



Hadi Sutopo

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Personal

Full Name : **Hadi Sutopo**
Alias : *Ariesto Hadi Sutopo alias Topaz*
Date of Birth : 15 April 1945
Nationality : Indonesian
Gender : Male
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Scopus Author ID : 36680923600
Orchid Id : <https://orcid.org/0000-0002-6974-0176>
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Current position : Researcher,
Kalbis Institute - Jakarta, Indonesia

Professional Title

Researcher, Multimedia Practitioner, Painting Artist

Research Interests

Multimedia, Computer Graphic, Game, Educational Technology

Education

2006 - 2009 **Doctor of Educational Technology**
Jakarta State University, Jakarta, Indonesia
Dissertation: "Developing Multimedia Application Development Especially Puzzle Game Development for Multimedia Course"

1996 - 1998 **Master of Management Information System**
Gunadarma University, Jakarta, Indonesia
Thesis: "Publishing Information Systems Design at XYZ Publisher"

1991 - 1995 **Bachelor of Informatics**
University of Persada Indonesia Y.A.I, Jakarta, Indonesia
Thesis: "Object-Oriented Article Documentation System Design and Implementation."

Professional Career

2020 - present	Board of Editor. European Scientific Journal (ESJ). Spain
2020 - present	Researcher, Kalbis Institute, Jakarta
2017 - 2019	Dean, Faculty of Creative Industries, Kalbis Institute, Jakarta
2013 - 2017	Dean, Faculty of Computer Science and Communication Science, Kalbis Institute, Jakarta
2010 - 2015	Lecturer, ICT in Education and Educational Multimedia Information Systems. Universitas Negeri Jakarta, Jakarta. [join in Post Graduate Program]
2009 - 2017	Lecturer, ICT in Education. Universitas Sultan Ageng Tirtayasa, Serang. [join in Post Graduate Program]
2008 - 2011	Lecturer, Multimedia, and Flash Scripting. Universitas Multimedia Nusantara, Tangerang [join in Visual Communication Design Department of Faculty of Art and Design]
2007 - present	Lecturer, Multimedia, Research Method in IT, and Information Technology Project Management. Institut Teknologi dan Bisnis Kalbis, Jakarta. [join in Faculty of Computer Science and Communication Science]
2004 - 2011	Lecturer, Multimedia. Sekolah Tinggi Teknik Multimedia Cendekia Abditama.,Tangerang [join in Department of Informatics] Head of Informatics Department
2004 - 2014	Lecturer, Multimedia and Geographic Information Systems. Universitas Tarumanagara, Jakarta [join in Department of Informatics at Information Technology Faculty]
2001 - 2007	Lecturer, Multimedia, Computer Graphics, and Image Processing. STMIK Perbanas, Jakarta [join in Department of Informatics]
1995 - present	Lecturer, Multimedia, Computer Graphics, and Game Programming. Universitas Persada Indonesia YAI. Jakarta [join in Department of Informatics of Faculty of Technique]
1993	Function Decorator at Grand Hyatt Hotel. Jakarta
1992 - 1998	Function Decorator at Borobudur Inter-Continental Hotel. Jakarta
1986 - 1995	Graphic Designer and Head of Publishing Preparation at Indonesian Bible Society. Jakarta
1980 - 1986	Graphic Designer at Cipta Loka Caraka Publisher. Jakarta
1970 - present	Painting Artist

Reviewer

Conference

2020	International Conference on Artificial Intelligence and Information Technology (CSAI 2020)
2020	IACSIT - 11th International Conference on Education Technology and Computers (ICETC 2020)
2019	IACSIT - 11th International Conference on Education Technology and Computers (ICETC 2019)
2019	International Conference on Artificial Intelligence and Information Technology (CSAI 2019)

