



# National St. IOS Market St. IOS Market St. IOS Challenge

500,000 Participants over 2 seasons

1 in 7 Singapore Residents1 in 3 Singapore Households

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#### Overview of Physical Activity Strategy Targets

#### Aim: Increase physical activity levels (50 calorie deficit per person per day from the Physical Activity Strategy by 2020)

6 in 10 adult residents achieve the recommended ≥150 minutes of physical activity/week

<u>Target:</u> By 2020, increase proportion of adults who achieve recommended ≥150 minutes of physical activity/week from 60% to 66% (additional 180,000 adults)

\*Based on 2010 National Health Survey data and assuming no change in prevalence



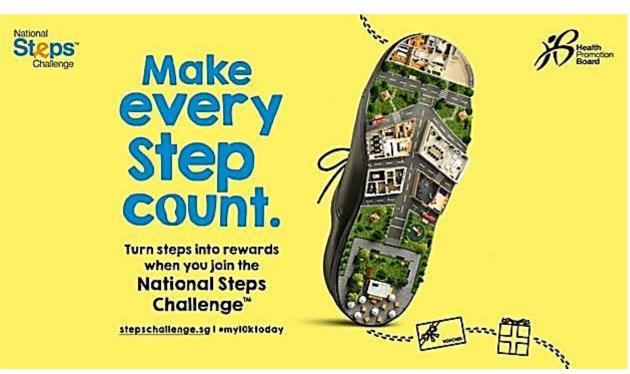


Increase incidental physical activity by 10 minutes daily (20 calories per person per day)

Increase leisure-time physical activity (LTPA) by 30-60 minutes weekly (30 calories per person

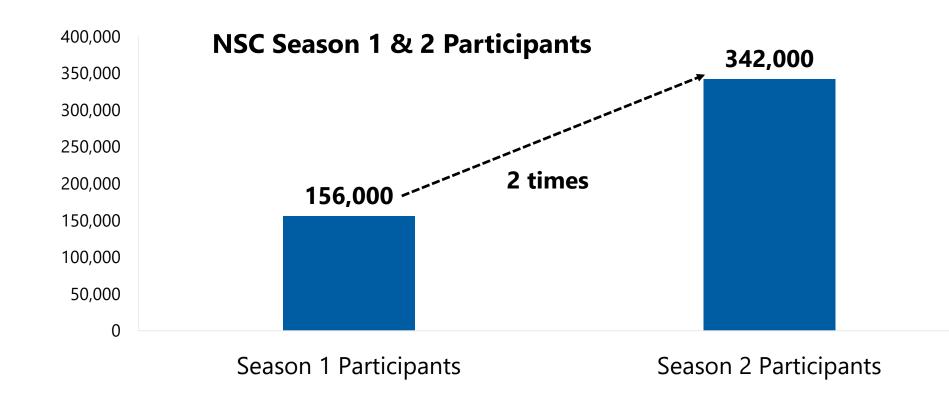
## A gamification-based Natural Experiment achieved its objective







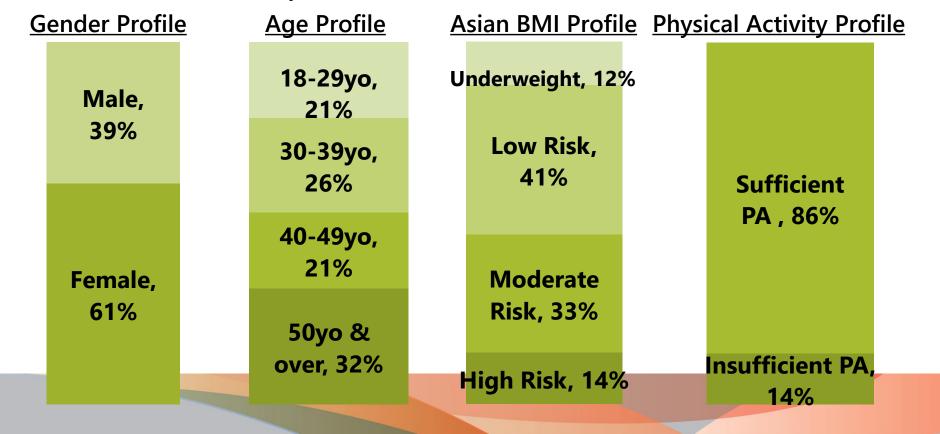
# National Steps Challenge™: A Natural Experiment to create a social movement leveraging technology and gamification



