Writing Samples

Lovira L. Putri
lovira08@gmail.com

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/

Chapter 5. Step 3: Extract All the Tracks From the Album List

The goal of this step is to create a dictionary containing all of our albums, including each tracks and the relevant data that it contains. To do this, we will create a function that will extract and store each tracks from a list of albums.

1. Create an empty dictionary. This dictionary will be the place to store the album and album tracks.

```
lorde_albums={}
```

2. Create a function that, given an album URI, will extract and store each tracks, and its relevant data (album, track number, id, name, and uri) contained in the album to the dictionary we made in the previous step.
    a. Define a function **lorde_songs** that takes in one parameter, album.
    b. Inside the function, create lists that will store each tracks album, track number, id, name and URI.
    c. Create an empty dictionary that stores all the lists from **step b**. Place this empty dictionary on the line after we define the function.

```
def lorde_songs(album):
    lorde_albums[album] = {}
    lorde_albums[album]['album'] = []
    lorde_albums[album]['track_number'] = []
    lorde_albums[album]['id'] = []
    lorde_albums[album]['name'] = []
    lorde_albums[album]['uri'] = []
```

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.