



EMPLOYEE ENGAGEMENT STRATEGY

SG CBWMO

Strengthening Engagement, Culture & Capabilities

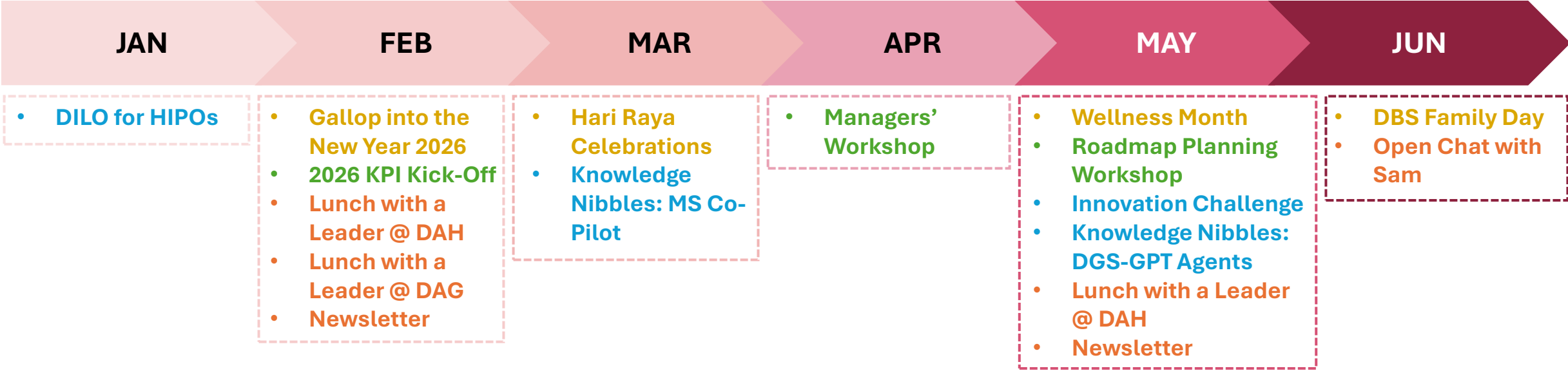
Delivered sustained engagement — strengthening connection and leadership engagement across teams

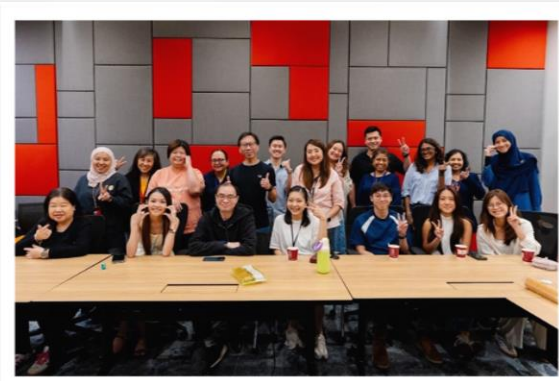
Engagement Pillar	Wellness & Appreciation	Strategic Planning	Learning & Growth	Leadership Connect*
Outcomes	Stronger morale and a culture where people feel valued and supported	Alignment on strategic direction and priorities	Growth-oriented culture that builds capability and adaptability	Stronger leadership engagement and two-way communication

*A good portion of our engagement touchpoints are intentionally anchored on leadership presence and dialogue, building Sam’s relationships with the folks and strengthening leadership confidence through direct, two-way conversations.

Ongoing engagement touchpoints in 2026

- ❖ Lunch / Tea with a Leader
- ❖ Open Chat with Sam
- ❖ Sam’s Newsletter
- ❖ Dialogue forums
- ❖ Hackathons / Innovation Challenges
- ❖ Knowledge Nibbles
- ❖ Brownbags / DILO / BMG







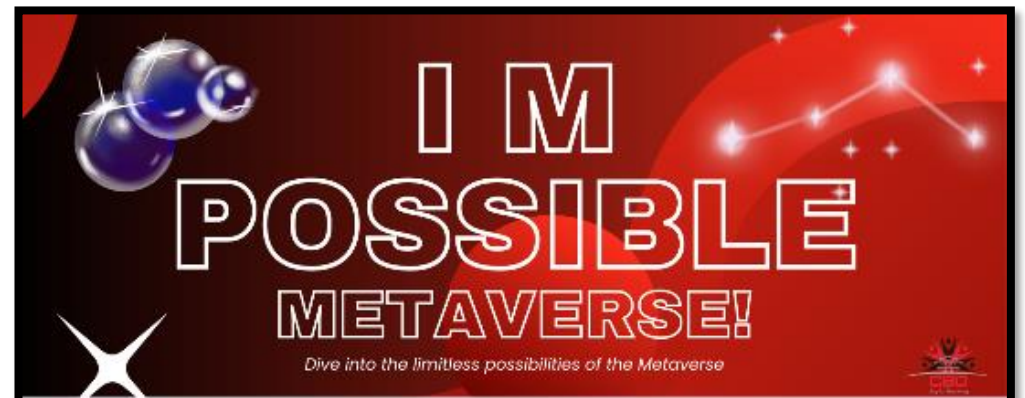
I'M POSSIBLE METAVERSE

SG CBWMO





Snapshots within the world of I M Possible Metaverse



Get Smarter, Go Further – GEN AI Awaits in the Metaverse!