# A good mix of people from all age groups, gender, BMI and physical activity levels participated in and completed the National Steps Challenge™

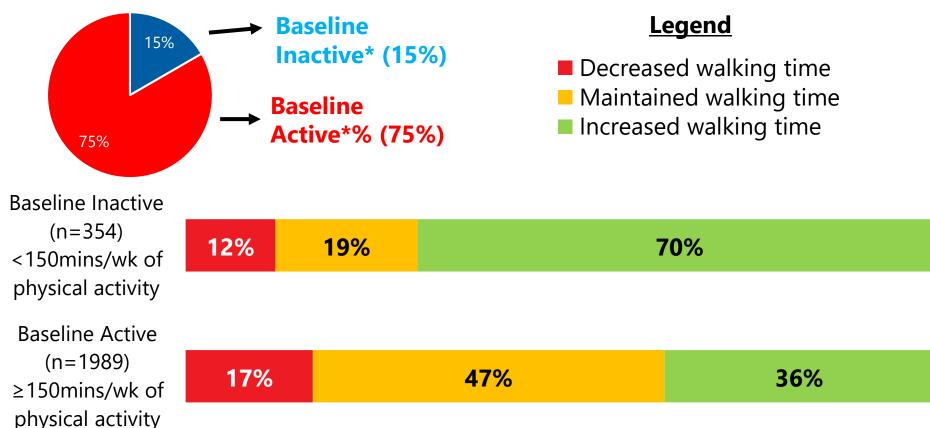
500,000 Participants over 2 seasons
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For the 156K NSC2 Completers:



# 70% of participants in National Steps Challenge™ who started off insufficiently active, walked more post-NSC

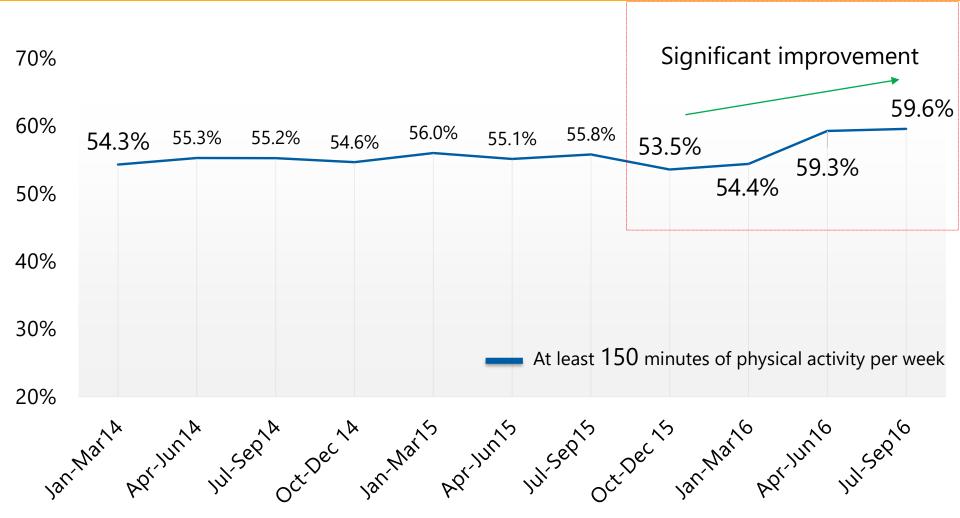




<sup>\*</sup>Inactive: Less than 150 mins of physical activity per week

<sup>\*\*</sup>Active: At least 150 mins of physical activity per week

# Proportion of Singaporeans who are sufficiently active increased from 53.5% to 59.6% since the start of the National Steps Challenge™



