



Online Registration for Students: <http://bit.ly/SN-GameDevTraining>

Waiting-List Online Registration for Teachers: <http://bit.ly/SN-GameDevTrainingTeacher>

Deadline for Registration: 31 January 2017

Download: [Details of the Training Course](#)

1. Background

On the occasion of SEAMEO 50th Anniversary in 2015, a project entitled SEAMEO 50x3 Schools' Network was developed with its aims to leverage capacity of school leaders, teachers, and students through capacity development programmes and other contributions from 21 SEAMEO Regional Centres, SEAMEO stakeholders, and partners.

The SEAMEO Schools' Network also enables the participating schools to help each others, share practices and experiences that are useful to students and teachers towards the quality of education.

To develop Southeast Asian students to be equipped with advanced ICT skills, problem-solving, creativity, teamwork, and communication, the Southeast Asian Ministers of Education Organization Secretariat (SEAMEO Secretariat) will organise a **Game Development On-line Training for Students "Anyone Can Make a Game" during 13 February- 6 April 2017 with free of charge.**

This training course will be conducted through online by using the webex platform – 2 hours/week for a training session, and 1 hour/week for a consultative session, totaling 16 hours for training sessions and 8 hours for consultative sessions.

With free and special features of the software programme called "Construction 2.0", **students do not need to have any special computer programming knowledge and skills.**

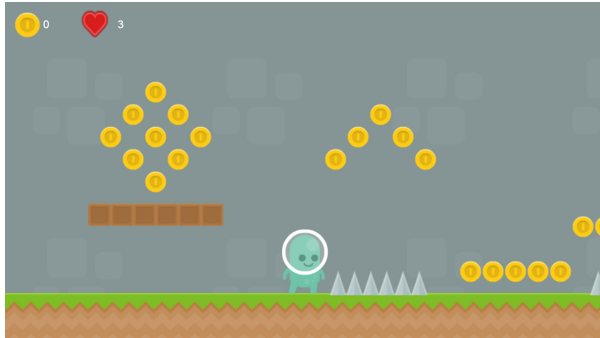
- Students do not need programming language experience.
- Students do not need to write a code.
- Students do not need to remember the syntax.
- It's easy!. Everyone can learn.
- All we need is only an awesome idea and creativity.

After the training, students will learn:

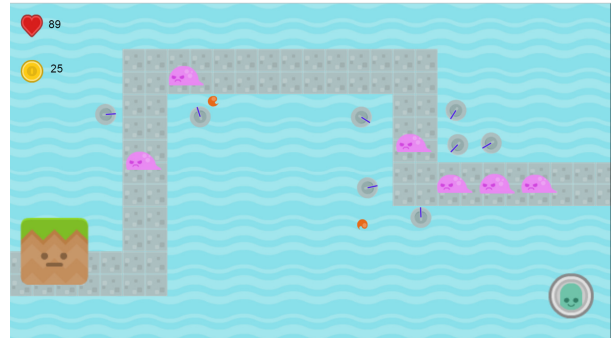
- Game Development Process
- Story Board Development
- Design the Game Asset
- Develop various Genre of Games
- Publish their Game

Basic Games that Students will Learn:

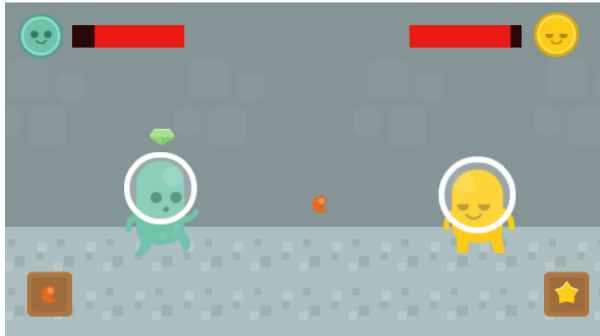
Platform Game



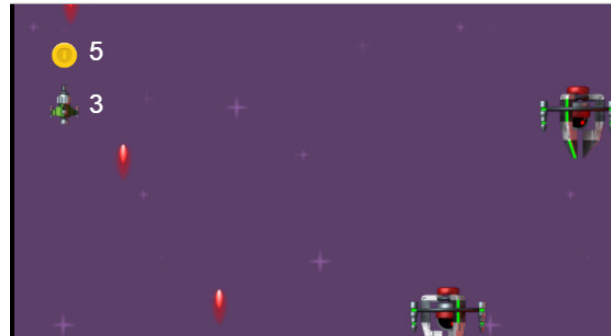
Defense Game



Turn-based Game



Shooter Game



Students/teachers can view the game showcase of Construct 2.0 by visiting this weblink:
<https://www.scirra.com/construct2/games>

