Report on

SEAMOLEC Programs
SEAMEO SEAMOLEC
2010

SEAMEO SEAMOLEC as one of the eighteen regional centers has its own Vision and Mission.

**Vision**
The centre of expertise in open and distance learning

**Mission**
To serve one million clients by 2010
To assist SEAMEO member countries in identifying educational problems and finding alternative solutions for sustainable human resource development through the dissemination and effective use of open and distance learning.

**Goal**
The goal of SEAMOLEC is to undertake relevant programs that are responsive to current national and regional requirements in the field of open and distance learning. In a more specific formulation, the objectives are to assist:

1. SEAMEO member countries in promoting and fostering open and distance learning as another way to meet the demand for education and training. In this regard, open and distance learning can function to complement, supplement, or substitute conventional classroom instruction.
2. Open and distance learning providers in SEAMEO Member Countries in:
   - Designing, developing, evaluating, promoting, improving and expanding their services so as to accelerate student participation, lower drop out rate, and increase the number of qualified graduates;
   - Establishing co-operative linkages of mutual help and formation of open and distance learning network; and
   - Identifying, acquiring, and utilizing resource.

**The SEAMOLEC Success programs**

1. **SEA EduNet.**

   Southeast Asian Education Network (SEA EduNet) is a network using Indonesian satellite Telkom 1 technology to delivering educational data to the clients. Up to now SEAMOLEC has installed SEA EduNet system in the SEAMEO member countries including Republic of Indonesia.

   **Republic of Indonesia**
   SEAMOLEC has installed this system in at least 33 institutions, 13 elementary schools, 23 secondary schools, 53 high schools, 190 vocational high schools, 54 universities in Indonesia, totaling up to 366 institutions in all.
**SEAMEO Member Countries**

The SEA EduNet system is also installed in other SEAMEO member countries. There are 12 points in Cambodia, one (1) point in Myanmar, nine (9) points in Philippines, one (1) point in Thailand, and four (4) points in Vietnam.

Table one (1) provides the data for the Republic of Indonesia. All 31 provinces have been installed with SEA EduNet system, although it is imbalance.

**Points of installation in the Republic of Indonesia**

**Indonesia**

There are 33 institutions, 13 elementary schools, 23 secondary schools, 53 high schools, 190 vocational High schools, 54 universities in Indonesia. The total Institutions is 366.

The system of SEA EduNet has been installed in: 4 points in Bali, 3 points in Banten, 3 points in Bengkulu, 13 points in Bengkulu, 13 points in DIY, 3 points in Jakarta, 3 points in Golontalo, 2 points in Jambi, 30 points West Java, 75 points in Central Java, 75 points in East Java, 2 points in West Kalimantan, 12 points in South Kalimantan, 1 point in Central Kalimantan, 2 points in East Kalimantan, 1 point in Riau Islands, 2 points in Lampung, 1 point in Maluku, 1 point.

**SEAMEO Member Countries**

The system SEA EduNet has been installed in many countries in SEAMEO member countries. There are 12 points in Cambodia, 1 point in Myanmar, 9 points in Philippines, 1 point in Thailand, and 4 points in Vietnam.

There are 6 member countries of the 11 SEA countries have been provided with the installation of SEA EduNet System.

2. School Partnership Program

   a. **Background**

   Education improvement both in quality and quantity has always been the concern of schools. Quality improvement could be made through school partnership. Indonesian schools projected to meet international standard (RSBI) are required to have school partnership with schools from other countries. Indonesia and other SEA countries as parts of ASEAN member countries have potential for school partnership.

   SEAMOLEC as one of SEAMEO centers has to serve all Southeast Asian countries to develop education sector, particularly in Open and Distance Learning (ODL). Therefore, SEAMOLEC has been developing an education network for Southeast Asian countries, called SEA EduNet. This network is very potential to support school partnership among Southeast Asian countries.
b. Objectives

The objectives of the program are:
- To build collaboration between schools in Indonesia and Southeast Asian countries, and other SEAEMEO associate member countries described in an action plan;
- To improve quality of learning through collaborative study;
- To provide pathways for teachers to do research;
- To share knowledge, culture and values.

c. Activities:

To meet the objectives above, some possible activities could be put in the action plan:
- Collaborative e-learning in particular subjects (Mathematics, English, Languages other than English, Science, Mobile Game Technology, etc.) through open and distance learning provided by SEAMOLEC. In this activity, teachers of particular subjects from both participating schools need to upload learning materials and assessment for the specified learners. Participating students will have the same standard of learning and assessment. Collaborative learning on language (English) could also be made through email partnership. SEAMOLEC will give training to teachers of selected subject matters of both schools (Indonesian and SEA schools) to develop learning material in a Learning Management System (LMS): Moodle. Other training are also offered for the collaboration, such as developing learning material through video streaming (SMS), and mobile game technology.
- Teacher Exchange, based on further agreement
- Student exchange, based on further agreement.
- Joint training for teachers, school principals, and other education personnel.

d. Scheme of the Program

<table>
<thead>
<tr>
<th>Phase</th>
<th>Session / Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>School Profile Matching by program Coordinator (SEAMOLEC). Participating schools need to send school profile as soon as possible to SEAMOLEC. Attached is the form of school profile.</td>
</tr>
<tr>
<td>2</td>
<td>20 Indonesian school principals (Junior high schools, senior high schools, vocational schools) arriving in Jakarta for a Pre-Departure Training at SEAMOLEC</td>
</tr>
<tr>
<td>3</td>
<td>Groups of school principals departing to Philippines, Vietnam, Thailand, Cambodia, Singapore and Malaysia. (Schedule for departure will be confirmed later). Each group is limited to 20 persons. i. 3-day workshop with another 20 school principals from each country. ii. Venue: to be discussed by SEAMOLEC Coordinator with the hosting countries iii. Discussing MoU and Developing Collaborative Action Plan iv. School visit to partner’s school. Indonesian principals to visit their</td>
</tr>
<tr>
<td>No.</td>
<td>Activity</td>
</tr>
<tr>
<td>-----</td>
<td>---------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>4</td>
<td>Training / Workshop for Indonesian teachers of selected subject matters from participating schools at SEAMOLEC:</td>
</tr>
<tr>
<td></td>
<td>• Collaborative e-learning</td>
</tr>
<tr>
<td></td>
<td>• Collaborative Assessment</td>
</tr>
<tr>
<td></td>
<td>• Training / Workshop for SEA teachers of selected subject matters from participating schools at their own countries.</td>
</tr>
<tr>
<td>5</td>
<td>Each schools developing online learning material and assessment</td>
</tr>
<tr>
<td>6</td>
<td>Implementation of the collaborative learning</td>
</tr>
<tr>
<td>7</td>
<td>Teacher exchange / student exchange</td>
</tr>
<tr>
<td>8</td>
<td>Evaluation of the program</td>
</tr>
</tbody>
</table>

