KODEKIDDO WEBSITE V2

by Protototototototototo

Emily Indrakusuma | Felix Irwanto | Jessica Jodis

KODEKIDDO WEBSITE V2 GOAL

"To meet the current market climate, growth, and audience"

MEET CITRA & DEBY

CITRA

Parent

"I want to find a good extracurricular activity for my daughter"

However,

I am busy

DEBY

Child

"I want to learn how to code"

However,

I do not understand how to operate websites

CURRENT USER FLOW

This flow is **complicated**. We are here to change that.

DESIGN FRAMEWORK

"Design Thinking Process"

1 Empathize

2 Define

3 Ideate

4 Prototype

5 Test

1 EMPATHIZE

What?

To understand users by gaining real insights towards their wants and needs

How?

Understand The **Main Users** of KodeKiddo

- 2 user interviews with KodeKiddo Parents
- 3 user interviews with potential KodeKiddo students

Source: interaction-design.org

1 EMPATHIZE

MRS. MARIA

MRS. FEBRINI (RINI)

1 EMPATHIZE

BRANDON

CAILY

KIMBERLY

1 EMPATHIZE

INTERVIEW SUMMARY

Interviewee	Profile	Problem	Needs
Maria	Mrs. Maria's son has been a KodeKiddo student for two years. She does all the research and registrations for him.	Difficult to find course information for her specific branch (KodeKiddo Bandung)	• Integration of platforms (All functions available in one place: registration, information, student report, attendance) • Have a reliable and complete source of information
Febrini	Mrs. Febrini's daughter has been a KodeKiddo student for one year. She does all registrations for her.	Does not like to do research	Receive complete information without having to do extensive research

1 EMPATHIZE

INTERVIEW SUMMARY

Interviewee	Profile	Problem	Needs
Brandon	Brandon is a 15-year-old middle school student. He is interested in learning coding.	Wants to find an extracurricular activity according to his hobby.	• Fun website design • Easy-to-understand information
Caily	Caily is 16 years old. Currently, she learns coding to help her school courses.	The website layout makes it difficult to understand.	• Have a clean layout • Use suitable color palette
Kimberly	Kimberly is 12 years old. She wants to learn coding because of her parents.	All information are given by her parents. Moreover, all registration process are handled by her parents.	Provide complete information for parents

2 DEFINE

What?

To analyze information gathered in Step 1 - Empathize and define core problems

How?

Visualize our Findings

- User Persona
- Benchmarking
- SCQ Framework

Source: interaction-design.org

2 DEFINE

User Persona

Parents

CITRA

KodeKiddo Parent

35 years old, parent of 1
Housewife

Bandung, Indonesia

BACKGROUND

I am a parent of a young KodeKiddo student. I want to find a useful hobby for my child. However, I limit my child's screentime to avoid misuse of technology. I usually do research for my children. I believe that my responsibility is to find a good hobby for my child that is both useful and enjoyable for them. I don't have knowledge on coding, but I believe that it is beneficial for my child's future.

GAINS

- Likes to do research for her kids
- Can operate PC/Smartphone

PAINS

Does not have knowledge about coding courses

GOALS

- Find a trusted source for KodeKiddo courses (details, pricing, schedule) information
- Monitor student's activity and attendance
- Maintain communication with KodeKiddo teachers and admin

NEEDS ALIGNMENT

- Streamlined process
- Live Chat
- Website Sign Up/Login

Students

DEBY

Student

15 years old
Middle School Student

Jakarta, Indonesia

BACKGROUND

I am in middle school. After school, I don't have any other activities. I have always liked playing with robots and mobile games since I was a kid, so my mother wants to enroll me to a coding course. I am excited to learn coding, but I also want it to be fun.

GAINS

- Interested in learning about technology
- Can operate PC/Smartphone

PAINS

Has no prior knowledge about coding

GOALS

- Find a fun coding course
- Gain new skills
- Find information on new courses

NEEDS ALIGNMENT

- Fun design
- Easy-to-understand information

2 DEFINE

Benchmarking

	KODE KIDDO	Engineering For Kids	KODING next
Students	• 2nd to 4th Grade • 5th to 6th Grade • Middle and High School Kids	• Pre-K to 2nd Grade • 3rd to 5th Grade • 6th to 8th Grade	• 4-8 y/o (Pre-K to 2nd Grade) • 8-16 y/o (3rd Grade to High School) -> divided to 2 ranges
Registration Method (exclude onsite registration)	Google Forms	Through Whatsapp and Phone Call	Directly through website
International Access	Soon to be available	Combined in one website	Will be redirected to international site

2 DEFINE

SCQ Framework

S Situation

Current Situation

Website can only show information and link to other platforms.

≠

Ideal Situation

Website serves as an integrated platform for all functions.

C Complication

- Website content are added gradually
- Processes use 4 platforms (Google Form, Whatsapp/Email, KodeKiddo App & Learning Platform)
- Manual check for registrations and verification of payment

Q Question

How to simplify the processes?

Outcomes:

- Create registration page in the website
- Enable user sign in
- Integrate user processes
- Live Chat
- International microsite

3 IDEATE

What?