2. Who Can Apply to Join ?

All students who are studying in Grade/Year 7 to 12 or equivalent at the high/secondary/vocational high schools in 11 Southeast Asian countries, namely Brunei Darussalam, Cambodia, Indonesia, Lao PDR, Malaysia, Myanmar, Philippines, Singapore, Thailand, Timor-Leste, and Vietnam.

Rules for Registration

- The student must study in **Grade/Year 7 to 12 or equivalent** at the high/secondary/vocational high schools in 11 Southeast Asian countries.
- Students or coordinating teachers must register by **a Group/Team of students** – 1 Group/Team of students comprises of **3 students** who are studying in the **same or different education level**.
- 1 school can submit **at least 1 group/team** (comprising of 3 students) or **maximum 3 teams** (or 9 students).
- The registration for students should be done through online by visiting the following link <http://bit.ly/SN-GameDevTraining>
- The maximum number of schools to be accepted for this training course is **50 schools**.
- The registration will be accepted as **a first come, first serve basis**.
- Information needed for the online registration such as name of school, name of school director, school address, name of coordinating teacher, email address and mobile of coordinating teacher, name of students, education level, and email address and mobile number of students.

- For the teachers who would like to join this training course, please proceed the **Online Waiting-list Registration for Teachers** by clicking the following link.

<http://bit.ly/SN-GameDevTrainingTeacher>

Since this training course is designed for students, SEAMEO will need to give the first priority to students. Teachers can be participated if the number of students is less than the targeted number. SEAMEO will inform the teachers on 3 February for the available slots for teachers.

3. Software Programmes to be Used (Free Programme)

The following software programmes will be used during the training course.

- Game Programmer: Construct 2.0 (<https://www.scirra.com/construct2>)
- Game Artist: Inkscape (<https://inkscape.org/>), Spriter (<https://brashmonkey.com/>)

Students should install the above software programmes in their computer/notebook prior to the training session starts.

4. Training Sessions and Content

The training will be conducted within 2 months, starting from 13 February to 6 April 2017.

Total Hours:

- Total Training Hours: **16 hours for training sessions** and **8 hours for consultative sessions.**
- 1 Training session per week (2 hours for each training session).
- 1 Consultative session per week (1 hour for each consultative session) – This consultative session is available for students who have problems and would like to discuss the details with the trainer. Students can optionally access to the web teleconference during the consultative session if they have questions to discuss with the trainer.

Content:

- 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

5. Training Schedule

Session	Date (Tentative)	Time (Tentative)	Content
0	Tue 7 and Wed 8 February 2017	13.00-15.00 hrs, Bangkok Time	<ul style="list-style-type: none"> 'Webex Testing Sessions' for teachers and students who are inexperienced in using webex teleconference. Trainees can log-in to the system any time during 13.00-15.00 hrs on 7 and 8 Feb. Instructions will be provided by email.
0	Fri. 10 February 2017	14:00-15:00 hrs. (1 hour)	<ul style="list-style-type: none"> Online Orientation for Students and Coordinating Teachers
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
2	Fri. 17 February 2017	13:00-14:00 hrs. (1 hour) Bangkok Time	<ul style="list-style-type: none"> Consultative Session (Optional for students)
3	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
4	Fri. 24 February 2017	13:00-14:00 hrs (1 hour) Bangkok Time	<ul style="list-style-type: none"> Consultative Session (Optional for students)
5	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
6	Fri. 3 March 2017	13:00-14:00 hrs (1 hour) Bangkok Time	<ul style="list-style-type: none"> Consultative Session (Optional for students)
7	Mon. 6 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
8	Fri. 10 March 2017	13:00-14:00 hrs (1 hour) Bangkok Time	<ul style="list-style-type: none"> Consultative Session (Optional for students)
9	Mon. 13 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
10	Fri. 17 March 2017	13:00-14:00 hrs (1 hour) Bangkok Time	<ul style="list-style-type: none"> Consultative Session (Optional for students)
11	Mon. 20 March 2017	13:00-15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> Game Development using Construct 2 : Turn-Based Game
12	Fri. 24 March 2017	13:00-14:00 hrs (1 hour) Bangkok Time	<ul style="list-style-type: none"> Consultative Session (Optional for students)
13	Mon. 27 March 2017	13:00-15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> Game Development using Construct 2 : Game Layouts
14	Fri. 31 March 2017	13:00-14:00 hrs (1 hour) Bangkok Time	<ul style="list-style-type: none"> Consultative Session (Optional for students)
15	Mon. 3 April 2017	13:00-15:00 hrs (2 hours) Bangkok Time	<ul style="list-style-type: none"> Publish the Game
16	Fri. 7 April 2017	13:00-14:00 hrs (1 hour) Bangkok Time	<ul style="list-style-type: none"> Consultative Session (Optional for students)
17	4 th Week of April 2017	To be confirmed	<ul style="list-style-type: none"> Presentation of the game by students

