Group 05: Zeetech

Group Member
- Muhammad Harits Abiyyudo
- Deni Barasena
- Huy Tuan Anh Nguyen
- Ananda Rasyid Soedarmo
- Andree Yosua

Who are we?

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- ZeeTech is a collaboration team consisting of:
    - Muhammad Harits Abiyyudo as Project Leader
    - Deni Barasena as Head of Technology
    - Huy Tuan Anh Nguyen as Head of Marketing
    - Ananda Rasyid Soedarmo
    - Andree Yosua

- Our goal is is to finish given project with satisfied client while providing a fast, reliable, and aesthetically pleasing product

How we work

Resource Responsibility P - Primary Responsibility A - Approval Authority S - Supporting Responsibility (Contributor or Reviewer) I - Information Only	Muhammad Harits Abiyyudo	Ananda Rasyid Putra Soedarmo	Deni Barasena	Huy Tuan Anh Nguyen	Andree Yosua
Administrator					
Informed Client and Supervisor	P	S	I	I	I
Manage Project	P	S	P	S	S
Document Each Meeting	A	P	I	I	I
Manage Weekly Meetings	P	S			
Marketing					
Customer Behavior & Market Research	I	I	S	P	I
SWOT Anaysis	S	I	I	P	I
Market Mix Decision	S	S	I	P	
Implementation and Control	I	S	A	P	I
Technical					
System Development	A	S	P		P
Social and Interactive E-Leaning		P	A		P
Assets		P	A		I
Database and Content	I	S	P	S	P
Documentation	S		P	I	S

Client

Mr. Matt Halliwell

As a part of his Ph.D., The client has been working on an interactive e-learning system that would incorporate gameplay or gamification

The e-learning system focuses on team building and the narrative content is provided by the trainer as a module

Initial problem description

Client believes that the current e-learning platform is focused on individual learning.

What our client wants:

Interactive training system.

Trainer can make their own module.

Friendly towards non-programmer.

Social media integration.

Web based platform.

Compatible with 3 most popular browser (Chrome, Firefox, and IE)

Initial problem solution

Create an e-learning platform that incorporates gamification.

Gamification - Definition

"The use of game design elements in non-game contexts" (Deterding et al. 2011).

Game elements: Self-presentation, two-dimensional environment; narrative context; reputations, ranks, and levels; competition; time pressure; teams; communication (Reeves and Read 2009).

Non-game contexts: E-training platform
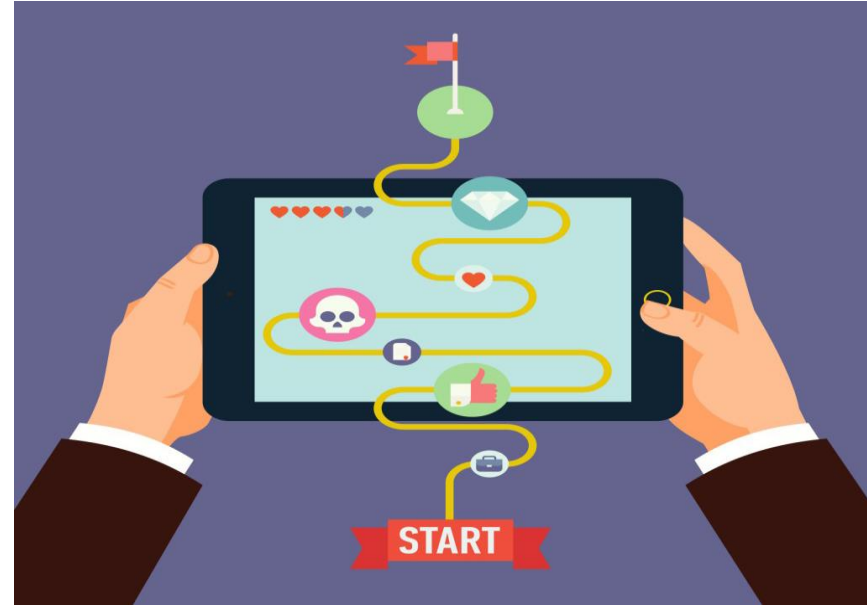
Source: elearningindustry.com

Gamification - Benefits

Why Gamification?