To generate innovative solutions from the problem statement.

How?

- Fishbone Diagram
- Problem-Objectives-Solution Analysis
- Navigation Map

Source: interaction-design.org

3 IDEATE

FISHBONE DIAGRAM

3 IDEATE

IDEAL USER FLOW

3 IDEATE

KodeKiddo wants to continue using WordPress and Elementor Plug-in

Our KodeKiddo Website V2 design will be created using **Figma**.

Figma accommodates easy converts to **HTML, CSS, and React.Js**

This is useful for **manual uploads** to WordPress using HTML files.

Figma also has functions to convert elements to **.png or .svg** (export function).

Converted elements in .png and .svg makes it easy for the design to be uploaded to **Elementor**.

3 IDEATE

The current website is very long.

User's focus **will decrease** as you go further down the site.

57% of user viewing time is on top of page.

For that reason, we decided to shorten the website length. To do that, we kept the current site's **sticky navigation** and **site footer** (to signal end of page).

Moreover, we will propose the following:

- **Add more sub-menu**
- **Utilize pop-ups instead of listing down all information**

Source: usabilitygeek.com, nngroup.com

3 IDEATE

CURRENT STICKY NAVIGATION

CURRENT SUB MENU:

- Home
- Why Coding
- Our Program
- Location
- FAQ

PROPOSED SUB MENU:

- Home
- Program
- Location
- FAQ
- About Us
- Contact Us
- Sign Up

3 IDEATE

The current website is not full-sized.

Empty space

3 IDEATE

The current website is not full-sized.

However, when website is resized, it becomes full-sized.

Website in split screen view (half screen)

Mobile view

In recent years, it is **uncommon** for websites to have a layout that is not full-sized.

Other than that, it is best practice to have a full-sized website to accommodate for responsive web design.

Therefore, we will **incorporate a full-size layout** in our proposed design.

3 IDEATE

Through our user interviews, users find it difficult to find information in the website

So, we propose a **live chat feature**.

Maria

I never thought of that. That would be a nice feature.

Live Chat?

A live chat is a discussion between two people that involves sending messages over the internet, especially to get or give information about a company's products

Source: dictionary.cambridge.org

Below are some **benefits** of using a live chat:

- Users can reach KodeKiddo directly, without signing up to another platform (Whatsapp/Email)
- Reduce need for admins to check on other platforms
- Chat data can be extracted and stored for analysis
- Implement chat bots (in future development) for FAQs and simple questions

Source: tidio.com

3 IDEATE

Meet Koddy. KodeKiddo's very own Live Chat mascot.

Personalization

By using Koddy, the live chat feature can have a more personalized effect for KodeKiddo - special to KodeKiddo. Users will feel more like speaking to a person, not giving the "robotic" feel of generic live chats.

Gives Personality

The mascot can also give a certain personality to the Live Chat. Koddy can be marketed to be **reliable, friendly, and ready to help**. This helps to assure users of the live chat's performance.

Appearance

On the left is how we can use Koddy in the Live Chat button on the website. Koddy's phone also helps indicate users of its function as a communication tool.

Koddy

3 IDEATE

New Proposed Feature: User Sign Up/Sign In

KodeKiddo Website V2 has to integrate processes. To do that, we must add a user sign up/sign in feature.

Before

Registration	Google Form
Confirmation	Whatsapp/Email
Inquiry	Whatsapp/Email
Attendance	KK Apps
Certificates	Whatsapp/Email

After

Registration	KodeKiddo.com
Confirmation	KodeKiddo.com
Inquiry	KodeKiddo.com
Attendance	student.kodekiddo.com through user sign in
Certificates	student.kodekiddo.com through user sign in

3 IDEATE

KodeKiddo Website V2 requires an additional student and international microsite.

To ease users, we propose an easily identifiable link **in the kodekiddo.com site** to connect directly to international.kodekiddo.com and student.kodekiddo.com

Therefore, all users can start from the regular kodekiddo.com site, regardless of their location.

3 IDEATE

KODEKIDDO WEBSITE V2 NAVIGATION MAP

Navigation map of **kodekiddo.com**

3 IDEATE

KODEKIDDO WEBSITE V2 NAVIGATION MAP

Navigation map of **student microsite**

3 IDEATE

KODEKIDDO WEBSITE V2 NAVIGATION MAP

Navigation map of **international microsite**

4 PROTOTYPE

What?

To create the best solution for the problem through experiments.

How?

