SEA-Creative Camp 2018
"Future Careers for Youth"
6-12 May 2018, Mataram City, West Nusa Tenggara, Indonesia
Back to back with Indonesian Students Skills Competition (LKS SMK 2018)

Hosted & Organized by:

Online Workshop Info & Registration:
creativecamp.seameo.org/workshop
Open until 25 January 2018

Online Workshop Details

Multimedia: Educational Game Development

Online Workshop Schedule: 6 February – 2 March 2018
Every Tuesday and Friday 14.00-16.00 hrs
(Bangkok Time, GMT+7)

http://creativecamp.seameo.org/
Email: creativecamp@seameo.org

I. **Details of main coordinator/focal person**
   Name: Mr Ahmad Wisnu Mulyadi
   Position/Title: IT Consultant
   Organisation: SEAMEO Secretariat
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   Mobile: +66 634304863

II. **Introduction**
   Game development is one of the trending topics in ICT nowadays. It is the manifest of the required 21st Century Skills for students. In the process of developing games in teams, they can gain experiences for combining communication, collaboration, logical & critical thinking, and of course creativity. In this online workshop, we will guide the students and teachers on educational game development.

III. **Objectives**
   Through this online training, the participants are expected to understand the educational game development process, in order to be able to develop and publish their own game as a learning media in their school.

IV. **Contents**
   1. Introduction to Game Development & Game Design Document
   2. Game Development for Education
   3. Game Development using Construct 2 : Platform Game
   4. Game Development using Construct 2 : Shooter Game
   5. Design the Game Assets using Inkscape and DragonBones
   6. Game Development using Construct 2 : Tower Defense Game

7. Game Development using Construct 2 : Turn-Based Game
8. Publish the Game to the multi-platform devices

V. **At the end of workshop, what skills/knowledge participants will learn**
   1. Understand the game development Process
   2. Design the game through the Game Design Document
   3. Create the Game Asset, including static and animation
   4. Develop various genre of games
   5. Publish the game to the multi-platform devices (ex Web, Smartphone)

VI. **Schedule of online workshop**
   1. Number of hours in total: 16 hrs (or 2 hours per topic)
   2. Online workshop schedule: Every Tuesday and Friday at 14.00 – 16.00 Bangkok Time (GMT +7)
   3. Online workshop Duration: 6 February 2018 to 2 March 2018

VII. **Expected outputs (At the end of the workshop, what participants will produce for competition?)**
   The team (1 Teacher & 3 Students) must design, develop and publish their educational game as the final project.

VIII. **Online workshop schedule**
   The course will be announced by 15 January 2018 and registration of interested participants/schools shall commence on 16 January 2018 until 25 January 2018**.** The online sessions and other ensuing activities are as follows:

Session	Online Workshop Schedule	Content	Instructor
0	Thursday, 1 February 2018 (Time to be confirmed)	Online Orientation	Mr Ahmad Wisnu Mulyadi SEAMEO Secretariat
1	Tuesday, 6 February 2018 14.00 – 16.00 Bangkok Time (GMT+7)	Introduction to Game Development & Game Design Document	Mr Ahmad Wisnu Mulyadi SEAMEO Secretariat
2	Friday, 9 February 2018 14.00 – 16.00 Bangkok Time (GMT+7)	Game Development for Education	TBC
3	Tuesday, 13 February 2018 14.00 – 16.00 Bangkok Time (GMT+7)	Game Development using Construct 2 : Platform Game	Mr Ahmad Wisnu Mulyadi SEAMEO Secretariat
4	Friday, 16 February 2018 14.00 – 16.00 Bangkok Time (GMT+7)	Game Development using Construct 2 : Shooter Game	Mr Ahmad Wisnu Mulyadi SEAMEO Secretariat
5	Tuesday, 20 February 2018 14.00 – 16.00 Bangkok Time (GMT+7)	Design the Game Assets using Inkscape and DragonBones	Mr Ahmad Wisnu Mulyadi SEAMEO Secretariat
6	Friday, 23 February 2018 14.00 – 16.00 Bangkok Time (GMT+7)	Game Development using Construct 2 : Tower Defense Game	Mr Ahmad Wisnu Mulyadi SEAMEO Secretariat

Session	Online Workshop Schedule	Content	Instructor
7	Tuesday, 27 February 2018 14.00 – 16.00 Bangkok Time (GMT+7)	Game Development using Construct 2 : Turn-Based Game	Mr Ahmad Wisnu Mulyadi SEAMEO Secretariat
8	Friday, 2 March 2018 14.00 – 16.00 Bangkok Time (GMT+7)	Publish the Game	Mr Ahmad Wisnu Mulyadi SEAMEO Secretariat

IX. **Brief profile of targeted participants**
Students and teachers of Junior/Senior High Schools/Vocational High Schools or Polytechnic/Colleges in SEAMEO member countries.

X. **Prerequisites (e.g. Basic knowledge and skills, programming knowledge, English ability)**
1. Spoken and written English proficiency
2. With the free software programme "Construct 2.0", students do not need to have any special computer programming knowledge and skills.
3. Students do not need programming language experience
4. Students do not need to write a code
5. Students do not need to remember the syntax
6. It's easy!. Everyone can learn.
7. All we need is only an awesome idea and creativity

XI. **What participants need to bring along to join the online training**
The following software programmes will be used during the training:
- Game Programmer: Construct 2.0 (https://www.scirra.com/construct2)
- Game Artist: Inkscape (https://inkscape.org/), DragonBones (https://dragonbones.github.io/)

XII. **Maximum number of participants to be accepted for the online training (e.g. 100 participants)**
No maximum number of participants,
One team consists of 1 teacher and 3 students

XIII. **Details of Instructors/Facilitators**
Mr Ahmad Wisnu Mulyadi, IT Consultant, SEAMEO Secretariat

XIV. **Evaluation Criteria/Mechanism for Completion**
The teams are considered to complete the online training and join the competition if they submit:
- Game Design Document
- Educational Game (Web Based)

XV. **Judging Criteria for Competitions**
1. Creativity : idea, game concept, scenario (30%)
2. Educational Aspect : embedded educational aspect in the game (20%)
3. Game Asset : character design, stage, interface (25%)
4. User Experience : ease of use, fun (20%)
5. Music and Sound Effect : related to the theme (5%)

XVI. **Recommended Judging Committee Members**
Experts from SEAMEO SEAMOLEC

Experts from IPST/SEAMEO QITEP in Science/Mathematics

XVII. Timeline of Multimedia: Educational Game Development

Phase	Date
1. Event announcement	Start from January 2018
2. Online registration	15 January – 25 January 2018
3. Announcement of participants and webex online meeting room number	27-28 January 2018
4. Webex tutorial for schools and participants who are not familiar to use the Webex online platform (Optional)	29-30 January 2018 (To be announced to all participants by email: The online tutorial session will be conducted by SEAMEO IT staff and it will take only 10-15 minutes. Participants can access to the system anytime during the provided period)
5. Online Training Orientation	1 February 2018
6. Online Training Sessions (8 sessions)	6 February – 2 March 2018
7. Assignment Period	2-30 March 2018
8. Deadline for Submission of Assignment	1 April 2018
9. Evaluation by judging committee	2-6 April 2018
10. Announcement of shortlists	7 April 2018
11. Online presentation of shortlists	12-13 April 2018
12. Selection of winners	14 April 2018
13. Announcement of winners	15 April 2018

XVIII. Coordinators

For, general inquiry, please contact:
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b) Mr Ahmad Wisnu Mulyadi, Webmaster and Technical Coordinator: wisnu@seameo.org
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