- 2019 International Conference on Software Engineering and Information Management (ICSIM 2019)
- 2018 International Conference on Computer Science and Artificial Intelligence (CSAI 2018)
- 2017 International Conference on Information Management and Technology (ICIMTech 2017)
- 2017 IACSIT - 8th International Conference on Distance Learning and Education (ICDLE 2017)
- 2017 IACSIT - 9th International Conference on Education Technology and Computers (ICECT 2017)
- 2016 IACSIT - 8th International Conference on Information and Multimedia Technology (ICIMT 2016)
- 2016 IEEE Asia-Pacific Conference on Applied Electromagnetics (APACE 2016)
- 2016 International Conference on Information Management and Technology (ICIMTech 2016)
- 2016 IEEE Region 10 Symposium (TENSYPMP'16)

Journal

- 2020 International Journal of Ad Hoc and Ubiquitous Computing (IJAHUC), Indescienc Publisher
- 2019 SoftwareX Journal, Elsevier, Amsterdam, Netherlands
- 2019 Buana Informatika, Universitas Atma Jaya Yogyakarta, Yogyakarta
- 2018 Didaktika, Universitas Djuanda, Bogor
- 2016 International Journal of Computer Theory and Engineering (IJCTE), Singapore.
- 2013 Advanced in Information Sciences and Service Sciences (AISS). An International Journal of Research and Innovation. Korea
- 2012 IEEE Symposium on Industrial Electronics and Application (ISIEA 2012)
- 2011 - present
Journal of Information Systems Education (JISE), Harrisonburg, VA, USA

Board of Editor

- 2020 **Board of Editor, *European Scientific Journal (ESJ)***, ISSN: 1857-7881 (Print) eISSN: 1857-7431 (Online), Macedonia, Portugal
- 2013 - present **Editor-in-Chief, *Informatika Teknologi Infoemasi***, Journal of Science and Technology, ISSN 2356-4393, Jakarta, Indonesia
- 2010 - 2016 **Editor, *Jurnal Teknologi Pendidikan***, Journal of Educational Technology accredited by Indonesian Ministry of Research and Higher Education, ISSN 1411-2477, Jakarta, Indonesia

Research

- 2020 *Developing Multimedia-based Learning on Avoiding Imprecise COVID-19 Patients*
- 2020 *Bible Learning Development*, Indonesian Bible Society
- 2019 *Mobile Multimedia-Based Komodo Dragon Learning*, Universitas Negeri Manado
- 2019 *QRCode-Based Math Learning*, Universitas Djuanda

- 2018 *Interactive Multimedia-Based Learning Development for Children and Family*, Indonesian Bible Society
- 2017 *Mobile-Based Scoreboard 4 DX Visualization*, Kalbis Institute
- 2016 *Mobile Game Developing: Math Mobile Game Learning Model*
- 2015 *Leadership Model Development in Orphanage*, Prima Unggul Foundation
- 2015 *Multimedia Based Scoreboard 4 DX Visualization*, Kalbis Institute
- 2014 *Implementation of Coloring Graph Learning Model for Mathematics Course*, Kalbis Institute
- 2013 *Coloring Graph Learning Model Development for Mathematics Course*, Kalbis Institute
- 2012 *Bressenham Line Algorithm Visualization Learning Model Development*, Universitas Persada Indonesia YAI
- 2012 *Web site Development "Regional Government of Aru Islands"*, Regional Government of Aru Islands
- 2011 *Computer Graphics in Education: Visualization of Binary Search Algorithm*, Universitas Multimedia Nusantara
- 2010 *Mobile Multimedia for Indonesia Tourism Promotion*, Universitas Multimedia Nusantara

Publications

Books

- 15 *Developing Educational Game*
ISBN. 978-602-6510-97-6, Jakarta: Ariesto Hadi Sutopo, 2020
- 14 *Pengembangan Educational Game*
ISBN. 978-602-6510-93-8, Jakarta: Ariesto Hadi Sutopo, 2020
- 13 *Pemrograman Multimedia dengan ActionScript 3.0*
2nd Edition, ISBN. 978-602-6510-71-6, Jakarta: Ariesto Hadi Sutopo, 2020
- 12 *Menulis dan Mengelola Jurnal Bereputasi*
ISBN. 978-602-72849-7-5, Yogyakarta: Graha Ilmu, 2016
- 11 *Teknologi Informasi dan Komunikasi dalam Pendidikan*
ISBN. 978-979-756-822-1, Yogyakarta Graha Ilmu, 2012
- 10 *Pengolahan Data Kualitatif dengan NVivo*, written with Adrianus Arief,
ISBN. 978-602-8730-27-3, Jakarta: Prenada, 2010
- 9 *Pemrograman Flash dengan PHP dan MySQL*
ISBN. 978-979-756-075-1, Yogyakarta: Graha Ilmu, 2007
- 8 *Desain Brosur dan Majalah dengan Adobe InDesign*
ISBN. 978-979-270-121-0, Jakarta: Elex Media Komputindo, 2007
- 7 *Desain Buku dengan Adobe InDesign*
ISBN. 978-979-270-121-0, Jakarta: Elex Media Komputindo, 2007