- Wireframe
- UI Specifications

https://bit.ly/PrototypeProto8

Notes:
to preview this prototype, please use the "Fit Width" menu for the best result

Source: interaction-design.org

4 PROTOTYPE

NOTES

The prototype designs consist of **THREE** different types of design, which is:

1. Dual language (English and Indonesia) for Kodekiddo Indonesia site with domain kodekiddo.com

2. Kodekiddo student microsite with domain student.kodekiddo.com

2. International Kodekiddo microsite with domain international.kodekiddo.com

3. Website in responsive form

4 PROTOTYPE

Color Palette

#4E7EBC	#79B958	#70559C
#2F2F2F	#FFFFFF	

4 PROTOTYPE

Font and Typography

THE MINION	Poppins
AA AA	Aa Aa Aa
50 37	28 21 16

Perfect Fourth Scale: 1,3333

Shadow

Drop shadow

X	0	Blur	5
Y	5	Spread	0
	000000		30%

Layout Grid

Count	Color	
20	FF0000	5%

Type	Width	Margin
Stretch	Auto	0

Gutter
20

4 PROTOTYPE

Icons and Buttons

Sticky Navigation

Buttons

Live Chat Button

Characters

Site Footer

KodeKiddo International

4 PROTOTYPE

Prototype Demo

https://youtu.be/o4CdLcRMjM4

5 TEST

What?

To try out the prototype, identify existing problems, and iterate.

How?

Refer back to user opinions

- A/B Testing

Source: interaction-design.org

5 TEST

A/B Test Candidates

Kelven

Natasya

Ellene

Aldo

Valeria

Tresia

5 TEST

DESIGN A

DESIGN B

5 TEST

A/B Test Results

Candidate	Chosen Prototype	Feedback
Kelven	B	B is neater, has more white space.
Natasya	B	Thinks that school partners are important for the company's credibility.
Ellene	A	Wants to focus more on programs; does not think school partners are important to be put on the top of page.
Aldo	B	B gives information in a more structured manner.
Tresia	A	A is nicer to look at; feels that school partnerships are usually on the bottom.
Valeria	B	B is easier to look at (to find information)

4/6 Chose B

5 TEST

Change school partnership position

Add space between content

CONCLUSION

Problems	Solution	Impact
Website content are added gradually	Complete UX Redesign	KodeKiddo can upload new content without having to change the web layout.
Processes use 4 platforms (Google Form, Whatsapp/Email, KodeKiddo App & Learning Platform)	• Add web registrations • Add student microsite • Include complete information from all branches • Add live chat feature	Users can find information, register, and monitor class progress directly from the website.
Manual check for registrations and verification of payment	Web registrations feature (payment with third party service)	Users feel assured of payment security and are able to view payment status directly from the website.

"Good Design isn't decoration. Good Design is problem solving."

- unknown

THANK YOU

Emily Indrakusuma | Felix Irwanto | Jessica Jodis

CAPTURE OF THE KODEKIDDO V2 DESIGN

CODING WITH KODEKIDDO

KodeKiddo adalah tempat belajar coding yang interaktif dan seru untuk anak-anak.

Kami menawarkan kelas untuk kegiatan afterschool dan aktifitas untuk liburan sekolah di lokasi KodeKiddo atau di sekolah, dengan menggunakan teknologi dan metodologi yang dikembangkan khusus untuk anak.

Dengan kantor pusat di Silicon Valley USA, KodeKiddo membawa program-program global yang dilakukan di negara maju dan kesempatan partisipasi di kompetisi coding internasional.

Registrasi Sekarang!

WE ARE PARTNERING WITH THE BEST SCHOOLS

Dengan program kerja sama sekolah, KodeKiddo dapat semakin mendukung misi untuk memberi pendidikan coding dan computer science ke lebih banyak anak.

Baca Selengkapnya!

Bina Bangsa School 培民学校

Sekolah Ciputra

IVY SCHOOL

ipeka INTEGRATED CHRISTIAN SCHOOL

PROGRAM KAMI

REGULAR CLASS

EXTRA CLASS

HOLIDAY PROGRAM 2022

Program populer ini kembali lagi untuk mengisi waktu kiddos di saat Liburan Sekolah 2022!! Akan banyak topik baru yang tentunya sangat menarik bagi kiddos!

Kelas dilakukan secara online, kiddos bisa bergabung dari kota manapun

PROGRAM KAMI

REGULAR CLASS

- INTRODUCTION TO CODING
- CODING FOR SD (BEGINNER)
- CODING FOR SD (ADVANCED)
- CODING FOR SMP
- CODING FOR SMU

EXTRA CLASS

- STEM
- KINDER CODING
- ZIP CLASS (NEW)
- CODING COMPETITION
- WEBINAR & WORKSHOP
- CODING AND HOLIDAY AI PROGRAM 2022
- KIDDOSTEM HOLIDAY PROGRAM 2022
- SCHOOL PARTNERSHIP

PENDEKATAN KAMI

- GROUP LESSON
- PERSONALIZED LEARNING
- GROUP CHALLENGE

LOKASI KODEKIDDO

CARI LOKASI: -- ketik lokasi--

SELURUH CENTER KODEKIDDO

JABODETABEK

- Center Kelapa Gading – Jakarta Utara
- Center Pantai Indah Kapuk – Jakarta Utara
- Center Permata Buana – Jakarta Barat
- Center Pondok Indah – Jakarta Selatan
- Center Bintaro – Tangerang Selatan
- Center Grand Galaxy – Bekasi
- Center Gading Serpong – Tangerang
- Center Cibubur

JAWA BARAT

JAWA TENGAH

JAWA TIMUR

BALI

SUMATERA

SULAWESI

KALIMANTAN

PUSAT KODEKIDDO

Kantor Pusat

3561 Middlefield Road
Palo Alto, CA 94306, USA
WA: +1 650 7049934
Email: hq@kodekiddo.com

Pusat Pengembangan

Ruko Golden 8 Blok C no.2
Jl. Ki Hajar Dewantoro
Summarecon Gading Serpong
Serpong Banten Indonesia

FREQUENTLY ASKED QUESTIONS

Ada berapa jenis program KodeKiddo? Berapa lama durasinya? ×

Program KodeKiddo dimulai dengan kelas Intro to Coding untuk satu bulan.