f. **Expected Outcome**

Through this collaborative e-learning, it is expected that Indonesia with other SEA countries will have standard of competencies in several subject matters. Participating schools will have sister schools which will lead to improvement of quality of learning. Collaborative e-learning is a kind of a new learning strategy which is expected to be of encouragement for learners. Learners will learn in English and at the same time learners are using information and communication technology.

g. **Expected Supporting Agencies**

For the success of this program, some institutions are expected to participate, such as:

- SEAMEO SEAMOLEC
- Ministry of National Education
- Provincial office of education
- Indonesian Embassies through the Attache for Education
- Department of Education, SEA Countries
- SEAMEO Centers and partners of SEAMOLEC

h. **Expected Participating Schools**

Indonesian schools to participate in this program are primary schools, secondary schools, vocational schools, universities and colleges.

i. **Countries Participating in the Program**

<table>
<thead>
<tr>
<th>No.</th>
<th>Countries</th>
<th>Number of</th>
<th>Venue of</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Participating Schools</td>
<td>Workshop</td>
<td></td>
<td></td>
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<tr>
<td>---</td>
<td>-----------------------</td>
<td>----------</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| 1. | Thailand  
   | 20 Indonesian schools, 20 Thai schools | Eastin Hotel, Bangkok  
   | | 27 – 29 November 2008 |
| 2. | Vietnam  
   | 15 Indonesian Schools, 15 Vietnam Schools | Hanoi Open University  
   | | 12 – 17 December 2008 |
| 3. | Philippines  
   | 16 Indonesian schools, 14 Philippines schools. | House of Indonesia, Davao City, Philippines  
   | | 12 – 14 May 2009 |
| 4. | Australia  
   | 10 Indonesian schools, 5 Australian schools | Indonesian Embassy, Canberra  
   | | 11 – 13 November 2009 |
| 5. | Thailand  
   | 15 Indonesian schools and 15 Thailand schools | Hat Yai, Songkhla, Southern Thailand  
   | | 15 – 19 February 2010 |
| 6. | New Zealand  
   | 14 Indonesian schools, 8 New Zealand schools | Indonesian Embassy, Wellington  
   | | 12 – 16 April 2010 |
| 7. | Germany  
   | 6 Indonesian schools, 8 Germany schools | Germany  
   | | 26 April – 7 May 2010 |
| 8. | Thailand (Continuation)  
   | 18 Indonesian schools, 17 Thailand schools | Jogjakarta, Indonesia  
   | | 4 – 7 May 2010 |

**j. Follow-up Activities:**

As the follow up of the workshops conducted for the partnership program, some activities have been running and some are still in preparatory discussion.

a. Trainings on developing learning material have been conducted for participating schools by SEAMOLEC, both in Indonesia and Philippines. The teachers need to develop more learning material to be uploaded later on SEAMOLEC website. Students from participating schools will learn from this web site collaboratively.

b. Indonesian teachers have visited their partner schools in Davao, Philippines, and a principal from a Davao school has made a return visit to her partner school of SMAN 1 Subang and SMAN 1 Gianyar, Bali.

c. Teachers from Thailand schools have visited their partner schools in Jogjakarta and Central Java.
d. There will be an Indonesia-Thailand Partnership TVET Camp 2010 to be conducted on 20-30 July, 2010, in Bangkok and Hat Yai Thailand.

e. Teachers and students from Indonesian schools of East Java will be visiting their partner schools in Australia in the coming months for about 2 weeks. They are to learn together, share ideas and experiences with their Australian designated teachers and students. It is now in a preparatory discussion.

f. Indonesia – New Zealand and Indonesia – Germany schools will have to maintain the communication for the next steps in the collaborative programs.

3. Training 500K

Training 500K is the training on ICT Based Learning for teachers from secondary schools, high schools, vocational high schools and lecturers from various universities in Indonesia. SEAMOLEC, in the Fiscal Year 2009/2010, with the cooperation of many institutions in Indonesia, has conducted the 500K training courses in 494 districts of the 33 provinces.

a. Background

The strategic role in education to reach its target and en-skilling the nation has already pushed the innovation to improve the education system. The global environment oblige us to develop and improve our education system, to be more supple and ‘user friendly’ that can be accessed by everyone regardless of age, gender, location, economical and social status, and experience. The education system has not only extending opportunity for education, but also has the function in upgrading the imbalance education, to better the education relevance, efficiency and effectiveness in conjunction with the general management of development. The education system need to be supported by several resources, especially through learning resources that are technology based.

Technology based learning that is now carried out through various methods, basically relying on the exploitation of information and communication technology through audio/video, TV, computer, media and internet. Learning by using computer, media and internet – Computer Based Learning (CBL) - is one of the very potential alternatives, as education requires acceleration and unlimited expansion access. Acceleration of information happens instantly within the computers that are connected to the internet. Management of learning through computer, media and
internet could be packaged in a web based learning (WBL) that enables the learners to study accordingly. They can access online, and the learning can be conducted from anywhere, by anyone anytime. With this method hopefully acceleration and expansion access in terms of equal opportunity to get education fulfilled.

These are some examples of various advantages by carrying out CBL are:

(1) efficiency of expenses: for example in management of education and training of teacher, participants of the training do not have to come to the training place, they can access the learning materials online according to their own subject;
(2) time flexibilities: learners can study anytime, so that they can arrange the appropriate time as according to the ability of each person;
(3) place flexibilities: process management of study can be conducted wherever, and class room or building does not need to be equipped with full ICT/media facilities;
(4) paces of study flexibilities: learners have different learning styles and abilities, therefore the learning depends on their own choice: when to learn, what to learn, how to learn, is according to their comprehension level, and pace to move forward;
(5) standard instruction: the instruction is relative the same to reach the same standard for all.