6. Instructor



Mr Ahmad Wisnu Mulyadi
IT Consultant, SEAMEO Secretariat

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

7. Timeline

1. Online Registration	4 - 31 January 2017
2. Deadline of Registration	31 January 2017
3. Announcement of Training Participants by Email and on SEAMEO Website	3 February 2017
4. Webex Testing Sessions (To train participants to use the web teleconference platform)	7, 8 February 2017, 13.00-15.00 hrs
5. Online Orientation for Students and Coordinating Teachers	10 February 2017, 14.00-15.00 hrs
6. Training Sessions	14 February – 7 April 2017
7. Presentation of the Game Project by Students	4 th week of April 2017 (To be confirmed)
8. Announcement of the Awarding Teams	1 st week of May 2017

8. Assessment/Assignment

A group of students must design, develop and publish their own game as a final project.

9. Prizes for Outstanding Teams

For the outstanding teams, there are the following 3 monetary prizes:

- 1st Prize: 300 USD/team
- 2nd Prize: 200 USD/ team
- 3rd Prize: 100 USD/team

10. Certificate of Completion

A Certificate of Completion will be provided to the students upon the completion of the training programme, and submission of a game developed by students.

11. General Rules and Conditions

- Students can have a maximum of 2 absenteeism from the on-line training session.
- Students must inform the trainer at least 1 day in advance by email prior to the absenteeism.
- Students should prepare the required software before the training session begins. The trainer will provide the instructions to the students.

12. Contact Details

For additional information of the training course and registration, please contact:

Ms Piyapa Su-angavatin

Coordinator

SEAMEO Secretariat, Bangkok, Thailand

Tel: + 662 391 0144 | Fax: + 662 381 2587

Email: schoolnetwork@seameo.org (cc: piyapa@seameo.org)

www.seameo.org

ADDITIONAL INFORMATION:

1. What is “Construction 2.0” ?

Construct 2 is a powerful ground breaking HTML5 game creator designed specifically for 2D games. It allows anyone to build games — no coding required!

Features:

- Quick and easy
- Powerful event system
- Flexible
- Instant preview
- Stunning visual effects
- Multiplatform export
- Easy extensibility
- Free software

<https://www.scirra.com/>

2. What is “SEAMEO” ?

The Southeast Asian Ministers of Education Organization (SEAMEO) is a regional intergovernmental organization established in 1965 among governments of Southeast Asian countries to promote regional cooperation in education, science and culture in the region.

Its 11 Member Countries include Brunei Darussalam, Cambodia, Lao PDR, Indonesia, Malaysia, Myanmar, the Philippines, Singapore, Thailand, Timor Leste and Vietnam. It embodies 8 Associate Member Countries: Australia, Canada, France, Germany, the Netherlands, New Zealand, Spain and United Kingdom; and four Affiliate Members, namely the International Council for Open and Distance Education (ICDE), the University of Tsukuba (Japan), British Council, and China Education Association for International Exchange (CEAIE).

Over the past four decades, SEAMEO has developed 21 specialist institutions throughout Southeast Asia which provide regional leadership in human resource development and diverse expertise that they offer in education, culture, health, environment, and agriculture and natural resources. (www.seameo.org)