



WEBEX Training Schedule for GROUP B

For Students of Cambodia, Lao PDR, Myanmar, Philippines, Thailand, Singapore, Vietnam, India and all Waiting-list Teachers

Important Note: Please log-in the webex training session during 14.15-14.30 hrs before the session starts at 14.30 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	Fri. 17 February 2017	14:30- 16.30 hrs. (2 hours) Bangkok Time	<ul style="list-style-type: none"> • Introduction to Game Development and Story Board Making 	<p>[Game Training] Group B Session 1 (17Feb2.30pm)</p> <p>Session date: Friday, February 17, 2017</p> <p>Log-in time for students: 14.15-14.30 hrs</p> <p>Starting time: 14.30 hrs, Bangkok Time (Bangkok, GMT+07:00)</p> <p>Join the session: https://seamolec.webex.com/seamolec/</p>

				Session Number: 578 492 132 Session Password: 1234
2	Fri 24 February 2017	14:30- 16.30 hrs. (2 hours) Bangkok Time	<ul style="list-style-type: none"> Game Development using Construct 2 : Platform Game 	[Game Training] Group B Session 2 (24Feb2.30pm) Session date: Friday, February 24, 2017 Log-in time for students: 14.15-14.30 hrs Starting time: 14.30 hrs, Bangkok Time (Bangkok, GMT+07:00) Join the session: https://seamolec.webex.com/seamolec/ Session Number: 575 826 631 Session Password: 1234
3	Fri. 3 March 2017	14:30- 16.30 hrs. (2 hours) Bangkok Time	<ul style="list-style-type: none"> Game Development using Construct 2 : Shooter Game 	[Game Training] Group B Session 3 (3Mar2.30pm) Session date: Friday, March 3, 2017 Log-in time for students: 14.15-14.30 hrs Starting time: 14.30 hrs, Bangkok Time (Bangkok, GMT+07:00) Join the session: https://seamolec.webex.com/seamolec/ Session number: 573 506 782 Session Password: 1234
4	Fri. 10 March 2017	14:30- 16.30 hrs. (2 hours) Bangkok Time	<ul style="list-style-type: none"> Design the Game Assets using Inkscape and Spriter 	[Game Training] Group B Session 4 (10Mar2.30pm) Session date: Friday, March 10, 2017 Log-in time for students: 14.15-14.30 hrs Starting time: 14.30 hrs, Bangkok Time (Bangkok, GMT+07:00) Join the session: https://seamolec.webex.com/seamolec/ Session number: 579 111 489 Session Password: 1234
5	Fri. 17 March 2017	14:30- 16.30 hrs. (2 hours) Bangkok Time	<ul style="list-style-type: none"> Game Development using Construct 2 : Tower Defense Game 	To be informed later
6	Fri. 24 March 2017	14:30- 16.30 hrs. (2 hours) Bangkok Time	<ul style="list-style-type: none"> Game Development using Construct 2 : Turn-Based Game 	To be informed later
7	Fri 31 March 2017	14:30- 16.30 hrs. (2 hours)	<ul style="list-style-type: none"> Game Development using Construct 2 : 	To be informed later

		Bangkok Time	Game Layouts	
8	Fri. 7 April 2017	14:30-16.30 hrs. (2 hours) Bangkok Time	<ul style="list-style-type: none"> Publish the Game 	To be informed later
9	4 th Week of April 2017	To be confirmed	<ul style="list-style-type: none"> Presentation of the game by students 	To be informed later

Preparation and Rules

- 1) Students and teachers **must log-in the Webex meeting room during 14.15-14.30 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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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