

Writing Samples

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Magicat Game Profile - 2017

Retro side-scrolling platformer featuring a cute magical cat adventuring 63 levels, each with their own unique boss battle spread across 7 worlds.

MagiCat takes players on a quest to retrieve a stolen artifact and explore the astounding magical worlds of the MagiCat universe. Using the powers of dashing, high jump, and fireball, along with items that can be unlocked as the story progresses, players must help MagiCat regain the world's lost relic. Players will indulge in a memorable adventure packed with excitement and addictive gameplay.

The game features:

- Handcrafted retro experience ranged from the colorful pixelated art, nostalgic music, and classic platformer gameplay mixed with modern elements.
- World map with many secrets to explore.
- 63 levels each with their own unique boss battle spread across 7 worlds.
- Gorgeous level design with a learning curve that will satisfy those that love to face challenges.
- Various unlockable skills and color schemes for the main character.



[Explore this game's official site >](#)

Link: <https://www.nintendo.com/games/detail/magicat-switch/>

Spotify Data Analysis using Python and Spotify API

Chapter 4. Create a List of Album Names and Album URIs


We are going to create a list of albums and album URIs. On this guide, we will be using Lorde's albums *Melodrama* and *Pure Heroine* as our examples.

1. Declare variables for Spotify API authentication.

We are going to declare the spotify Client ID and Client Secret Variables . Refer to your Client ID and Client Secret on your Spotify Developer Account dashboard and create these variables:

```
client_id = 'YOUR-CLIENT-ID'
```

```
client_secret = 'YOUR-CLIENT-SECRET'
```

 **Note:** Replace the texts between the parentheses with your Client ID and Client Secret.

Next, we are going to create these two variables below to authenticate requests to Spotify API.

```
client_credentials = SpotifyClientCredentials(client_id, client_secret)
```

```
sp = spotipy.Spotify(client_credentials_manager = client_credentials)
```

To see the full version, visit: <https://bit.ly/3yi6vmT>

Battling Against COVID-19 Infodemic in Indonesia: A Sociocybernetics Perspective

(Paper accepted at Bandung International Social Science Conference 2021)

Abstract

As Indonesians collectively fight against the COVID-19 pandemic, the nation is also simultaneously combatting the rampant spread of misinformation related to COVID-19. This phenomenon is often referred to as an 'infodemic,' defined by the World Health Organization (WHO) as the mass spread of information, factual or nonfactual, during a disease outbreak. In this paper, we will employ the methods of sociocybernetics analysis in regards to the COVID-19 infodemic in Indonesia.

We will divide this paper into two parts. In the first section, we will lay out the current state of the problem in Indonesia-- how misinformation has challenged the post-pandemic recovery and changed the dynamics of Indonesian society at all levels, ranging from individuals to the society as-a-whole. In the second section, we will propose a model, based on the approach of sociocybernetics, where we propose to assess this challenge in not just as a single entity but as a continuous, looping process; from the conception to the impact it has caused at all (micro, meso, and macro) levels of society.

Given the complexity of this issue, we propose to develop an awareness and the education of cybernetics, or systems thinking across multiple sectors when dealing with the infodemic in Indonesia.

Keywords:

Infodemic, Social Media, System thinking, Critical Thinking, Cybernetics, Sociocybernetics, Covid-19.