With the various advantages that we can get when managing learning base on information technology and communications (CBL), hence as one of the institute focusing in open distance learning especially with ICT based, SEAMOLEC has conducted the training/workshop on "ICT based Learning for Secondary School Teachers" especially for those who are the subject masters of Math and Science in 494 districts area of the 33 provinces in Indonesia.

### b. Objectives

In general, at the end of the training session, participants competent in managing learning based on information and communication technology to be implemented in their own school, especially in Math and Science referring to the national curriculum. To reach the objective of the training, the participants should have the ability as follows:

(1) Able to explain the concept of the ICT integration in learning process.
(2) Gather adequate learning resources from internet to support their learning material development.
(3) Able to design, develop and evaluate learning activities through e-mail and facebook.
(4) Able to design, develop Learning Management System (LMS) based on Open Source Application for learning and teaching process.
c. Participants

Pre-requisites of Participants

The participants are from public and private secondary schools in each district with the prerequisites as follows:

1. Able to operate a computer.
2. Maximum age is 50 years old.
3. Have (posses) a laptop or notebook.
4. Own (bring) their learning material based on their own subject both in print and softcopy.

The allowable number of participants for the training is approximately 60 secondary school teachers with the following criteria required:

1. SMP (Junior High School) Teachers
   a. Math  4 persons
   b. English 4 persons
   c. Indonesian Language 4 persons
   d. Physics 4 persons
   e. Biology 4 persons

2. SMA (Senior High School) Teachers
   a. Math  4 persons
   b. English 4 persons
   c. Indonesian Language 4 persons
   d. Physics 4 persons
   e. Biology 4 persons
   f. Chemistry 4 persons

3. SMK (Vocational High School) Teachers
   a. Math  4 persons
   b. English 4 persons
   c. Indonesian Language 4 persons
   d. Civics 4 persons

... (Continued from the next page)
<table>
<thead>
<tr>
<th>No.</th>
<th>Training Session</th>
<th>Duration (hour)</th>
<th>Instructor/Facilitator</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Opening &amp; Closing Ceremony</td>
<td>2</td>
<td>Head of Depart. of Education in District</td>
</tr>
<tr>
<td>2</td>
<td>Regulation of Depart. of Education</td>
<td>1</td>
<td>Head of Depart. of Education in District</td>
</tr>
<tr>
<td>3</td>
<td>SEAMOLEC Program</td>
<td>1</td>
<td>SEAMOLEC Team</td>
</tr>
<tr>
<td>4</td>
<td>E-mail and Group Mailing List in Instruction</td>
<td>6</td>
<td>SEAMOLEC Team</td>
</tr>
<tr>
<td>5</td>
<td>Learning through Facebook</td>
<td>6</td>
<td>SEAMOLEC Team</td>
</tr>
<tr>
<td>6</td>
<td>Internet and Learning Management System as learning resources</td>
<td>28</td>
<td>SEAMOLEC Team</td>
</tr>
<tr>
<td>7</td>
<td>Program Dissemination</td>
<td>6</td>
<td>SEAMOLEC Team</td>
</tr>
<tr>
<td></td>
<td><strong>Total</strong></td>
<td><strong>50</strong></td>
<td></td>
</tr>
</tbody>
</table>

e. **Strategy of the Training**

To reach the competencies in this training, the learning strategy emphasized in some activities were:

(1) Learning Method
    As the learning method, the participants are obliged to involve actively in learning process especially in practicing, simulating, demonstrating and discussing that produces the understanding of managing the learning based on information communication and technology (CBL).

(2) Learning Media
    The learning media in the training are LCD projector, computer/laptop, and internet connection.

(3) Time Allocation
    The training is delivered in a plenary style, discussion group, and individual hands-on experience. It will cover 30% theory and explanation delivered by the instructors, and 70% hands-on experience facilitated by the instructors. In the third day, the participants are to disseminate the knowledge that they gained in the first two-day training/workshop to their colleagues in their own schools.

f. **Output**
The collection of learning material based on ICT in the form of Email, Facebook and Moodle as Learning Management System (LMS) which could be accessed by the learners anywhere and anytime in terms of acceleration and expansion of learning access.

For some districts, such as Luwuk and Banggai in Central Sulawesi, the output in the form of E-mail, Facebook, and Microsoft Power Point Presentation are absent due to the lack of teacher’s knowledge in Basic IT Skills. As for the amount of LMS Content based on Moodle that have developed by the teachers are 221 Moodle. For more information please refer to attachment 1.

**g. Venue**

The venue of the training held in provinces were

1. West Jawa
2. Central Jawa
3. East Jawa
4. Lampung
5. Bali
6. Central Kalimantan
7. South Kalimantan
8. Central Sulawesi
9. Southeast Sulawesi
10. North Sulawesi
11. West Sulawesi

The participants for the training came from 26 districts of 11 provinces in Indonesia, numbering up to 20,983. The training for one district is to be conducted sometime after May. For more information please refer to attachment 1.

**h. Responsibilities**

Table three (3) shows the responsibilities of the institutions for the training.

<table>
<thead>
<tr>
<th>No.</th>
<th>Item</th>
<th>Duration (day)</th>
<th>Responsibility</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Travel expenses of SEAMOLEC Instructor and Facilitator</td>
<td>5</td>
<td>SEAMOLEC</td>
</tr>
<tr>
<td>2</td>
<td>Accommodation of SEAMOLEC Instructor and Facilitator</td>
<td>5</td>
<td>SEAMOLEC</td>
</tr>
<tr>
<td>3</td>
<td>Travel expenses of Participants</td>
<td>60</td>
<td>On their own</td>
</tr>
<tr>
<td>4</td>
<td>Meals and Snack</td>
<td>60</td>
<td>Depart. of Edu in District</td>
</tr>
<tr>
<td>5</td>
<td>Training Venue and Computer Lab</td>
<td>5</td>
<td>Depart. of Edu in District</td>
</tr>
</tbody>
</table>

The following table four (4) displays the venues, dates, and number of participants involved in the training.
## Venue and number of participants