Engagement and entertainment

Challenges
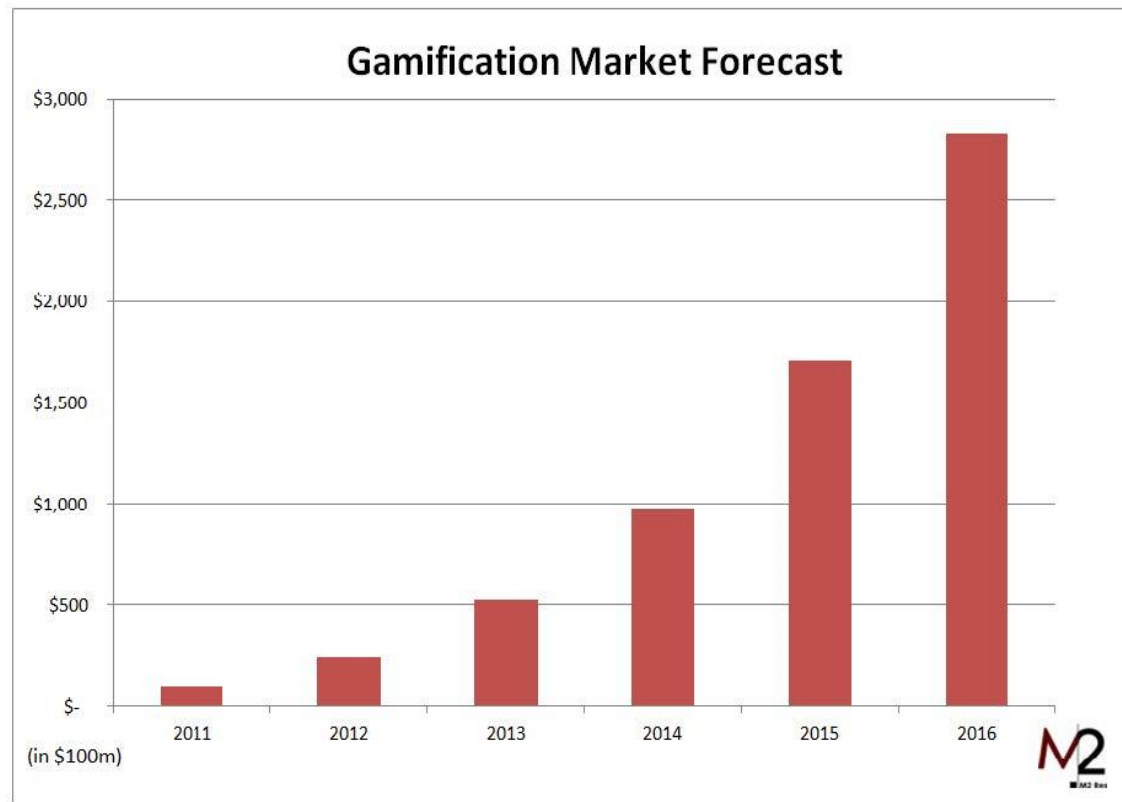
Feedback

Flow or mastery

Friendly competition

Rewards

Knowledge
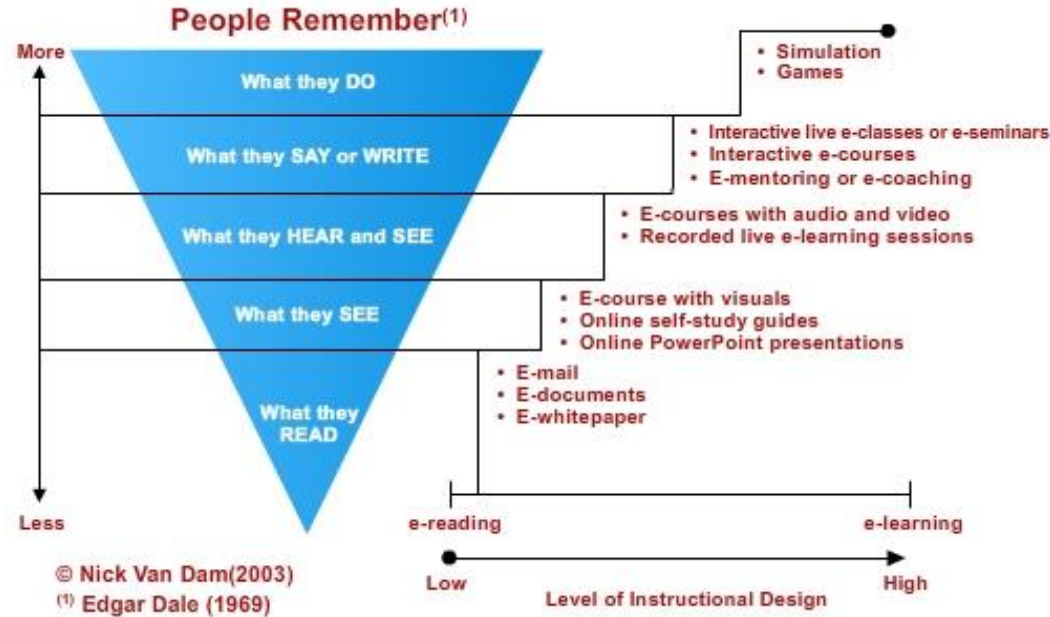
Source: elearningindustry.com

Target market

Businesses

Organizations

Academic institutions