- 6 *Pemrograman Berorientasi Objek dengan Java*, written with Fajar Masya, ISBN. 979-756-000-7, Yogyakarta: Graha Ilmu, 2005
- 5 *Integrasi Flash dan ASP*
ISBN. 979-205-040-x, Jakarta: Elex Media Komputindo, 2003
- 4 *Multimedia Interaktif dengan Flash*
ISBN. 979-328-951-9, Yogyakarta: Graha Ilmu, 2003
- 3 *Pengantar Grafika Komputer*
ISBN. 979-970-881-8, Yogyakarta: Gava Media, 2002
- 2 *Analisis dan Desain Berorientasi Objek*
ISBN. 979-939-818-5, Yogyakarta: JJ Learning, 2002
- 1 *Animasi Menggunakan Macromedia Flash dengan ActionScript*
ISBN. 979-955-023-8, Jakarta: Salemba Infotek, 2002

Journals

- 13 Hadi Sutopo, Dwipo Setyantoro. *Developing Educational Mobile Game on Entering School During the New Normal of COVID-19 Pandemic*. "Journal of Mobile Multimedia (JMM)", <https://journals.riverpublishers.com/index.php/JMM>. USA ISSN: 1550-4654 (Online); 1550-4646 (Print), Vol.16, No.4, December, 2020
- 12 Nurliani Siregar, Hadi Sutopo, Meike Paat. *Mobile Multimedia-based Batakologi Learning Model Development*. "Journal of Mobile Multimedia (JMM)", <https://journals.riverpublishers.com/index.php/JMM>. USA ISSN: 1550-4654 (Online); 1550-4646 (Print), Vol.15, No.4, June, 2019
- 11 Muhammad Rusli & Hadi Sutopo. *Development of Visualization Scoreboard for Four Disciplines Execution Visualization of Journal Publication on Mobile Devices*. "International Journal of Computer Theory and Engineering (IJCTE)", <http://www.ijcte.org>. Singapore ISSN: 0975-5578 (Online); 0975-5934 (Print), Vol.11, No.6, December, 2019
- 10 Widyasari Widyasari, Hadi Sutopo, Murniati Agustian. *QR Code-based Learning Development: Accessing Math Game for Children Learning Enhancement*, "International Journal of Interactive Mobile Technologies", <https://online-journals.org>, Germany E-ISSN 1865-7923, Vol.13, No. 11, November 2019
- 9 Hadi Sutopo, Ridha Sefina Samosir, Jullend Gadc. *Mobile Multimedia Evaluation: Development of Stop Drugs Tutorial*, "International Journal of Interactive Mobile Technologies", <https://online-journals.org>, Germany E-ISSN 1865-7923, Vol.13, No. 5, May 2019
- 8 Muhammad Rusli & Hadi Sutopo. *Implementation of Multimedia Based Graph Coloring Learning Model*. International Journal "Journal of Theoretical and Applied Information Technology (JATIT)", <http://www.jatit.org>, Islamabad, Pakistan E-ISSN 1817-3195 / ISSN 1992-8645, Vol. 65, No. 11, June 2017
- 7 Hadi Sutopo. *Mobile Game Developing: Math Mobile Game Learning Model*. "International Journal of Information and Electronics Engineering (IJIEE)". <http://www.ijjee.org> ISSN: 2010-3719, Vol. 7, No.2, March 2017
- 6 Hadi Sutopo. *Mobile Multimedia Development: Flash Mobile Game with MySQL Database*. International Journal "International Journal of Computer Theory and Engineering (IJCTE)", <http://www.ijcte.org>. Singapore

