



## WEBEX Training Schedule for GROUP A

**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.

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"> <li>• Introduction to Game Development and Story Board Making</li> </ul>	<p><b>[Game Training] Group A Session 1 (14Feb1pm)</b></p> <p>Session date: Tuesday, February 14, 2017</p> <p>Log-in time for students: 12.45-13.00 hrs</p> <p>Starting time: 13.00 hrs, Bangkok Time (Bangkok, GMT+07:00)</p> <p>Join the session: <a href="https://seamolec.webex.com/seamolec/">https://seamolec.webex.com/seamolec/</a></p> <p>Session Number: <b>573 797 712</b></p> <p>Session Password: 1234</p>

2	Mon. 20 February 2017	13:00- 15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> <li>Game Development using Construct 2 : Platform Game</li> </ul>	<p><b>[Game Training] Group A Session 2 (20Feb1pm)</b>  Session date: Monday, February 20, 2017  Log-in time for students: 12.45-13.00 hrs  Starting time: 13.00 hrs, Bangkok Time (Bangkok, GMT+07:00)</p> <p>Join the session: <a href="https://seamolec.webex.com/seamolec/">https://seamolec.webex.com/seamolec/</a>  Session Number: <b>570 221 968</b>  Session Password: 1234</p>
3	Mon. 27 February 2017	13:00- 15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> <li>Game Development using Construct 2 : Shooter Game</li> </ul>	<p><b>[Game Training] Group A Session 3 (27Feb1pm)</b>  Session date: Monday, February 27, 2017  Log-in time for students: 12.45-13.00 hrs  Starting time: 13.00 hrs, Bangkok Time (Bangkok, GMT+07:00)</p> <p>Join the session: <a href="https://seamolec.webex.com/seamolec/">https://seamolec.webex.com/seamolec/</a>  Session Number: <b>573 787 542</b>  Session Password: 1234</p>
4	Mon. 6 March 2017	13:00- 15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> <li>Design the Game Assets using Inkscape and Spriter</li> </ul>	<p><b>[Game Training] Group A Session 4 (6Mar1pm)</b>  Session date: Monday, March 6, 2017  Log-in time for students: 12.45-13.00 hrs  Starting time: 13.00 hrs, Bangkok Time (Bangkok, GMT+07:00)</p> <p>Join the session: <a href="https://seamolec.webex.com/seamolec/">https://seamolec.webex.com/seamolec/</a>  Session Number: <b>571 244 096</b>  Session Password: 1234</p>
5	Mon. 13 March 2017	13:00- 15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> <li>Game Development using Construct 2 : Tower Defense Game</li> </ul>	To be informed later
6	Mon. 20 March 2017	13:00- 15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> <li>Game Development using Construct 2 : Turn-Based Game</li> </ul>	To be informed later
7	Mon. 27 March 2017	13:00- 15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> <li>Game Development using Construct 2 : Game Layouts</li> </ul>	To be informed later

8	Mon. 3 April 2017	13:00-15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> <li>Publish the Game</li> </ul>	To be informed later
9	4 <sup>th</sup> Week of April 2017	To be confirmed	<ul style="list-style-type: none"> <li>Presentation of the game by students</li> </ul>	To be informed later

### 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 1<sup>st</sup> 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



**Mr Ahmad Wisnu Mulyadi**  
IT Consultant, SEAMEO Secretariat (Email: [wisnu@seameo.org](mailto:wisnu@seameo.org);  
[schoolnetwork@seameo.org](mailto:schoolnetwork@seameo.org))

Bachelor: Computer Science Education, Indonesia University of Education, Indonesia

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

Master: Interdisciplinary Program of Information Systems, Pukyong National University, South Korea