### Table four (4)

<table>
<thead>
<tr>
<th>No</th>
<th>Province</th>
<th>District</th>
<th>Schedule</th>
<th>Participants</th>
<th>Amount of Dissemination</th>
<th>Clients</th>
<th>Amount of LMS Contents Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>East Jawa</td>
<td>Gresik</td>
<td>31 May - 02 June 2010</td>
<td>10 - 15 May 2010</td>
<td>23 April 2010 (1-day Workshop)</td>
<td>250</td>
<td>250</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Lamongan</td>
<td>02 - 05 June 2010</td>
<td>17 - 21 May 2010</td>
<td>31 May - 3 June 2010</td>
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<td>10 - 15 May 2010</td>
<td>24 - 28 May 2010</td>
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<td></td>
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<td></td>
<td>31 May - 3 June 2010</td>
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<tr>
<td></td>
<td></td>
<td>Kota Surabaya</td>
<td>23 April 2010 (1-day Workshop)</td>
<td></td>
<td>250</td>
<td>250</td>
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</tr>
<tr>
<td>2</td>
<td>West Jawa</td>
<td>Bandung</td>
<td>12 - 13 February 2010 (2-days Workshop)</td>
<td>12 - 16 May 2010</td>
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<td>60</td>
<td>60</td>
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<tr>
<td></td>
<td></td>
<td>Ciamis</td>
<td>13 - 17 January 2010</td>
<td></td>
<td>287</td>
<td>347</td>
<td>30</td>
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<td></td>
<td></td>
<td>Majalengka</td>
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<td></td>
<td>Tasikmalaya</td>
<td>07 - 11 June 2010</td>
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<tr>
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<td></td>
<td>Kota Banjar</td>
<td>17 - 21 May 2010</td>
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<tr>
<td></td>
<td></td>
<td>Kota Bekasi</td>
<td>25 February 2010 (1-day Workshop)</td>
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<td></td>
<td>Kota Cimahi</td>
<td>25 January 2010 (1-day Workshop)</td>
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<td></td>
<td></td>
<td>Kota Sukabumi</td>
<td>10 March 2010 (1-day Workshop)</td>
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<td></td>
<td>Kota Tasikmalaya</td>
<td>22 - 27 May 2010</td>
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<td>3</td>
<td>Central Jawa</td>
<td>Pemalang</td>
<td>04 - 08 May 2010</td>
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<td></td>
<td>Purworejo</td>
<td>05 - 09 April 2010</td>
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<td></td>
<td>Kota Semarang</td>
<td>25 - 29 May 2010</td>
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<td></td>
<td></td>
<td>Kota Tegal</td>
<td>16 - 20 February 2010</td>
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<td>57</td>
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</tr>
<tr>
<td>4</td>
<td>Lampung</td>
<td>Lampung Tengah</td>
<td>17 – 21 May 2010</td>
<td></td>
<td>55</td>
<td>55</td>
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</tr>
</tbody>
</table>
**Venue and number of participants**

**Table four (4)**

<table>
<thead>
<tr>
<th>No</th>
<th>Province</th>
<th>District</th>
<th>Schedule</th>
<th>Participants</th>
<th>Amount of Dissemination</th>
<th>Clients</th>
<th>Amount of LMS Contents Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>West Sulawesi</td>
<td>Majene</td>
<td>17 - 21 May 2010</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>6</td>
<td>Southeast Sulawesi</td>
<td>Kota Bau-bau</td>
<td>19 - 23 April 2010</td>
<td>53</td>
<td></td>
<td>53</td>
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<tr>
<td></td>
<td>Central Sulawesi</td>
<td>Banggai</td>
<td>26 - 30 April 2010</td>
<td>46</td>
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<td>8</td>
<td>North Sulawesi</td>
<td>Kota Bitung</td>
<td>15 - 19 February 2010</td>
<td>58</td>
<td>12.704</td>
<td>12762</td>
<td>30</td>
</tr>
<tr>
<td>9</td>
<td>Bali</td>
<td>Denpasar</td>
<td>08 - 12 January 2010</td>
<td>120</td>
<td>2.015</td>
<td>2135</td>
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<tr>
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</tr>
<tr>
<td>10</td>
<td>Central Kalimantan</td>
<td>Kota Waringin timur/ Sampit</td>
<td>09 - 13 March 2010</td>
<td>57</td>
<td></td>
<td>57</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>South Kalimantan</td>
<td>Tabalong</td>
<td>03 - 07 May 2010</td>
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SEATRAIN 100K

The SEATRAIN 100K program is a teaching and learning model for vocational distance education developed for participants ranging from a city dweller to a provincial officer. This program is as an education development system developed as SEAMLESS that has been in operation for some time now in some locations. This is a result of cooperation between polytechnic and SMK (Senior Vocational High School) using the latest IT system to make it easier for vocational training in the future.

Strengthening Foundation for Accreditation
- Synergy between SLTA (senior high school)-polytechnic-universities/higher education
- Commencing July 2010
- Enrolling (min) 50-100 (max) students
- 16 credits/semester
- Tuition fee Rp. 100,000 to 150,000/month
- Lecturing method is hybrid teaching, learning and working
- Similar to open and distance learning (ODL) education for a vocational in a region

Teacher/lecturer
- SEAMOLEC
- Involved Polytechnic Teacher
- English and IT Teachers from the school as a sub campus
- Officials from the Domestic and International industries

Stages
- Agreement between a city mayor/provincial education division and SEAMOLEC regarding the model of teaching and learning program with the involved institutions for five (5) years
- Introduction in a school and enrolment of it from May 1 - June 15, and interviews between June 15 - 25, 2010
- City mayor or head of the provincial education office will open SEATRAIN program in July, 2010
- First semester will commence in July and end in December; second one will commence in January and end in June 2011, at the high school sub campus or practical site.
- The third (3rd) semester to the sixth (6th) semester at the high school, polytechnic, teaching and working site
- The seventh (7th) to the ninth (9th) semesters are at ITB, UM, PENS, UT and other institutions, for those who have fulfilled the requirement and passed the selections to go up to the next stage with the fees involved depending on the study program