Ready to explore the Metaverse?

From **27th Mar – 2nd Apr**, collect sparks, bid on exclusive NFTs and win instant prizes! Dive in now and see what you can discover!

Learn something new while you explore, challenge your mind and **bid on exclusive daily NFTs!**

Collect and **earn 888 Sparks** to automatically **WIN 40 ITQ Points!**

BID for the NFT of your choice and be one of the (6) lucky bidders to WIN the NFT.



DBS GPT in SG CBO



Future of Banking



EKB in SG CBO



GEN AI Adoption



GEN AI Co-Pilot Everything



Working with GEN AI

[Click Here to Explore NOW!](#)

NFTs



I M POSSIBLE METaverse!

Dive into the limitless possibilities of the Metaverse

1.1 Million Sparks Earned

139 Users **171 NFTs were won**

Fun Fact!

The average winning bid for auction NFTs increased significantly, from 8,872 SPARKS in Feb 2025 to **13,182 SPARKS** in the Apr campaign!

Congratulations to our NFT Winners!

Captain TOFU says HI

Winning Bid	Name	Dept
30,500	Ryan Jia Ping LOW	R&G
15,001	Jamie Si Yuan NG	DPS
12,888	Boon Hou TEOW	VO
12,091	Cyndi Sock Kiang CHEW	SLO



CSR Volunteering Opportunities

SG CBWMO





Volunteering Playbook

SG CBO | VOLUNTEERING PROGRAM

Operationalising Volunteerism

I. About the Activity

- F. **St Luke's Eldercare:** Befriending session with the elderly. Activities include Sportsfest, game stations, playing boardgames and karaoke session with them.
- G. **Allkins:** Partner with CBG using our internal Save Smart to Smiley deck and worksheet to drive financial literacy ([FinLit](#)) among (vulnerable) kids.
- H. **Lion Befrienders Clementi** (part of DBS SG60 2 year partnership): As part of DBS SG60 commitment in serving the seniors through DBS Foundation, organise befriending sessions via the Nutrition and Social Connection Supermarket Shopping with Seniors and digital literacy

SG CBO | VOLUNTEERING PROGRAM

Operationalising Volunteerism

IV. Post Event Checklist

- A. **PET Team** will provide the volunteer rep(s) the list of all who checked-in for the event within 3 working days AFTER the event completion via the Volunteering Events Calendar file ([here](#)), "volunteer registration" tab. **PET team** will close the event in the PoP portal.
- B. Volunteer rep to email all volunteers & PEL (based on those who checked-in) and put in the cc list the "no-shows" (those who registered for the event, did not withdraw and did not check-in). This is to be completed within **1 week AFTER** the event has been conducted. Content in the email to include
 - 1) Thank all those who volunteered and advise them that they have been credited with **XX (input based on the volunteering hours in the PoP listing and/or excel form)** volunteering hours.
 - 2) Copy of the [Programme](#) endorsement form
 - 3) Share the group photo with them
 - 4) Remind to apply for volunteer leave if they have yet to do so
 - 5) Ask them to upload their volunteering photos on the folder that the volunteering rep created in III.B.4.
 - 6) Advise that only those in the "To list" will be credited with volunteering hours. As for the "No-shows" in the cc list, to advise the volunteering rep via email if they have attended but was not able to check-in on the day itself. Validation is to be made on a case-to-case basis.
 - 7) Volunteering rep must cc sgcboee@dbs.com (PET team) on all emails sent out to all volunteers. This is for record purposes.

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SG CBO | VOLUNTEERING PROGRAM

V. Sample Content in the PoP portal

Event details

Registration

Join at menti.com | use code 4520 0017

Mentimeter

Share with us your positive experiences on the volunteering activity

Well organised

Play to win

Great to interact with seniors. Fun and purposeful

It was fun playing with all our active seniors!

Light and not heavy

Have a great time playing the games with the seniors

Having fun time with the seniors.

It has been a joy to chat and play games with the seniors.

Join at menti.com | use code 4520 0017

Mentimeter

Share with us on how we can improve on future volunteering events in SG CBO

To create more games and interactive

Mini prizes for individual games

We should continue to volunteer more events

More games variety.

Organise more of these events

DBS

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