Program dilanjutkan ke tiga kurikulum: untuk SD Beginner (kelas 2-4), SD Advanced (kelas 5-6), dan SMP/SMA.

Kurikulum SD masing-masing berkesinambungan untuk sekitar dua tahun. Kurikulum SMP untuk sekitar tiga tahun. Karena konsep belajar menggunakan 'personalized learning', individual progress tiap anak bisa berbeda-beda.

Informasi program bisa dilihat di KodeKiddo Our Program.

Untuk detail jadwal dan biaya tiap lokasi, silakan hubungi KodeKiddo center yang bersangkutan.

Berapa lama durasi tiap pertemuan dan apa yang dilakukan di kelas? +

Apa perbedaan kurikulum Coding for SD dan SMP? +

Bagaimana jika anak ingin lompat materi karena sebelumnya pernah les coding? +

Bagaimana metode pengajaran di KodeKiddo? +

Berapa biaya program & apa jadwalnya? +

Sistem pembayarannya bagaimana? +

Selamat Datang Di Live Chat KodeKiddo

Hai! Namaku Koddy, aku siap membantu!

Chat dengan Koddy

WHY KODEKIDDO?

With our headquarter in Silicon Valley USA, KodeKiddo always brings best practices and up-to-date programs to our classes everywhere.

Since 2016, KodeKiddo has provided coding education for kids, with **Quality and Affordable Prices.** At KodeKiddo, we deliver **personalized learning with individual progress** for our students, with periodic report to the parents.

For international students, classes are conducted online in a small group (1-3 students) grouped by age.

Contact Us!

APPROACH

KODEKIDDO INTERNATIONAL

- Small online class with live teacher interaction via Zoom.
- Weekly class to explore Programming, Computer Science, Computational Thinking & Artificial Intelligence concepts.
- Continuous comprehensive curriculum. Students can continue building their skillsets through the classes.
- Quarterly milestone checks & Milestone Certificates.
- Periodic class summary for parents via KodeKiddo apps to check progress summary reports & student projects.

REGULAR CLASS

HOLIDAY PROGRAM

EXPLORING CODING & AI WITH MINECRAFT EDU

MINECRAFT EDUCATION EDITION

CYBER SECURITY & DIGITAL CITIZEN

Cybersecurity

MAKE ANDROID APPS WITH MIT APP INVENTOR

android

More

KODEKIDDO INTERNATIONAL

REGULAR CLASS

WHY CODING?

Coding is a new type of literacy. Just as writing helps you organize your thinking and express your ideas, the same is true for coding. In the process, children learn to solve problems and design projects, and they develop computational thinking skills that are foundational for later academic success.

They also use math and language in a meaningful and motivating context, supporting the development of early childhood numeracy and literacy.

REGULAR CLASS LISTS

Click each card to check the detail of each classes

Coding & AI

YOUNGER ELEMENTARY CURRICULUM

GRADE 1 - 3

Coding & AI

OLDER ELEMENTARY CURRICULUM

GRADE 4 - 6

Coding & AI

MIDDLE SCHOOL CURRICULUM

GRADE 7 - 9

ABOUT KODEKIDDO

OUR VISION AND MISSION

VISION

KodeKiddo will be a dynamic and exciting education center that provides affordable and high quality coding and STEM education for children and encourages them to build their joy of learning coding continuously.

MISSION

Provide opportunities for children to learn coding and computer science concepts through high quality resources and learning materials , leveraging the cloud-based platforms with live interactions in the classroom (in-person or virtual)

OUR VALUES

Sabtu

Commitment to Customers,
Passion,
Fun,
Accessibility,
and Constant Improvement.

BENEFITS OF LEARNING

- **Build study habits:** teach children to think and become lifelong learners.
- **Curiosity & Confidence:** builds analytical reasoning and problem solving skills.
- **Empowering children:** providing tools for children to express themselves in a fun way.
- **Familiar with Technology:** a new language for a world full of AI (Artificial Intelligence) technology and innovation
- **Investing in the future:** a fundamental capability that can be applied in many areas.