Main Campus and Sub Campus
- Ten (10) SMAN (State Senior High School) and 12 SMKN (State Vocational High School) in Malang (as a starting sample)
- The campuses for D3 (Associate) are at Malang State Polytechnic (Polinema) Malang Polytechnic (Polma), UM, UMM, VEDC
- Campus for D4/S1 (Bachelor) ITB, ITS, UM, UT, for those who have passed and meet the requirement

Study Pattern
- The participant is to have English lessons and assisting at the computer lab at the primary school (SD) and the junior high school (SMP) 10 hours/week in the morning
- Every two (2) students must be actively involved respectively at one (1) SD and at one (1) SMP that are appointed by the head of provincial education office
- Be at the sub campus to use computer lab and internet with a room that is available with LAN and LCD systems in the afternoon
- The participant is to study from Monday to Saturday at the sub campus

SD and SMP that are involved for student to teach English and IT for practicum
- The appointed SD or SMP by the head of the provincial education office that is agreed by the system
- Officially introduced by Malang head of education office
- Teaching songs and English conversation classes at the SD for five (5) hours/week
- Teaching English and relevant IT at the SMP for five (5) hours/week
- This program is to improve participants' English speaking ability

Study Program
- One year of English and IT Foundation
- The second (2) and third (3) year of study in the division that is provided and interested by the participants
- Animation, networking, game-tech, IT, hotel and tourism, cooking/chef, nursing etc

School Situation (in Malang)
- Sub campus 10 (ten) SMA, 12 SMK = 42 Schools
- Minimum 50 students per sub campus; total students =2100. Division for student enrollment will be improved in the next stage.

Participant and Requirement
- SLTA graduate and those who do not pass but have ability and high motivation to study
- Selection and interview fee is Rp 100.000/student
- Having internet access from the house as well as from school
- Recommended to have computer or laptop at his/her home for independent study
Graduation Requirement
- Level one (1) tutorial/teaching, 550 TOFEL/600 TOEIC, or others industry certification
- Level two (2) and three (3) according to their division of studies
- Level four (4) according to division of study and passed the selection and tasked by the institution or work place

Cost Estimation
- No building fee as it is a cooperative work with Malang City and for using the infrastructure of Malang’s education division
- Tuition fee for three (3) years is Rp 100,000-150,000/month/student
- Satellite usage is by SEAMOLEC
- Teacher training/lecturer is provided by SEAMOLEC
- Tuition fee is covering cost of lecturer, the system and sub campus

**ARC SEAMOLEC**

SEAMEO SEAMOLEC established Jeni Asean Research Center (JARC) at 2008 to manage research and development using mobile learning. JARC SEAMOLEC uses JENI Curriculum for the South East Asian (SEA) countries using Open and Distance Learning (ODL) method. JENI (Java Education Network Indonesia) is an integrated service for students and the community in Indonesia to gain knowledge of, share and develop application based on Java. Similar to that, JARC is an integrated service for students and society in all ASEAN countries, to learn, share, develop and produce applications based on Java Mobile, especially Mobile Game Based Learning. There are 40 schools/universities in Indonesia and 10 universities/institutions in SEA that cooperate with JARC SEAMOLEC. Below is the scheme of JARC activity.
JARC Objective in 2010
JARC SEAMOLEC Objective in 2010 is to carry on activities of 2009: to develop learning materials in mobile application, especially mobile game based learning.

JARC SEAMOLEC Training
JARC SEAMOLEC also conducts training to create mobile game based learning. The training is given in two divisions:

1. Online Training
   Online Training is teaching and learning process in real-time. This learning is using SEA EduNet SEAMOLEC system that supports Distance Learning. Below is the picture scheme of this online training.

Online training consists of 4 categories:
1.1 Mobile Game Based Learning (MGBL)
   a. MGBL Period I (December 15, 2009 until March 31, 2010)
      Mobile Game Based Learning online training is a training to help participant to create mobile game based learning. This online training consists of 23 online materials such as video streaming material, printed material and practicum material. MGBL online training was followed by 232 participants from 23 provinces in Indonesia. The participants were lecturers, students and j2me developer.
b. MGBL Period II (April 7, 2010 until June 7, 2010)
   This online training is similar to the Online Training period I; that is to help participants to create mobile game based learning. This training is to be followed by **236 participants**.

1.2 Mobile Game Based Learning for Higher Education
mJeni Higher Education is a collaborative activity between SEAMOLEC and Higher Education Institutions (HEI). mJeni Learning activities are to become one of the program study in teaching and learning process in higher education. HEI that are already cooperated in online training are:
   a. ITB (Institute Technology of Bandung)  
      Enrolled 2 batches with a total students of 115.
   b. UT(Universitas Terbuka/Open University)  
      Enrolled 53 students
   c. UM (Universitas Malang/Malang State University)  
      Enrolled 33 students.

1.3 Basic Reference to Create Mobile Game
Online Training Basic Reference to Create Mobile Game is used for mobile game developer as a basic reference. With systematic storyboard planning, process of creating game will be quicker and properly structured.

1.4 Supplementary Learning Materials in Mobile Application
Online Training Supplementary Learning Materials in Mobile Application is a training program to create mobile application that slots in learning materials into a mobile phone, so the materials could be accessed anywhere by students.

2. Training in class
a. JARC SEAMOLEC – SMA N 3 Jakarta
This training activity is a co-operation between JARC SEAMOLEC and SMA 3 Jakarta. This event is a learning activity to create mobile game based learning for Senior High School students. This training activity was held once a week, every Wednesday, from February 3, 2010 until April 28, 2010. This mobile game based learning training produced 4 game grouping, they are for Math, Physics, Chemistry and Biology.

b. JARC SEAMOLEC – CCA Cimahi
The workshop was held on April 27 – 29, 2010, at BITC (Baros Information and Technology Creative) building. SEAMOLEC provided the trainer to present the material and helped participants to create mobile education application. Participants were expected to join to develop a Cimahi Cyber City program as well as improve their information and communication technology quality as one of creative entrepreneurs who will co-operate with SEAMOLEC.
JARC SEAMOLEC Product

a. Mobile Game Education

JARC SEAMOLEC has already produced up to 232 Mobile Game Education since 2008 up to April 2010. This Mobile game education could help the students to support learning process, thus, while they play unconsciously they also learn.

