



WEBEX Training Schedule for GROUP A (SESSION 4-8) **For Students of Brunei Darussalam, Indonesia and Malaysia**

Important Note: Please log-in the webex training session during 12.45-13.00 hrs before the session starts at 13.00 hrs. The trainer will lock the meeting room and you will not be able to access the training if you are late over 15 minutes.

Steps to Join the Training Session

1. Go to <https://seamolec.webex.com/seamolec/>
2. Enter Training Session Number.
Click "Join".
3. Enter the Session Password: 1234
4. Enter your name by using the format "School Name_Name of Student" or "School Name_Name 1+Name2+Name3" or "School Name_All students", email address, and Session Password
5. Click "Join Now".
6. Follow the instructions that appear on your screen.

Blog of Instructor

To do download documents, review the previous sessions and consultation with instructors, please visit this link:

<https://seagamedev.wordpress.com>

Session	Date	Time	Content	WEBEX Meeting Information
1	Tue. 14 February 2017	13:00-15:00 hrs. (2 hours) Bangkok Time	<ul style="list-style-type: none"> Introduction to Game Development and Story Board Making 	Review the session 1 https://www.youtube.com/watch?v=BKIffNZrLHM&feature=youtu.be
2	Mon. 20 February 2017	13:00-15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> Game Development using Construct 2 : Platform Game 	Review the session 2 https://www.youtube.com/watch?v=TvcumVpZves&feature=youtu.be
3	Mon. 27 February 2017	13:00-15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> Game Development using Construct 2 : Shooter Game 	Review the session 3 https://www.youtube.com/watch?v=g0Z5YmiCKIU&feature=youtu.be
-	Mon. 6 March 2017	13:00-15:00 hrs (2 hours) Bangkok Time	NO CLASS	We are so sorry that we need to postpone the class on 6 March as Mr Wisnu is having an urgent mission in Myanmar. The Session 4 will be rescheduled to be on Monday 13 March.
4	Mon. 13 March 2017	13:00-15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> Design the Game Assets using Inkscape and Spriter 	[Game Training] Group A (13Mar1pm) Session date: Monday, March 13, 2017 Log-in time for students: 12.45-13.00 hrs Starting time: 13.00 hrs, Bangkok Time (Bangkok, GMT+07:00) Join the session: https://seamolec.webex.com/seamolec/ Session Number: 572 342 870 Session Password: 1234
5	Mon. 20 March 2017	13:00-15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> Game Development using Construct 2 : Tower Defense Game 	[Game Training] Group A (20Mar1pm) Session date: Monday, March 20, 2017 Log-in time for students: 12.45-13.00 hrs Starting time: 13.00 hrs, Bangkok Time (Bangkok, GMT+07:00) Join the session: https://seamolec.webex.com/seamolec/ Session Number: 572 152 176 Session Password: 1234
6	Mon. 27 March 2017	13:00-15:00 hrs (2 hours)	<ul style="list-style-type: none"> Game Development using Construct 2 : 	[Game Training] Group A (27Mar1pm) Session date: Monday, March 27, 2017 Log-in time for students: 12.45-13.00 hrs

		Bangkok Time	Turn-Based Game	Starting time: 13.00 hrs, Bangkok Time (Bangkok, GMT+07:00) Join the session: https://seamolec.webex.com/seamolec/ Session Number: 576 842 540 Session Password: 1234
7	Mon. 3 April 2017	13:00-15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> Game Development using Construct 2 : Game Layouts 	[Game Training] Group A (3Apr1pm) Session date: Monday, April 3, 2017 Log-in time for students: 12.45-13.00 hrs Starting time: 13.00 hrs, Bangkok Time (Bangkok, GMT+07:00) Join the session: https://seamolec.webex.com/seamolec/ Session Number: 579 616 002 Session Password: 1234
8	Mon 10 April 2017	13:00-15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> Publish the Game 	[Game Training] Group A (10April1pm) Session date: Monday, April 10, 2017 Log-in time for students: 12.45-13.00 hrs Starting time: 13.00 hrs, Bangkok Time (Bangkok, GMT+07:00) Join the session: https://seamolec.webex.com/seamolec/ Session Number: 572 754 654 Session Password: 1234
9	1 st week of May	To be confirmed	<ul style="list-style-type: none"> Presentation of the game by students 	To be provided

Preparation and Rules

- 1) Students and teachers **must log-in the Webex meeting room during 12.45-13.00 hrs**. Because the instructor will lock the meeting room after the session starts 15 minutes and you are not able to attend the training session if you are late over 15 minutes.
- 2) Students should be **polite in the CHAT room**, otherwise we will report back to the teacher and terminate the participation of that student.
- 3) **For all training sessions**, we suggest each school to **use only 1 computer to log-in to the webex system and connect to the projector** (if possible). We suggest all students to be in one room so that the students will clearly see the presentation on a big screen.
- 4) **For all training sessions**, we suggest each student to have **an individual notebook/computer to follow the instructor**.
- 5) We request **all students/teachers to download and install the software** in the individual notebook/computer prior to the 1st training session.

Please click on the following link to download the software.

<https://seagamedev.wordpress.com/2017/02/07/tools-preparation/>

- 6) If you are not able to join the training sessions, you can view the previous lectures and presentation files from the Blog of the instructor.
<https://seagamedev.wordpress.com>
- 7) The consultative sessions will be conducted on demand. The instructor will inform you later for the schedule and webex code.
- 8) Due to a large number of participants, we need to conduct the training into 2 groups for each week.
 - a. **Group A: Students of Malaysia, Indonesia, and Brunei Darussalam** will be trained on 14 Feb and every Monday on 20 Feb, 27 Feb, 6 March, 13 March, 20 March, 27 March, 3 April at 13.00-15.00 hrs (Bangkok time).
 - b. **Group B: Students of Cambodia, Lao PDR, Myanmar, Philippines, Thailand, Singapore, Vietnam, India and all waiting-list teachers** will be trained every Friday on 17 Feb, 24 Feb, 3 March, 10 March, 17 March, 24 March, 31 March, 7 April at 14.30-16.30 hrs (Bangkok time).

Instructor and Contact Details



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Master: Digital Media and Games Technology, Bandung Institute of Technology, Indonesia

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