- ISSN: 0975-5578 (Online); 0975-5934 (Print), Vol.5, No.1, February, 2013
- 5 Hadi Sutopo. *Multimedia-Based Learning Evaluation Development with Flash, PHP, and MySQL*, Journal "Jurnal Informatika", Universitas Kristen Petra - Surabaya ISSN. 1411-0105, Vol. 11, No. 1, May 2012
 - 4 Hadi Sutopo. *Bresenham's Lines Algorithm Visualization Using Flash*. International Journal "International Journal of Computer Theory and Engineering (IJCTE)", <http://www.ijcte.org>. Singapore ISSN: 0975-5578 (Online); 0975-5934 (Print), Vol.3, No.3, June, 2011
 - 3 Hadi Sutopo. *Selection Sorting Algorithm Visualization Using Flash*. International Journal "The International Journal of Multimedia & Its Applications (IJMA)", <http://airccse.org/journal/ijma.htm>. Chennai, India ISSN: 1793-821X (Online); 1793-8201 (Print), Vol.3, No.1, February, 2011
 - 2 Hadi Sutopo. *Flash Game With MySQL Database Development*. International Journal "Journal of Theoretical and Applied Information Technology (JATIT)", <http://www.jatit.org>, Islamabad, Pakistan E-ISSN 1817-3195 / ISSN 1992-8645, Vol. 20, No. 1, October 2010
 - 1 Hadi Sutopo. *Learning Model Development: Creating Snakes and Ladder Game*. Journal "Pedagogika", Post Graduate Program Universitas Sultan Ageng Tirtayasa. ISSN. 2087-1678, Vol. 1, No. 1, August 2010

Proceedings

- 14 Meike Paat, Hadi Sutopo & Nurliani Siregar. *Developing a Mobile Multimedia-based Learning Resource on Living of Komodo Dragons*. Proceeding "The 2019 3rd International Conference on Computer Science and Artificial Intelligence (CSAI2019)", Beijing, China, 6-8 December 2019
- 13 Hanif Hanif & Hadi Sutopo. *Developing QR Payment to Enhance the Technological Service in Sederhana Restaurant Network*. Proceeding "The 2019 3rd International Conference on Computer Science and Artificial Intelligence (CSAI2019)", Beijing, China, 6-8 December 2019
- 12 Hadi Sutopo, Hindriyanto D. Purnomo, Silaen Sondang Maria, Swati Lee, Altobeli Lobodally, Arie Setiawan Prasida. Proceeding *Developing Interactive Bible Learning Model Based on Mobile for Children*. Proceeding "2nd International Conference Software Engineering and Information Management (ICSIM 2019)", Singaraja, Bali, Indonesia, 10-13 January 2019
- 11 Hadi Sutopo & Ferryal Abadi. *Mobile Multimedia-Based Tourism Promotion Development*. Proceeding "The 2018 2nd International Conference on Computer Science and Artificial Intelligence (CSAI2018)", Shenzhen, China, 8-10 December 2018
- 10 Ken Widjaja & Hadi Sutopo. *Multimedia-Based Global Warming Interactive Application for Elementary School Students*. Proceeding "International Conference on Computer Science and Artificial Intelligence (CSAI 2017)", Jakarta, Indonesia, 5-7 December 2017
- 9 Hadi Sutopo & Wisnu Pamungkas. *Developing Mathematics Mobile Game to Enhance Learning for Children*. Proceeding "2017 IEEE International Conference on Computational Science and Engineering (CSE) and IEEE International Conference on Embedded and Ubiquitous Computing (EUC)", Guangzhou, China, 21-24 June 2017
- 8 Hadi Sutopo. *Mobile Game Developing: Math Mobile Game Learning Model*. Proceeding "The 8th International Conference on Information and Multimedia Technology (ICIMT2016)", Kuala Lumpur, Malaysia, 28-31 December 2016