Gamification Market Forecast
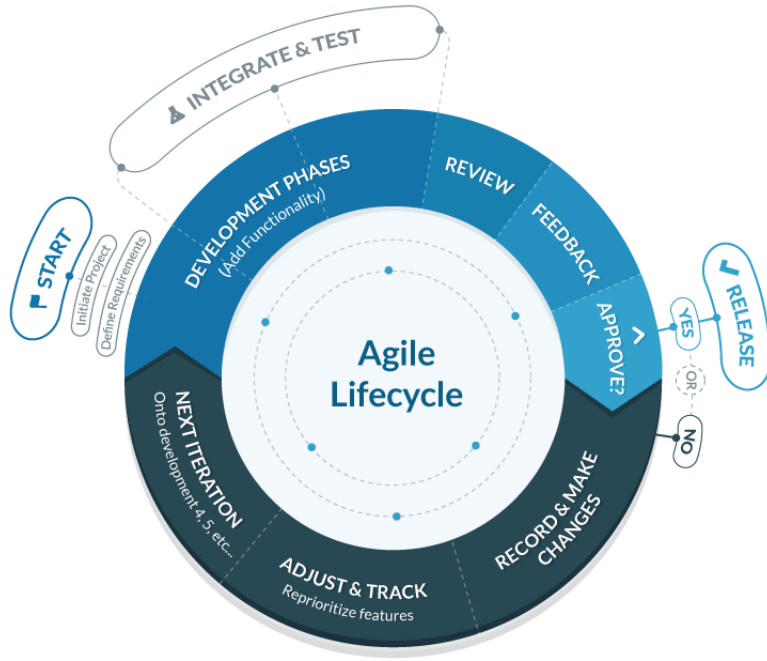

Source: weplay.co

Design methodology

Source: capterra.com

- Weekly Meetings
- Weekly Schedule Performance Measurement
- TDD
- Small Releases
- Workflow & Task Visualization
- Limit WIP
- Eliminate Waste