EC Game Catalog

1. Alien Sky

Screenshot:

Description: A classic game that has a war genre

2. Alphabetic

Screenshot:

Description: This game is for elementary school children. They are taught to manage their time well as the game has limited time.

Designer: Ari Wahyudi
3. **Ancestral Bird**

   Description: This game is for elementary school children. The player is to move the cursor to the right, left, up, and down to collect as many fruit as the player wants.

   Designer: Ari Wahyudi

4. **Ant Bully**

   Description: This game teaches us to respect the environment as not to kill animals cruelly around us even if it is an ant.

5. **Ant Tank**

   Description: This game is teaching the player not to be afraid of mathematics. The player is to shoot the correct figure in the ant monster’s body.

   Designer: Jono
6. Arabic

Screenshot:

Description: This game is teaching the player to understand Arabic letters.

7. English

Screenshot:

Description: This game is to teach the player to understand basic English sentences.

Designer: Haritz Cahya N.

8. Japanese Language

Screenshot:

Description: This game is to teach the player Japanese basic sentences.

Designer: Haritz Cahya N
9. Beer Game

Screenshot:

Description: The player is to make speedy run to catch the target.

10. Blue Kutux

Screenshot:

Description: This is a mathematical game. The player is to choose every balloon with the mathematical operations in it.

Designer: Kristinanti Charisma

11. Cabah

Screenshot:

Description: The player is expected to catch the fruit before it reaches the ground.
12. **Calculate Game**

**Screenshot:**

Description: This game is to teach the player the mathematical operation of multiplication and division.

13. **Combat**

**Screenshot:**

Description: This War Game genre is to teach the player the reaction of affective domain and psychomotor skills.

14. **Cow Labyrinth**

**Screenshot:**

Description: The player is expected to assist the lost cow to find its way in this labyrinth (maze) to get to its food.
15. Custom Clothing

Screenshot:

Description: This game is to teach the player to recognize the traditional Indonesian clothes.

Designer: Ina Sukha

16. Dagaz Ehwas

Screenshot:

Description: This is a classic game that ensures the player to reflect the ball to the target.

17. Darts

Screenshot:
Description: This game is a classic game of j2me version that ensures the player to score a lot of points.

18. Drop Off

Screenshot:

Description: In this game the player is to make an effort to catch the ball so that the ball does not fall.

Designer: Yoeppy

19. Edu Buster

Screenshot:

Description: This game is meant for the third grader of Elementary School. The player is taught to understand and apply the basic mathematics.

20. Egg Game

Screenshot:
Description: This game is to teach the player about time and how to use it properly.

Designer: Ari Wahyudi

21. Find Fruits

Screenshot: 

Description: The player in this game is to assist the bird to find its food by clicking the buttons: pressing the lower button is to go low while pressing the upper button is to go up.

Designer: Eva Octavia

22. Fishing Trip

Screenshot: 

Description: This game is to teach the player to know various fish species.

23. Game Labyrinth

Screenshot:
24. **Gatotkaca and Indonesian Food**

_Screenshot:_

Description: This game is to teach the player the various specific regional cuisines around Indonesia.

Designer: Ina Sukha

25. **Game Gebuk Baru**

_Screenshot:_

<table>
<thead>
<tr>
<th>Kesempatan</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>0</td>
</tr>
</tbody>
</table>

Description: This game is to teach the player the various types of shapes and to train their reaction.

Designer: Dona Wahyudi

26. **Get Number**

_Screenshot:_
Description: This game is made for the elementary school children for them to know the basic numbers and how they operate.

Designer: Ina Sukha

27. Gold Game

Screenshot:

Description: This game is to teach the player in regard of the ability in the critical situation by assisting a child through the maze toward the destination.

28. Historical Heroes

Screenshot:

Description: This game is to teach the player of various historical sites and heroes of regions spread across the Indonesian archipelago.
29. Game Jamur

Screenshot:

Description: This game is ensure the player to find the way to the destination in this maze by collecting the mushrooms spread along the labyrinth.

Designer: Mariana

30. Kenben Game

Screenshot:

Description: This game is to teach the player to recognize various types of shapes, colors, and their names

Designer: Ina Sukha

31. Kurt

Screenshot:

Description: This game is to teach the player to save Kurt from two monsters that are aftering him.
32. **Match Fruit Game**

**Screenshot:**

Description: This game is meant for elementary school children. This is to teach the player to recognize various types of fruit and their colors.

Designer: Eva Octavia

33. **Match The Animal**

**Screenshot:**

Description: This game is to teach the player to know various animals and their names.

34. **MTW Aether**

**Screenshot:**

Description: This game is the first series of the More Than Words trilogy that is in the air. It is to ensure the player to complete the sentences in English.
35. MTW Aqua

Screenshot:

Description: This game is the second series of the More Than Words trilogy that is in the water. This game teaches the player the English grammar.

Designer: Moch. Basofi

36. MTW Terra

Screenshot:

Description: This game is the third series of the More Than Words trilogy that is on the ground. This game also teaches the player the English grammar.

Designer: Moch. Basofi

37. Mulan

Screenshot:
Description: This game is called tic tac tio, the classic version of j2ME. This is to teach the player to think logically by learning the numbers and their regulations.

38. Multiply Car

Screenshot:

Description: This game ensures the player to crash the balloon that has the correct answer as the outcome of the mathematical questions that are provided on the upper left corner.

Designer: Yoeppy

39. Nation Flags

Screenshot:

Description: This game is meant to assist the player to learn geography by recognizing the various flags and their countries

40. Noto Werno (Cubes)

Screenshot:
Description: This game is to teach the player to recognize the colors, their names and their existency.

41. Play Angka

Screenshot:

Description: This game is to teach the player the basic operation of mathematics satisfactorily.

42. Number Puzzle

Screenshot:

Description: This is a puzzle game of j2ME version. This game is to ensure the player to manage the numbers in correct order.

43. Perahu Malang
35.

**Choose Margi**

Description: This game is to ensure the player to save many people using a canoe through the passage without crashing on the reef, island or the octopus.

Designer: Rafika Akhsany

44.

**DS Snakes**

Description: This classic snake game is to train the reflexions and the ability of the player to make a correct choice in the shortest time possible.

45.

**Snake 2**

Description: This game is to teach the player the mathematical operation and making a correct choice.