REGULAR CLASS

BLUE PACKAGE

All Levels
4 Sessions
Online
75 Mins/Session

Price

USD 60

Select

GREEN PACKAGE

All Levels
12 + 2 Sessions
Online
75 Mins/Session

Price

USD 180

Select

PURPLE PACKAGE

All Levels
24 + 5 Sessions
Online
75 Mins/Session

Price

USD 360

Select

HOLIDAY PROGRAM

TOPICS

- Exploration Coding & AI With Minecraft Education (Grade 1-6)
- Coding For Digital Art & Music (Grade 1-6)
- PixelPad - Python Game Development (Grade 4-9)
- Block Coding To Python With Codesters (Grade 4-9)
- Cyber Security & Digital Citizen (Grade 4-9)
- Artificial Intelligence And Machine Learning Intro (Grade 4-9)
- Make Android Apps With MIT App Inventor (Grade 7-9)

Any topics
5 Sessions
Online
90 Mins/Session

Price

USD 100

Select

CONTACT US

Fill in the form below to contact KodeKiddo International

Name

Email

Message

SEND

INFO

info@kodekiddo.com

+1 650 7049934 (US)

KODEKIDDO HQ

3561 Middlefield Road
Palo Alto, CA 94306, USA
WA: +1 650 7049934
Email: hq@kodekiddo.com

KODEKIDDO DEVELOPMENT CENTER

Ruko Golden 8 Blok C no.2
Jl. Ki Hajar Dewantoro
Summarecon Gading Serpong
Serpong Banten Indonesia

TENTANG PARTNERSHIP

Ilmu komputer sudah menjadi komponen penting dalam dunia pendidikan dimana perkembangan teknologi terus berkembang dan mempengaruhi semua aspek kehidupan saat ini.

Mengenal dengan dunia komputer sejak usia dini akan mengajarkan siswa cara baru dalam memecahkan masalah dan berpikir lebih kritis (critical thinking), dimana skill tersebut akan sangat berguna di berbagai aspek, apapun jenis pekerjaannya di masa depan nanti.

HUBUNGI KAMI

Silahkan menghubungi kami melalui kontak berikut

Nama

Email

Pesan

KIRIM

INFO

info@kodekiddo.com

+62 812 4846 4447 (ID)

+1 650 7049934 (US)

Untuk informasi kemitraan KodeKiddo dapat menghubungi nomor dibawah ini

+62 812 4846 3338 (ID)

KIDDO STEM

S Science
T Technology
E Engineering
M Math

KODE KIDDO

PROGRAM

DISCOVERER
for TK- SD 2

EXPLORER
for SD 3 - SD 5

INVESTIGATOR
for SD 5 - SMP

SAMPLE THEMES

sound & musical notes
projects and experiments related to manipulation of sound, music, understanding of frequency & vibration

light illusions
learn about various aspects of light components, making color, optical illusions, linked to electricity.

construction & engineering
various engineering projects relaated to construction, civil and mechanical engineering. Building phyiscal items.

circuit & electricity
projects and experiments based on the electrical concepts. Connecting hardware (circuit) and software (programming).

nature exploration
explore science, engineering and math concepts found in nature and the environment around us.

kitchen chemistry
learn chemistry concept through everyday objects, via chemical experiments and observation.

Back to Program

JOIN US NOW!!

CENTER KELAPA GADING - JAKARTA UTARA

Jl. Raya Boulevard Barat,

Ruko Inkopal Blok C33A

Kelapa Gading, Jakarta Utara 14240

PETA LOKASI

JADWAL KELAS DAN BIAYA

Klik salah satu kursus untuk melihat detail

- STEM
- KINDER CODING
- ZIP CLASS
- CODING COMPETITION
- WEBINAR & WORKSHOP
- CODING AND HOLIDAY AI PROGRAM 2022
- KIDDOSTEM HOLIDAY PROGRAM 2022
- SCHOOL PARTNERSHIP

TENTANG KODEKIDDO

MENGAPA KODEKIDDO?

Dengan kantor pusat di Silicon Valley, Amerika. KodeKiddo selalu membawa pelatihan terbaik dan program terkini untuk dioperasikan di Indonesia. KodeKiddo secara aktif berpartisipasi dengan beberapa kelompok dan organisasi yang mendukung anak dalam mempelajari teknologi.

VISI DAN MISI KODEKIDDO

VISI

KodeKiddo akan menjadi pusat pendidikan yang dinamis dan menarik yang menyediakan pendidikan coding dan STEM yang terjangkau dan berkualitas tinggi untuk anak-anak dan mendorong mereka untuk membangun kegembiraan belajar coding secara terus menerus

MISI

Kodekiddo memberikan peluang kepada anak Indonesia agar dapat mempelajari ilmu coding dan konsep Computer Science, yang didukung dengan sumber daya berkualitas, dengan memanfaatkan cloud-based platform, serta interaksi dalam kelas.

MANFAAT BELAJAR CODING BERSAMA KODEKIDDO

- **Membangun kebiasaan belajar**:mengajarkan anak untuk berpikir dan menjadi pelajar seumur hidup.
- **Rasa Penasaran & Percaya Diri**: membangun penalaran analitis dan kemampuan dalam menyelesaikan masalah.
- **Memberdayakan anak**: menyediakan alat untuk anak mengekspresikan diri secara menyenangkan.
- **Terbiasa dengan Teknologi**: bahasa baru untuk dunia yang penuh dengan teknologi dan inovasi AI (Artificial Intelligence)
- **Investasi masa depan**: kemampuan fundamental yang dapat diaplikasikan pada banyak area.

