecting donors, volunteers, and rescue groups through automated matching and real-time updates, aiming to reduce food waste.
(Re)store	Sustainability (Sustainable Consumption)	A bot/web extension that suggests eco-friendly alternatives during online shopping, providing concise product details and rewards for green choices, complemented by a website aggregating eco-product listings and partnering with online platforms to promote sustainable shopping habits.
Bloo	Sustainability (Recycling)	An AI-powered chatbot using computer vision and language models to guide users on proper recycling practices, analyzing images or queries to provide disposal instructions and educational information, aiming to reduce recycling bin contamination in Singapore.
OTOT	Health & Wellbeing (Fitness)	A user-friendly fitness app for working adults, offering short, attainable muscle-strengthening workouts based on HPB guidelines, while educating users and promoting consistent exercise habits.

Foodchain	Healthy & Wellbeing (Dietary habits)	A tablet-based application designed for elderly patients to log their meal history while waiting for their consultation in the hospital to allow elderly patients to accurately communicate their dietary habits.
Heart Beat	Eldercare	A daily check-in system for seniors living alone, enabling them to confirm their well-being and alert family in emergencies, ensuring safety and reducing feelings of isolation.
CareCard	Eldercare	A web app that helps care organisations communicate effectively, improving support for seniors living alone by consolidating their care histories for better coordination.
Ho Seh Bo	Eldercare	An AI app that helps Active Ageing Centres manage volunteers and records more efficiently, enabling better personalised support for seniors living alone.