

Himakom Held Game Competition

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As many as 10 teams from 4 universities across Indonesia are competing in the semifinals of *Jogja Game Expo* on Tuesday (19/4) in Grha Sabha Pramana UGM. The teams are from Bandung Institute of Technology (2 teams), Institut Teknologi Sepuluh Nopember (1 team), Sekolah Tinggi Teknologi Telkom (4 teams), and UGM (3 teams).

Jogja Game Expo is a competition for mobile game held by Student Association of Computer Science Department (HIMAKOM) Faculty of Maths and Natural Sciences UGM. Each participant is asked to produce a game with the theme of Indonesian culture. The game developed is free genre mobile game suitable for Nokia series 40 and 60 on Java platform.

In turns, the ten teams presented the games they had developed. Some developed a game adopted from the Javanese traditional game, *Congklak*. Some presented figures from the shadow puppets, namely Arjuna, Gathotkaca and Nakula-Sadewa. Indonesian typical food such as satay is also presented in the game as well as other interesting games with Indonesian culture as its theme.

Lidia Ramadinda, a participant from UGM, who made the *Congklak* game with her friend, Ahmad Priatma DKW, said they had developed the game by adopting the previous game, but now they added some players in the game, such as Gathotkaca and Nyi Roro Kidul. "We purposely add the characters of Gathotkaca and Nyi Roro Kidul in order that the game would not be boring. Each character has its own skills,"

The competition entitled *Feel the Game!* has run since 16 April involving 30 teams from Indonesian universities. The selected 10 teams are entitled to present their game. Three best teams are selected out of the ten for the finals. "The best three teams will pass the live coding process where they are given challenges, including installing new features, by the juries," Ardian Putra S, committee chairman explained.

Ardian said the games were evaluated based on originality and compliance with Indonesian culture as well as market potential. The favourite game will also be selected through a polling. Winners will receive certificates and prizes in amount of 35 million rupiah.

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