



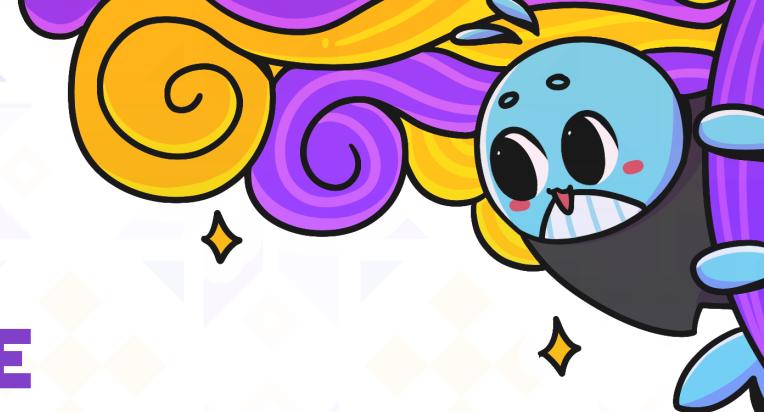
PELAKSANA PUSAT
KAMPUS MERDEKA

INFINITE
LEARNING

RMIT
UNIVERSITY

MSIB

Kampus
Merdeka
INDONESIA JAWA



MSIB CERTIFICATE

Number: 3920/IL-SIB/VI/2024

THIS CERTIFICATE PROUDLY PRESENT TO:

MUKHLIS WARDIN JUAINI

2101020048 - Universitas Bumigora - Teknologi Informasi

For Completing:

MSIB BATCH 6

This certificate is awarded for completing **Independent Study Program Batch 6, Introduction to Game Design (2D)** at **Infinite Learning**, in collaboration with **RMIT University Australia** from February 2024 to June 2024

Batam, 01 July 2024


Anindraha
Ari Nugrahanto, B.ED, M.Sc

Program Director



Prashil Singh

Director Partnerships,
College of Vocational Education at RMIT University

HARD SKILLS

Transcripts

NO	SKILLS	SCORE	DESCRIPTION
1	Game Engines & Game Design Principles	80	Have the ability to understand and create various elements of game design, including Structure of Game Design Documentation, System Design, Game Play & Mechanics, Game Storyboarding, Level Design, Game User Interface, AI (Artificial Intelligence), and Art.
2	Game Theory, Ethics Story & Narrative Development	90	Have the ability to understand and create various elements of game design, including Structure of Game Design Documentation, System Design, Game Play & Mechanics, Game Storyboarding, Level Design, Game User Interface, AI (Artificial Intelligence), and Art.
3	Game Mechanics and Game Design Documentation (GDD)	83	Have the ability to understand, implement game systems, Game Objectives, Genre Mechanics, Balancing Mechanics, GDD (Game Design Document) Contents, and the Structure of the GDD

NO	SKILLS	SCORE	DESCRIPTION
4	Game Coding Foundation	87	Have the ability to understand and build projects by implementing the Game Design Document (GDD) into Game Coding. This includes Basic Player Set Up, Introduction to Colliders and Event Handlers, Cleaning Up Code and Creating Custom Methods, Introduction to Name Spaces, Smart Platforms and Camera Follow, Adding in Game Assets, Convert to 2D Space and Creating a Neater Hierarchy, Player Animation, Collecting, Scoring and Enemies, Game UI, Level Layout, Finish Level, and Adding in Limited Lives.
5	Game Assets Management and Integration	86	Have the ability to understand and manage game assets, as well as perform asset listing.
6	Game UI and Sound Design	86	Have the ability to understand and implement Game UI and Sound Design, including applying UX/UI in Games, UI Design Principles, UI Spatial Zones, UI Safe Zones and Alternative Naming, Visual Design, Type Empathy, and Game Screen Design.
7	Monetisation, Advanced Mechanics and Play Testing	80	Capable of implementing Monetization in Games and developing a Monetization Strategy

SOFT SKILLS

NO	SKILLS	SCORE	DESCRIPTION
8	Professional Skills Collaboration,Communication and Adaptation	89	Basic skills in communicating verbally / verbally or the ability to speak. Good body language skills, facial expressions, eye gaze, hand movements, and several other gestures. Ability to write to convey ideas or ideas, solutions and detailed explanations of a project. Ability and understanding of listening techniques properly and carefully so that there are no misunderstandings in communicating. Presentation skills

SCORE	GRADE
85-100	A
80-84,99	A-
75-79,99	B+
70-74,99	B
65-69,99	B-

SCORE	GRADE
60-64,99	C+
55-59,99	C
45-54,99	C-
0-44,99	E

Batam, 01 July 2024


INFINITE
 LEARNING
 Ari Nugrahanto

Ari Nugrahanto, B.ED, M.Sc

Program Director