

(Community & Technological Camp)

SUB COURSE C: Game Animation & Internet of Things

IOT and game based on Indonesia culture

Learning the basic of using IOT technology and how to design basic game based on Indonesian history

Contents of the course:

Topic 1 : Internet of Things for Agriculture or Fishery

IOT for Nutrient Film Technique (NFT) Aquaponic System.

The NFT Aquaponic system needs circulation of water and maintaining the environment system.

In this course, we present three basic parts of the IOT for monitoring NFT Aquaponic, there are: sensor node, server, and visualization application.

Session 1 : Sensor Node

The sensor node consists of a microcontroller, sensor and communication device.

Session 2 : Server and Web Application

The server serves as data storage of data sensing while visualization for data sensing uses mobile and web application.

Session 3 : Mobile Application

Topic 2 : Game Design in Indonesian Culture

Session 1 : Game Interface for 2D Game

The first session will be about the introduction of lecturers and course's assistants. After that, we'll continue on the introduction of Unity game engine and designing basic user interface for use in 2D games.

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A brief explanation on what the participant must need to make for the final project's exhibition.

Session 2 : Game Story and Design Based on Indonesian History

The city tour will be held twice. The goal of this tour is that the participants will find references for their upcoming final project, especially in the story's development and game design.

Session 3 : Motion Capture and AR for Game

Participants will be introduced to motion capture for human modelling animation , e .q.: the preparations for setting the required equipment to record the human model's movements that will be used in the 3D humanoid model for video game.

Moving back to Unity, the participants will be introduced into the world of Unity's 3D world and setting the required AR's plugins/ toolkit in Unity, as well as how to make AR game with Unity.