

“Arjuna The Archer” The Champion of Jogja Game Expo

Monday, 25 April 2011 WIB, By: Marwati

Team of Omah TI Mobile Games (OMG) UGM which brought Arjuna The Archer game succeeded to be the champion in a competition Jogja Game Expo (JGE) held by Computer Science Student Association, Faculty of Mathematics and Natural Sciences UGM, Tuesday (19/4) at Grha Sabha Pramana UGM. Meanwhile, the runner up and the third winner were gained by Enlight Games Team, ITS with Waroeng Exspres, and GDCTeam from STT Telkom with Too Much Satay game.


Arjuna The Archer game developed by two students of Computer Science and Electronics Department, Rifauddin Tsalitsy and Muhammad Lathif Pambudi succeeded to be the champion after taking aside nine other works in the semifinal. Design and creativity presented in the game is assessed as very good and appropriate under criteria expected by the judges.

Previously, OMG Team competed with 29 other teams in qualification. The competition was followed by 30 teams from many universities in Indonesia, competing under the theme of Indonesian culture.

Rifauddin Tsalitsy, member of OMG team said to reporters, Wednesday (20/4) was surprised as being selected as the champion in JGE competition. He never imagined to be the best. “We actually did not have high target. In this competition, we just try to perform our best. Whether being the champion or not is not a problem,” he said humbly.

Mobile game of Arjuna the Archer has the concept of adventure by using one of puppet characters as the main character. “The plot in this game adopts the story of Javanese puppet when Arjuna follows prize contest in Pancala Kingdom to get married partner/ candidate of queen consort.

Ardian Putra S., Committee Chairman of JGE delivered that criteria of assessment in the competition are based on aesthetics, scalabilities of visual, audio, performance, market potential, and creativity in making game. Besides, the game which was developed should be based on Indonesian culture theme and can be played in cellular phone of Nokia type C3.



Besides the best three, it was also announced the Best Audio Game, the Best Visual Game, the Best Ide Game in this event which were chosen by visitors. The Best Audio Game was gained by Selanjutnya Team from ITB with Nusantara Music Box, the Best Visual Art Game was gained by Epic Team from UGM which brought *congklak* game and the Best Idea Game was gained by Dongskar Pedongi Team from ITB with Bhineka Tunggal Ika Game.

The winners received charter and prize in total as much as 35 million rupiah presented by Nokia.

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