FASILITAS KODEKIDDO

Fasilitas KodeKiddo menggunakan technology yang canggih di ruang kelas yang mendukung suasana belajar. Ruangan ditata dengan gaya kantor perusahaan high tech di Silicon Valley: open space, akses untuk internet, ruang untuk diskusi dan presentasi, hardwares berkualitas, free library and snacks.

Laptop disediakan buat tiap anak untuk mengikuti pelajaran online dalam kelas. Tablet, applikasi, softwares, dan gadgets yang bisa diprogram juga tersedia untuk mendukung hands-on group challenges

AYO BERGABUNG BERSAMA KODEKIDDO!

DATA DIRI ANAK

Pastikan data diri anak yang Anda isikan sesuai.
*Wajib

Nama Lengkap Anak *

Input Nama

Tanggal Lahir Anak *

dd - mm - yyyy

Asal Sekolah

Nama Sekolah

Jenjang Sekolah

Kategori Jenjang

Upload Foto Diri Anak

Foto max 2MB (.png/.jpg)

Lanjut

MASUK SEBAGAI SISWA KODEKIDDO

Masukkan Student Id

Password

Lupa Password?

LOGIN

Jika belum terdaftar sebagai siswa
Anda bisa melakukan **Registrasi Program di sini!**

KIDDO STEM

S Science
T Technology
E Engineering
M Math

KODE KIDDO

JADWAL & BIAYA KURSUS

DISCOVERER

Senin dan Rabu
14.00 - 15.00 WIB
Sabtu
09.00 - 10.00 WIB

Rp750.000,00

EXPLORER

Selasa dan Kamis
14.00 - 15.15 WIB
Sabtu
12.00 - 13.15 WIB

Rp850.000,00

INVESTIGATOR

Senin, Rabu, Jumat
17.00 - 18.30 WIB
Sabtu
10.00 - 11.30 WIB

Rp950.000,00

AYO BERGABUNG BERSAMA KODEKIDDO!

DATA DIRI ORANG TUA

Pastikan data diri orang tua yang Anda isikan sesuai.
*Wajib

Nama Lengkap Orang Tua *

Input Nama

Alamat Domisili *

Input Alamat

Email Orang Tua *

Input Email

Nomor Handphone Orang Tua

+ 62 Nomor Handphone

Lanjut

YOUNGER ELEMENTARY CURRICULUM

ABOUT YOUNGER ELEMENTARY CURRICULUM

The younger elementary curriculum is designed for students from grades 1 – 3 to start their journey in coding in a fun way! The students will use drag and drop and text-based programming platforms to solve logical thinking puzzles, create computer games, digital arts and stories, animations, and programming robots, and linkage to math & physics concepts.

TOPIC HIGHLIGHTS

- Introducing basic programming logic and computer science concepts via visual programming language/block programming with platform such as Scratch, Tynker, Blockly.
- Include activities related to math, creativity, and logical thinking.
- Fun projects to let children discover that they can create with computer code.

Back to Program

Register Now!

KODEKIDDO INTERNATIONAL

HOLIDAY PROGRAM

ABOUT HOLIDAY PROGRAM

Starting from our headquarters in Silicon Valley USA, KodeKiddo always brings best practices and up-to-date coding programs to our classes all around the world. Since 2016, we have served thousands of students in our learning centers in Indonesia and California, with online students from many countries such as the USA, Australia, UAE, Qatar, Singapore, Netherland, Malaysia, and many more.
Our students are not only excellent in class but also participate in and win many international coding competitions.

We offer Online Coding and AI Online Classes for Holiday Program and weekly classes throughout the school year. Our online class is guided by our experienced teachers with a small class ratio (max 3 students with 1 teacher)

HOLIDAY PROGRAM TOPICS

Click each card to check the detail of each classes

GRADE 1 - 6

EXPLORING CODING & AI WITH MINECRAFT EDU

DURATION :

5 DAYS & 90 MINS

GRADE 1 - 6

CODING FOR DIGITAL ART & MUSIC

DURATION :

5 DAYS & 90 MINS

GRADE 4 - 9

PIXELPAD - PYTHON GAME DEVELOPMENT

DURATION :

5 DAYS & 90 MINS

GRADE 4 - 9

BLOCK CODING TO PYTHON WITH CODESTERS

DURATION :

5 DAYS & 90 MINS

GRADE 4 - 9

CYBER SECURITY & DIGITAL CITIZEN

DURATION :

5 DAYS & 90 MINS

GRADE 4 - 9

ARTIFICIAL INTELLIGENCE & MACHINE LEARNING INTRO

DURATION :

5 DAYS & 90 MINS

GRADE 4 - 9

MAKE ANDROID APPS WITH MIT APP INVENTOR

DURATION :

5 DAYS & 90 MINS

WHY KODEKIDDO?