Source: Health Behaviour Surveillance of Singapore, among Singapore Residents aged 18-69 years Average of 8000 respondents per year

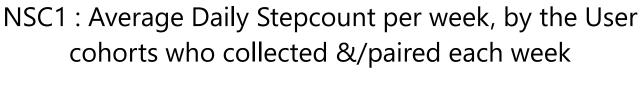
# The Natural Experiment provided sufficient data & insights to improve programme design

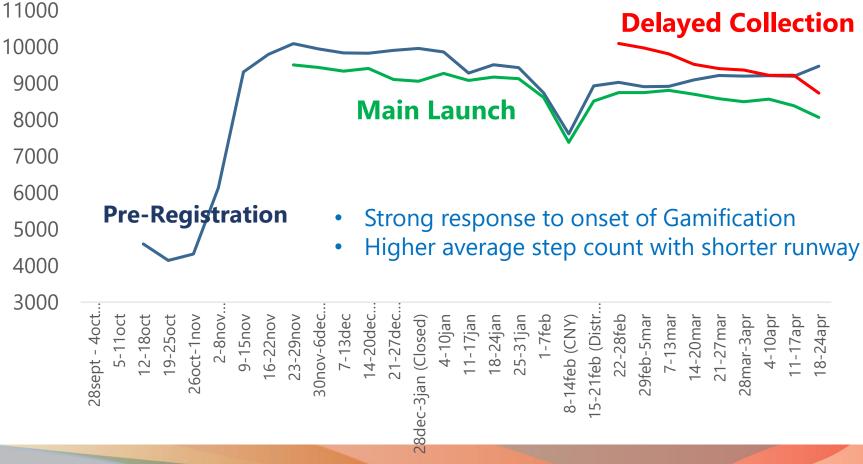






#### Higher average step count with shorter runway





### Increase from 3 Tiers to 6 Tiers increased participants' average step count, at a lower cost

Season 1: 60 days of 10K steps → 3 days / week of 10K steps

Redeem sure-win rewards (worth \$30 or more) with points3 earned. The more points you collect, the greater the value of the rewards you can redeem. Prize Tier **Rewards Value** Points 600 pts From \$5 Tier I Tier 2 + 1,800 pts From \$15 Tier 3 +1,200 pts From \$10

#### Results:

% who Used Steps Tracker for an average of 7 days / week:

- Season 1 1%
- Season 2 18%

Season 2: 120 days of 10Ksteps → 6 days / week of 10K steps

#### Redeem sure-win rewards

Exchange your points for up to 6 tiers of sure-win rewards worth up to \$35 in total. The more points you earn, the greater the value of shopping and grocery vouchers you can redeem!

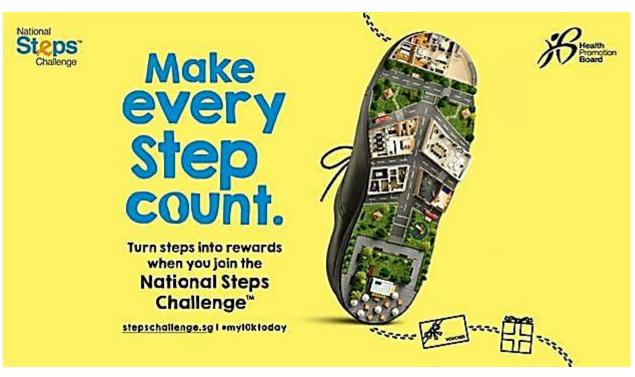
	POINTS (TOTAL)	REWARDS VALUE^
TIER I	600	\$5 voucher
TIER 2	Additional 1,800	\$10 voucher
TIER 3 - 6	Additional I,200	\$5 voucher

#### **Cost Savings:**

- \$4 saved per prize winner
- \$600K saved cumulatively

## The Natural Experiments interacts with the wider environment to inform policy design







### 13% reduction in bus and MRT short trips <1km, for participants engaged in the Steps Challenge





### The "Buzz" Creating goods of desire



#### Thank you.