



# DEPARTMENT GAME



# DEPARTMENT GAME

RIFDA FERRY RISNIFA (220455)



## GAME DESIGN

???

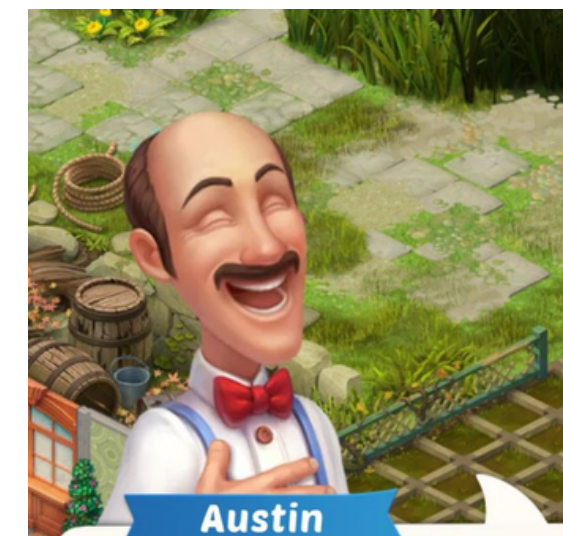


## GAME ASSET

PUTI THALITA MUGHNY (2203012)

## PROGRAMMING

???



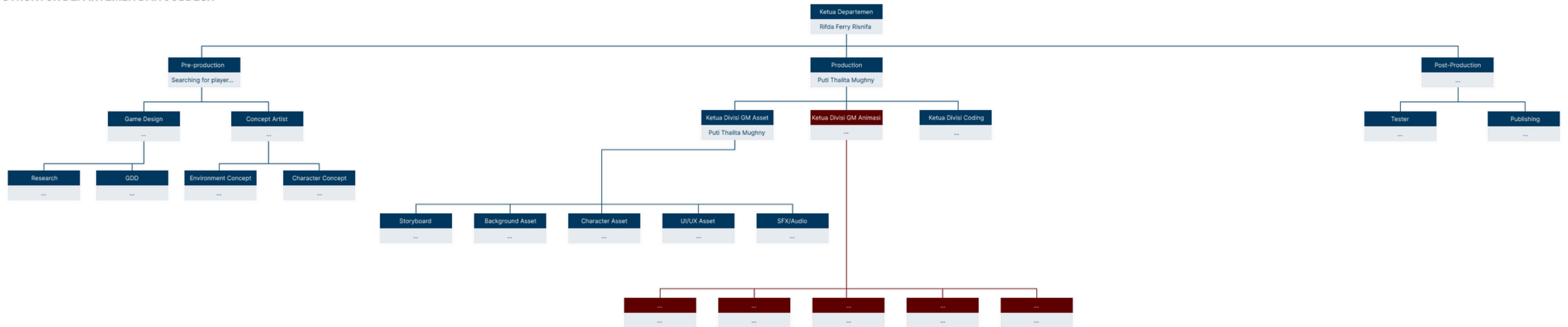
# DEPARTMENT GAME

DEPARTMENT GAME MERUPAKAN DEPARTMENT BARU IDM YANG BERPERAN UNTUK MENYEDIAKAN RUANG BAGI MAHASISWA YANG MEMILIKI MINAT DAN BAKAT DI DUNIA GAME DEVELOPING.

DIVISI GAME DESIGN, DIVISI GAME ASSET, DIVISI PROGRAMMING

# DEPARTMENT STRUCTURE

## STRUKTUR DEPARTEMEN DAN JOBDESK



# PROJECT STRUCTURE

## PRE PRODUCTION

- GAME DESIGN
- CONCEPT ART

## PRODUCTION

- GAME ASSET (TATA)
- **GAME ANIMATION**
- PROGRAMMER

## POST-PRODUCTION

- TESTER
- QUALITY ENSURANCE
- PUBLISHING

# **PROGRAM KERJA**

# 1. BIKIN GAME

**GAMBARAN KEGIATAN:** MEMBUAT GAME SESUAI DENGAN KEMAMPUAN DAN MINAT DARI ANGGOTA YANG NANTINYA AKAN DIPUBLISH.

**TUJUAN KEGIATAN:** AGAR ANGGOTA MENDAPAT PENGALAMAN BEKERJA DAN MENGHASILKAN KARYA DI BIDANG GAME DEVELOPING.

**TARGET:** 1 PER SEMESTER, ATAU PALING MINIMAL 1 SELAMA PERIODE (TERGANTUNG SDM DAN JENIS GAME).

# PROJECT MECHANIC

## PRE PRODUCTION

- GAME DESIGN
- CONCEPT ART

## PRODUCTION

- GAME ASSET (TATA)
- **GAME ANIMATION**
- PROGRAMMER

## POST-PRODUCTION

- TESTER
- QUALITY ENSURANCE
- PUBLISHING



**if we have  
programmer**



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**if we don't have  
programmer**

- **Board Game**
- **RPG Maker**



## 2. MEDIA EXPLORATION

**GAMBARAN KEGIATAN:** EXPLORASI BERBAGAI JENIS GAME DAN GENRE GAME. MATERI DAN DISKUSI.

**TUJUAN KEGIATAN:** MEMPERLUAS WAWASAN TENTANG MEDIA GAME DAN JADI SARANA PENDEKATAN.

**TARGET:** AS MUCH AS POSSIBLE

# EXHIBITION?

**GAMBARAN KEGIATAN:** EXHIBITION KARYA DEPARTMENT GAME

**TUJUAN KEGIATAN:** AGAR ANGGOTA DEPARMENT GAME DAN KARYANYA MENDAPAT EXPOSURE

# **COLLABORATION?**

**INTERNAL COLLABORATION** WITH OTHER DEPARTMENT  
AND DIVISION

# MEMBERS

**7 - max 10**

**7** = 2 Pre Production, 3 Production, and 2 Post Production

**10** = 2 Pre Production, 6 Production, and 2 Post Production

# TRIMS

appreciatom