Designer: Dona Wahyudi
Description: This game has the same intension as above (game 45), that is to train the player the reflexions and the ability.

47. Tank War

Screenshot:

Description: This game is to teach the player how to make use of the ‘know-how’ of the technology and to sharpen the mind to extend the knowledge.

48. Tunner Attack

Screenshot:

Description: This game is called Dodge game j2ME version. This is to teach the player to judge the impossible environment. The player is to make a choice between the two objects, the aeroplane or the helicopter. If the aeroplane crashes onto the dividing wall, then the game is over.

49. Arithmatic Game
Description: This is an arithmetic game. The player is to make a correct choice as answers for the additions and subtractions.

**50. Balloonizer**

Description: This game is to teach the player to choose the basic numbers of mathematics by shooting the correct ones in the balloon.

**51. English Lesson**

Description: This game is to ensure the player to bomb the target intended. If that is successful the player is to see the translation from English to Bahasa Indonesia.
52. Count & Put

Screenshot:

Description: This game is to ensure the player to choose the correct answer from the mathematical operational questions that are provided on each numbered table.

53. Glb Game

Screenshot:

Description: This game is to teach the player to choose and to read the provided module how to learn the constant acceleration of movement.

Designer: Eko Suswanto

54. Indonesian Art and Culture

Screenshot:

Description: This game is to teach and remind the player, especially children to love and respect their own culture.
55. JariK (Jaringan Komputer)

Screenshot:

Description: This game is to teach the player to understand fully the basic computer network technique (system).

Designer: Haritz Cahya N.

56. Jet Math

Screenshot:

Description: This game is to teach the player to differentiate the basic numbers in mathematics.

Designer: Eko Suswanto

57. Naruto Sokoban

Screenshot:

Description: This game is to teach the player the logic. The game is using Naruto character as the main character. The player is to move the boxes so that Naruto is not led astray (lost/trapped).

Designer: M. Abidir R.
58. Cultures Tetris

Screenshot:

Description: This game is to ensure the player to manage tree pictures in a block that is to be in a row horizontally or diagonally.

59. Robo Cleaner

Screenshot:

Description: This game is to teach the player not to throw rubbish anywhere and to refuse to have global warning.

60. Dungeon of Hack

Screenshot:

Description: This game is to teach the player to differentiate basic numbers in the mathematics.
61. Ec Vol. 5

Screenshot:

Description: This game is to ensure the player to pick a rubbish bin and place it at the correct place. In this game the player will know where to place the rubbish.

62. Find The Word

Screenshot:

Description: This game is to teach and train the player to sharpen the ability to remember English vocabulary.

63. Mollecular

Screenshot:

Description: This game is to teach the player to remember molecules, and to make the player study chemistry.
64. Secret Word

Screenshot:

Description: In this game the player is to act as Mr. T who has lost his money. The player is to assist Mr. T to walk through the maze to recover the money.

65. Sinok

Screenshot:

Description: This mathematical game is basically for the Kindergarten and Elementary lower grades level. The game involved multiplication and division.

66. Smart Child

Screenshot:

Description: This game is to assist the player to write (composition) and make numbering indexation.
67. **Word Game ITS**

Screenshot:

Description: This game is to train the player to sharpen the ability to remember the English vocabulary by forming a correct word.

Designer: Junaidillah

68. **Ayo Sekolah**

Screenshot:

Description: This game is to introduce the player items that are to be brought to school.

Designer: Ina Sukha

69. **Linked Box**

Screenshot:
Description: This game involve few players. They are to compete to answer every question. Thus, a sign box will appear that marks from left to right.

70. Mahdat Game

Screenshot:

Description: This game is to introduce the player, especially children to recognize cultural houses of various regions in the Indonesian archipelago.

Designer: Ina Sukha

71. Angka Gila

Screenshot:

Description: This game is to teach the player to manage the basic mathematical operations joyfully.

72. Take Me Out (PNJ)

Screenshot:
Description: This game is to ensure the player to overcome the given mathematical problem to find a way out of the labyrinth.

73. Parabolic Game

Screenshot:

Description: This game is to assist the player to learn the concepts and formula of the parabolic movement.

Designer: Suyono

74. Labirin

Screenshot:

Description: This game is to assist the player to walk through the maze to find the destination.

75. Labirin Lumut

Screenshot:
Description: This game, like above (74) is to ensure the player to walk through the maze to find the destination.

76. Indonesian Warrior

Screenshot:

Description: This game is a challenge for the player as to face the colonials in many places in Indonesia like in Jogyakarta, Wonogiri, etc.

Game SMK Negeri 4 Malang

77. Crash The Number

Screenshot:

Description: This game is to teach the player mathematical additions, subtraction, positive or negative. The player is to answer the questions by crashing the road obstructions that have the answers intended according to those questions.

Designer: Prayoga Wahyu S.

78. Shoot The Baloon
Description: This game is to teach the player for correctness. The player is to shoot the number in the flying balloon as the answer to the mathematical questions that are provided below.

79. Journey of Jatayu

Description: This game is to ensure the player to avoid the naga by answer the questions on the left and right.

Designers: Puas Citro Aji W and M Irvan Charis.

80. Math Strike

Description: This game is to ensure the player to shoot one or two terorists who are obstructing the road by looking at the numbers that are on the enemy’s body as the answers of the questions above.

81. Maze & Jungkat-Jungkit
Description: This game is to ensure the player assists the archeologist to the artefacts site by answering the questions that are on the foot-steps like.

Designer: Anggi Marsela and Dila Aisyah R. W

82. Trash Catcher

Screenshot:

Description: This game is to ensure the player to catch every rubbish that are falling to put into the rubbish bin according to the ir own types.

Pembuat: Anita Thea Saraswati and Cahya Nugraha F

83. Bostle Puzzle

Screenshot:

Description: This game is to teach the player to rearrange the puzzle that is to put into place the parts until it is completed.
84. Galaxy Knowledge

Description: This game is to teach the player about cosmology that is to know the names and places of the planets, the satellites and others.

Designer: Anggi Marsela

85. Catch The Math

Description: This game is to ensure the player to shoot the enemies who obstructing to score many points.

Designer: M. Syaifudin S.

86. Measure Me

Description: This game is to teach the player to arrange the temperature of every one who are in question according to answers provided.