Environments

Development

- HTML5, CSS3, Javascript
- Bootstrap 4, JQuery 3.0, PixiJS
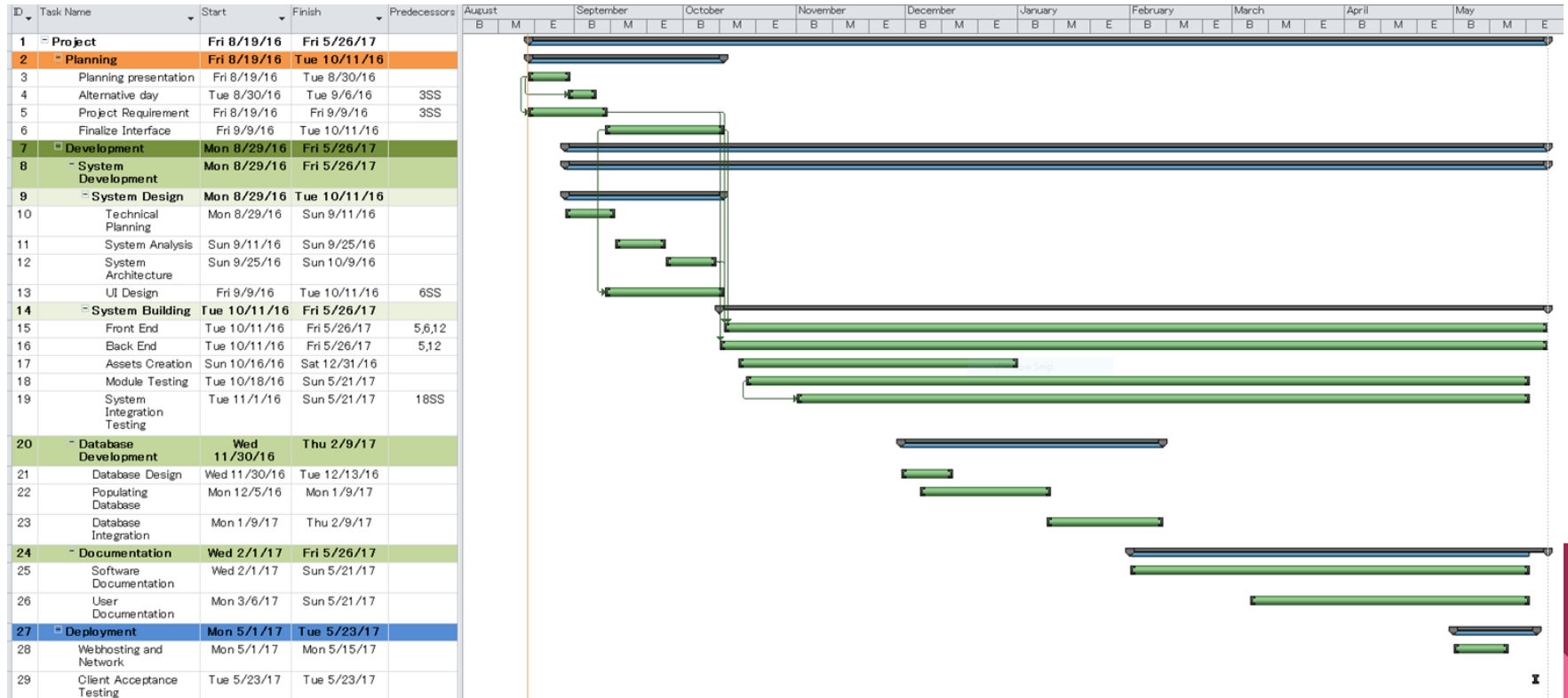- Java EE 6

Deployment

- Tomcat7
- MySQL

Tools

- Selenium
- XAMPP
- IE 11
- Firefox
- Chrome

Future plan

Bibliography

Burke, B 2014, Gamify: How Gamification Motivates People to Do Extraordinary Things, Bibliomotion, Brookline.

Capterra (2016), *agile-methodology*, image, Capterra viewed 5 September 2016, <http://blog.capterra.com/wp-content/uploads/2016/01/agile-methodology-720x617.png>

Deterding, S, Dixon, D, Khaled, R & Nacke, L 2011, 'From Game Design Elements to Gamefulness: Defining "Gamification"', *Proceedings of the 15th International Academic MindTrek Conference*, pp. 9-15.

Reeves, B. and Read, J.L., 2013. Total engagement: How games and virtual worlds are changing the way people work and businesses compete. Harvard Business Press.