Welcome to KodeKiddo's Live Chat

Hi! I'm Koddy, your virtual assistant. You can ask me anything!

Chat with Koddy

APPROACH

KODEKIDDO INTERNATIONAL

Exploring Coding & AI With Minecraft Edu

HIGHLIGHTS

In this class, kiddos will get introduced to Artificial Intelligence and basic programming concept using Minecraft Education platform, a special Minecraft version with focus on many educational themes. Kiddos will start their coding journey at the castle with onboarding coding challenges which they can code in MakeCode Blocks or in Python. In the Minecraft AI lesson, kiddos will get a high-level understanding of how Artificial Intelligence can be used to collect data about forest fires and create coding solutions that include sequences, events, loops, and conditionals. The class includes free time to explore coding concepts they've learned through playing to deepen their understanding.

WHAT WILL KIDDO GET

- Coding projects in their own Minecraft World
- e-Certificate

COMPUTATIONAL

- Basic coding concepts
- Programing for games and animation
- Problem-solving
- Artificial Intelligence (AI)

SOFTWARE REQUIREMENTS

- Chrome browser
- Zoom application
- Webcam
- Minecraft Education application – Additional License Fee $12 for 1 year.
- Minimum supported OS: Mac – High Sierra 10.13 or PC – Windows 7

HARDWARE REQUIREMENTS

- CPU Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent
- RAM 4 GB or more
- GPU Integrated: Intel HD Graphics 4000 (Ivy Bridge) or
  AMD Radeon R5 series (Kaveri line) with OpenGL 4.4 Discrete:
  Nvidia GeForce 400 Series or AMD Radeon HD 7000 series with OpenGL 4.4
- HDD/SSD Minimum of 1 GB for game core, maps, and other files

Back to Program

Register Now!

AYO BERGABUNG BERSAMA KODEKIDDO!

PILIH PROGRAM

Pastikan program yang Anda pilih sudah benar!
*Wajib

Cabang KodeKiddo *

-- pilih cabang --

Program yang Diminati *

-- pilih program --

Jadwal Kelas *

-- pilih kelas --

Lanjut

AYO BERGABUNG BERSAMA KODEKIDDO!

PEMBAYARAN

Pastikan program yang Anda pilih sudah benar!

*Wajib

Jumlah Pembayaran	RP650.000,00

Metode Pembayaran *

-- pilih metode pembayaran --

Bayar

MENUNGGU PEMBAYARAN

BAYAR SEBELUM 19 JULI 2022 11:25

RP650.000,00

Scan QR Code untuk Pembayaran dengan QRIS

Didukung oleh: QRIS

KONFIRMASI

19:02

CODING WITH KODEKIDDO

KodeKiddo is an interactive and fun place to learn coding for children.

We offer classes for afterschool activities and activities for school holidays at KodeKiddo locations or at school.

With headquarters in Silicon Valley USA, KodeKiddo brings global programs conducted in developed countries and the opportunity to participate in international coding competitions.

Register Now!!

HOLIDAY PROGRAM 2022

19:02

KodeKiddo International Website

KodeKiddo Indonesia Website

Home

Our Programs

Location

FAQ

About Us

Contact Us

Create Account

Register Now!!

HOLIDAY PROGRAM 2022

19:02

CODING BERSAMA KODEKIDDO

KodeKiddo adalah tempat belajar coding yang interaktif dan seru untuk anak-anak.

Kami menawarkan kelas untuk kegiatan afterschool dan aktifitas untuk liburan sekolah di lokasi KodeKiddo atau di sekolah.

Dengan kantor pusat di Silicon Valley USA, KodeKiddo membawa program-program global yang dilakukan di negara maju dan kesempatan partisipasi di kompetisi coding internasional.

Register Now!!

HOLIDAY PROGRAM 2022

19:02

KodeKiddo Indonesia Website

KodeKiddo International Website

Beranda

Program

Lokasi

FAQ

Tentang Kami

Kontak Kami

Buat Akun

Register Now!!

HOLIDAY PROGRAM 2022

KONFIRMASI REGISTRASI

Detail Data Anak

Nama Lengkap
Robby Fernanda

Tanggal Lahir
08/08/2008

Asal Sekolah
SMP Penabur 6

Jenjang Sekolah
SMP Kelas 2

Detail Data Orang Tua

Nama Lengkap
Andi Fernanda

Alamat
Jalan Kartika No. 1

Email
andi.fernanda@gmail.com

Nomor Handphone
+62 788-888-7788

Detail Registrasi Program

Nama Program
STEM

Cabang Kodekiddo
KodeKiddo PIK

Kelas
KodeKiddo PIK

Biaya Kelas
Rp650.000,00

Lanjut ke Pembayaran

CODING WITH KODEKIDDO

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Register Now!

WE ARE PARTNERING WITH THE BEST SCHOOLS

With the school collaboration program, KodeKiddo can further support its mission to provide coding and computer science education to more children.

Read More

Bina Bangsa School 培民学校

Sekolah Ciputra

Ivy School

Ipeka Integrated Christian School

OUR PROGRAM

REGULAR CLASS

EXTRA CLASS

HOLIDAY PROGRAM 2022

This popular program is back again to fill kiddos time during the 2022 School Holidays!!