Designer: Puas Citro Aji W.
87. The Shortest Path Pyramid

Screenshot:

Description: This game is to teach the player to count the numbers that are provided in the pyramid from the first (highest) level to the lowest one for the player to continue to the next (following) level.

Designer: Dila Arima W.

88. Precious Answer

Screenshot:

Description: This game is to ensure the player to look for the correct numbers that are provided according to the answers provided.

89. Dictionary

Screenshot:

Description: There are four different languages: English, Bahasa Indonesia, Vietnam, and Cambodia provided in this game. The player is able to translate a language or word used, more likely English, into three different languages: Bahasa Indonesia, Vietnam, and Cambodia.
90. Dictvoice

Screenshot:

Description: This game is similar to the one above (89), moreover this game is provided with voice - pronunciation.

Designer: Moch Basofi

91. R.O.O.T.

Screenshot:

Description: This game is to teach the player to assist the character to jump over the moving log by answering a mathematical question.

Designer: Moch. Basofi

92. SEAMOLEC Lv.1

Screenshot:

Description: This game has four levels (the setting is the SEAMOLEC yard). In the first level, the player is to answer a question of the security officer by choosing the correct flag according to the answer given.

Designer: Moch. Basofi
93. SEAMOLEC Lv.2

Screenshot:

Description: This game is the second level of the game above (92). The setting is at the receptionist. The player is to answer a question of the security officer by looking for the correct key that is fitting with the question.

Designer: Edwin Heriyansyah

94. SEAMOLEC Lv.3

Screenshot:

Description: This game is the third level of the previous game (93). The player is to answer the question according to the flag that is to be chosen (as answer).

Designer: Putri Dyah C. N. K. S.

95. SEAMOLEC Lv.4

Screenshot:

Description: This game is the last of the series, as the three previous ones. In this fourth level, the last one, the player is to assist all people present in this room (IT room) to do many things like looking for equipment to run video conference etc. If
he is successful in doing what is supposed to be done the player could go to Boss’ room to finish the game.

Designer: Irene Erlyn R.

**JENI Mobile Game**

**96. Basic Mathematics**

Screenshot:
Description: This game is to teach the player to arrest the falling ray that has the answer of a mathematical question

Designer: Adhang & Rizka

97. Game World

Screenshot:

Description: This game provides three alternative games: guessing word, sudoku, and tank.

Designer: Ardiansyah Al-Farouq

98. Eduventure

Screenshot:

Description: This game is to teach the player to look for correct items. The player is to find the crystals in one level, each crystal is protected by a question.

Designer: Firdaus Rozy

99. Nusantara Counting

Screenshot:
Description: In this game player is to act as a student pathfinder who is on a trip to Indonesia and has to solve any problem faced.

Designer: Vertigo's Victim

100. Midget Magic

Screenshot:

Description: In this game the player is to kill every enemy who is obstructing to gain many points.

Designer: Febrian & Guntarto

101. Candi Prambanan Legends

Screenshot:

Description: In this game the player is to crash the stone that is in the way to continue the trip.

Designer: Guntarto & Tri Atmie

102. Enjoy Schooling

Screenshot:
Description: This game provides plenty of alternatives for joyful learning so that the player is interested in learning.

Designer: Jeffrey Hermanto

103. Bubble Breaker

Screenshot:

Description: In this game the player is to look for balls that have the same color to score maximum points.

Designer: Wisnu Sadino

104. Treasure Hunt

Screenshot:

Description: In this game the player is to collect all the gold provided in the shortest time possible by crossing the river and jumping over the obstructing stones.

Designer: Nurul Muktamarroh

105. Lethrow

Screenshot:
Description: This game is to teach the player to aim correctly as he is to use a big gun to shoot the target that is at the back of the enemy.

Designer: Yohanees Doni W.

106. Mathematics is easy

Screenshot:

Description: This game is to teach the player the mathematical number operations easily and joyfully. The player is to choose a question in form of additional, subtraction, multiplication and division.

Designer: Moch. Kholil

107. Perang Teluk

Screenshot:

Description: This game is to teach the player to shoot correctly as he is to shoot the helicopter that is flying over to avoid the flying rockets shot by the helicopter.

Designer: Jatmiko & Yudi
108. Poliseni Tetris

Screenshot:

Description: This game is to ensure the player to manage the shapes of the timber that are falling, and if put together they are to disappear, the player wins – collect points.

Designer: Kharisma, Tri Atmi & Eni

109. Spot of Number 3-D

Screenshot:

Description: This game is to ensure the player to locate dots in the appearing numbers that will display information of Indonesian cultures.

Designer: Robby Pratama

110. Zekr

Screenshot:

Description: This game is to ensure the player to avoid each presence and answer a question as away of continuing the trip to the following village.

Designer: M. Taufik
b. Supplementary Learning Materials in Mobile Application

Complementary lesson of learning Application is to support the learning process. Until April 2010 JARC SEAMOLEC has already produced 5 applications to help the learning process such as English Grammar, Callory Formula, Animalia Dictionary, Java Dictionary and Portable Holy Qur’an.

SEAMOLEC and BIOTROP Project
SEAMOLEC will send a student who is still undergoing an internship in SEAMOLEC to BIOTROP for 2-3 months commencing from August 2010. This student will make 25 edu-games related to go-green project and other projects and the support content of the game from BIOTROP.

SEAMOLEC and INNOTECH
During the 34th SEAMEO Council Conference the Director of SEAMOLEC has visited INNOTECH. SEAMOLEC and INNOTECH have reached an agreement that INNOTECH, Philippines, will accept two (2) students who are undergoing internship in SEAMOLEC to help them to make game on ASEAN awareness. SEAMOLEC will send these two students to INNOTECH, Philippines, in early August 2010.

SEAMOLEC and RECFON
SEAMEO RECFON has requested for a training to be conducted on JENI edu-mobile game in August 2010. The Director of SEAMOLEC agreed on this request and will send resource persons as trainers to SEAMEO RECFON in August.

SEAMOLEC and SEAMEO QITEP in Math
The Directors of these two institutions agreed on sending two (2) students who are still undergoing an internship in SEAMOLEC to SEAMEO QITEP in Math in order to make edu-game on mathematics.