

Anyone Can Make a Game

Game Development Online Training

SEAMEO School Network



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SEAMEO Secretariat



Video Conferences Rules

- Username Format to Join Webex:
schoolname_firstname or **schoolname_name1+name2+name3**
ex: ABCSchool_Piyapa or **ABCSchool_Piyapa+Anti+Thanit**
- Please 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.
- We suggest each student to have an individual notebook/computer to follow the instructor.



Video Conferences Rules

- During the presentation session, please **MUTE** your audio.
- During the presentation session, **AVOID** using Chat room if its not related to the training matter.
- **Question and Answer** will be held after the presentation session.
- Please **be polite on the CHAT room**, otherwise we will report back to the teacher and terminate the participation of that student.



Video Conferences Rules

- Participant should join the meeting room **15 minutes before the time** on the schedule to prepare and test the audio.
- For each session, we will give **15 minutes late tolerance**, after that we will lock the meeting room so that participants will not be able to join the room.



Training Rules

- If students cannot join the webex meeting on schedule, students can view previous lecture from the video recording in the blog
- We will **NOT** count the absenteeism
- To get the **certificate**, team must be able to produce a game as their final project
 - **Game Storyboard Document (Game Design Document)**
 - **Published Game based on storyboard document**
- Download and install the softwares in the individual notebook/computer:

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



Training Rules

- Due to a large number of participants we divide the participants into 2 groups:

Group	Country	Number of Schools	Number of teams	Number of Students
A	Indonesia	49	101	302
	Malaysia	51	106	318
	Brunei	2	4	12
	Total	102	211	632
B	Cambodia	12	27	79
	Myanmar	5	10	30
	Philippines	12	27	81
	Singapore	1	1	3
	Thailand	8	19	57
	Vietnam	1	2	6
	India	1	3	9
	Total	40	89	265
	Waiting List Teachers			57
	TOTAL			322



Training Rules

- **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).



Training Rules

- **Group B:**

Students of Cambodia, Lao PDR, Myanmar, Philippines, Thailand, Singapore, and Vietnam 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).



Objectives

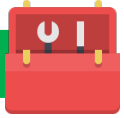
After the training, students will learn :

- Game development process,
- Story Board (Game Design Document) making ,
- Design the Game Asset,
- Develop various genre of Games,
- Publish their Game.



Contents

- Introduction to **Game Development** and **Story Board Making**
- Game Development using Construct 2 : **Platform Game**
- Game Development using Construct 2 : **Shooter Game**
- Design the **Game Assets** using Inkscape and Spriter
- Game Development using Construct 2 : **Tower Defense Game**
- Game Development using Construct 2 : **Turn-Based Game**
- Game Development using Construct 2 : **Game Layouts**
- Publish the Game



Tools Preparation

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

- Construct 2 (<https://www.scirra.com/>)
- Inkscape (<https://inkscape.org/en/>)
- Spriter Pro (<http://www.brashmonkey.com/index.htm>)



Blog (<https://seagamedev.wordpress.com/>)

- Video Conferences Schedule
- Each session materials:
 - Video recording
 - Presentation
 - Game Asset (Graphic, Sprite Sheet, Sound, etc)
 - Game Sample (Construct File)
 - Others
- Announcement
- Discussion



Game Development Competition

In the end of this training, there will be competition:



1st Winner
\$ 300



2nd Winner
\$ 200



3rd Winner
\$ 100



Contact

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Next Session

- **[Game Training] Group A Session 1 (14Feb1pm)**

Session date: Tuesday, February 14, 2017

Starting time: 1:00 pm, Bangkok Time (Bangkok, GMT+07:00)

Session number: **573 797 712**

Session Password: **1234**

- Please check periodically: www.seagamedev.wordpress.com



Next Session

- **[Game Training] Group B Session 1 (17Feb2.30pm)**

Session date: Friday, February 17, 2017

Starting time: 2:30 pm, Bangkok Time (Bangkok, GMT+07:00)

Session number: **578 492 132**

Session Password: **1234**

- Please check periodically: www.seagamedev.wordpress.com

Thank You