With more new topics.

Classes are conducted online, kiddos can join from any city

KALENDER

Juli 2022

S	S	R	K	J	S	M
27	28	29	30	1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

JADWAL HARI SENIN

18/07/2022

09.00
11.00 — STEM Discoverer - Pertemuan Kelima
13.00
15.00
17.00 — Deadline Tugas Newton Experiment
19.00

ONGOING COURSE

- STEM Discoverer — 83%
- ZIP Class — 50%

NILAI

Coding for SD (Beginner) — 88 /100

KiddoSTEM Holiday Program — 98 /100

PR & TUGAS

Kelas	Tenggat Waktu	Tugas
STEM Discoverer	18.07.2022 17.00	Newton Experiment
ZIP Class	29.07.2022 13.00	Cyber Security Basics

PROGRAM KAMI

Registrasi Program Baru

REGULAR CLASS

- INTRODUCTION TO CODING
- CODING FOR SD (BEGINNER)
- CODING FOR SD (ADVANCED)
- CODING FOR SMP
- CODING FOR SMU

EXTRA CLASS

- STEM
- KINDER CODING
- ZIP CLASS (NEW)
- CODING COMPETITION
- WEBINAR & WORKSHOP
- CODING AND HOLIDAY AI PROGRAM 2022
- KIDDOSTEM HOLIDAY PROGRAM 2022
- SCHOOL PARTNERSHIP

KIDDO STEM

S Science
T Technology
E Engineering
M Math

KODE KIDDO

PROGRAM

DISCOVERER
for TK- SD 2

EXPLORER
for SD 3 - SD 5

INVESTIGATOR
for SD 5 - SMP

ROMMY FERNANDA

17/08/2008

NAMA ORANG TUA	KONTAK ORANG TUA	TOTAL PROGRAM
Dini Fernanda	089917653422	3

DAFTAR KELAS

Registrasi Program Baru

Nomor	Nama Kelas	Nilai Akhir	Sertifikat
1	Coding for SD (Beginner)	88	
2	Kiddo Holiday STEM	98	
3	Coding Holiday Program SD Beginner	80	

PROGRAM NEWS

Holiday Program 2022

AI, Cyber Security & Coding for Kids

Program populer ini kembali lagi untuk mengisi waktu kiddos di saat Liburan Sekolah 2022 !!

Dengan lebih banyak topik baru.

Kelas dilakukan secara online, kiddos bisa bergabung dari kota manapun

>>Read More

KiddoSTEM Holiday Program 2022

HOLIDAY THEME PARK

Program populer ini kembali lagi untuk mengisi waktu kiddos di saat Liburan Sekolah 2022 !!

Kali ini kiddos akan diajak berpetualang di Holiday Theme Park yang seru dan menyenangkan.

Kelas tersedia secara online dan offline, kiddos bisa bergabung dari manapun

>>Read More

COMPETITION NEWS

Coding Olympics Indonesia 2022

Coding Olympics merupakan ajang kompetisi coding tahunan yang ditujukan untuk murid Sekolah Dasar (SD) yang diorganisir oleh iGroup – MangoSTEEMS, bekerja sama dengan KodeKiddo. Coding Olympics 2022 merupakan kompetisi coding pertama yang didukung secara resmi oleh CodeMonkey di Indonesia.

>>Read More

Coding Olympics Indonesia 2022

Python Game Jam with PixelPad adalah event terbaru KodeKiddo yang bekerja sama langsung dengan PixelPad Canada untuk membuka kompetisi bagi kiddos di Indonesia yang ingin mempelajari Python Programming Language sekalian mengasah keterampilan dalam proses pembuatan game.

>>Read More

Registrasi Program

Halo! Selamat Datang

ROMMY FERNANDA

Silakan melakukan registrasi

Registrasi

Pilih Program

Pilih Cabang KodeKiddo

Pilih Kelas

Daftar

ROMMY FERNANDA

17/08/2008

NAMA ORANG TUA	KONTAK ORANG TUA	PROGRAM AKTIF
Dini Fernanda	089917653422	STEM Discoverer

DAFTAR KEHADIRAN

Sesi	Materi	Hari Tanggal	Waktu Hadir	Keterangan	Detail
1	Introduction to STEM	12-20-21 Kamis	09:30 AM	PRESENT	View
2	Basic of STEM	12-23-21 Jumat	09:00 AM	ABSENT	View
3	Basic of Science	12-27-21 Rabu	08:59 AM	PRESENT	View

Senin, 18 Juli 2022

Ringkasan Program

Nama Program
STEM

Cabang KodeKiddo
KodeKiddo PIK

Kelas
Discoverer

PEMBAYARAN

*Wajib

Jumlah Pembayaran	RP650.000,00

Metode Pembayaran *

-- pilih metode pembayaran --

Bayar

MENUNGGU PEMBAYARAN

BAYAR SEBELUM 19 JULI 2022 11:25

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KONFIRMASI