- 7 Muhammad Rusli & Hadi Sutopo. *Multimedia Based Scoreboard Development of Four Disciplines of Execution for Journal Publication*. Proceeding "2016 - 8th International Conference on Knowledge and Smart Technology (KST)", Chiang Mai, Thailand, 3-6 February 2016
- 6 Hadi Sutopo. *Multimedia Based Instructional Development: Bubble Sort Visualization*. Proceeding "2015 6th IEEE International Conference on Software Engineering and Service Science (ICSESS 2015)", Beijing, China, 23-25 September 2015
- 5 Hadi Sutopo. *Learning Model Development of Creating a Multimedia Application Particularly Puzzle Game*. Proceeding "17th International Conference on Computational Science and Engineering (CSE 2014)", Chengdu, China, 19-21 December 2014
- 4 Winarno & Hadi Sutopo. *Computer Graphics in Education: Visualization of Binary Search Algorithm*. International Workshop on Advanced Image Technology 2012 (IWAIT 2012), Ho Chi Minh City, Vietnam, 10-11 January 2012
- 3 Hadi Sutopo. *Mobile Multimedia Development: Creating Coloring Game Tutorial*, Proceeding "International Seminar: Learning, Community and Technology", Jakarta, 8 June 2011
- 2 Winarno & Hadi Sutopo. *Mobile Multimedia for Indonesia Tourism Promotion*. Proceeding "International Workshop on Advanced Image Technology 2011 (IWAIT 2011)" Jakarta, 8-9 January 2011
- 1 Hadi Sutopo. *Mobile Multimedia Development for Making Game Tutorial*. Proceeding "Seminar Nasional Teknologi Informasi SNTI 2010". Universitas Tarumanagara. Jakarta. 27 November 2010

Invited Talks/Invited Speaker

- **Developing Digital Magazine on Belitung Coffee Industry for Tourism Enhancement**, 2021 3rd International Conference on Advances in Computer Technology, Information Science and Communications (CTISC 2021), Shanghai, China, 23-25 April 2021
- **Developing Educational Game**, International Conference on Computer Science and Artificial Intelligence (CSAI 2020). Zuhai, China, 11-13 December 2020
- **Developing Digital Greetings using GameMaker Studio**, 2020 2nd International Conference on Advances in Computer Technology, Information Science and Communications (CTISC 2020), Suzhou, China, 10-12 July 2020
- **Creative Industry in Education**, Asian Youth Indie Film Festival, Universiti Utara Malaysia, Kedah, Malaysia, 10 April 2018
- **Developing Video Tutorial**, Faculty of Computer Science and Educational Software, Guangzhou University. Guangzhou, China, 24 July 2017
- **Multimedia Based Visualization for Learning Enhancement**, Talk of 2016 Year End. Faculty of Computer Science & Information Technology (FCSIT), University of Malaya. Kuala Lumpur, Malaysia, 30 December 2016

Speaker at Conferences, Seminars and Workshops

- Speaker. Webinar "Pengelolaan Jurnal Berbasis OJS", Politeknik Manufaktur Negeri Bangka Belitung. Bangka, 14 December 2020.
- Speaker. Webinar "Developing Multimedia-based Learning on Avoiding Imprecise COVID-19 Patients", Online Conference on Education/Pedagogy. Spain, 10

December 2020.

- Speaker. Webinar “*Conducting Main Field Testing of Developing Mobile Multimedia-Based Math Game for Children During Covid-19*”, IEEE Computer Society Indonesia Chapter. Jakarta, 17 October 2020
- Speaker. Webinar “*Developing Educational Game on Entering New Normal during Covid-19 Pandemic*”, IEEE Computer Society Indonesia Chapter. Jakarta, 19 June 2020
- Speaker. Webinar “*Strategi Menulis Artikel Jurnal Terindeks Scopus*”, Badan Pemeriksa Keuangan Republik Indonesia. Jakarta, 1 September 2020
- Facilitator. Workshop “*Workshop Qualitative Data Processing Using NVivo*”, Universitas Persada Indonesia YAI. Jakarta, 23 November 2019
- Facilitator. Workshop “*Workshop Qualitative Data Processing Using NVivo*”, Universitas Al Azhar. Jakarta, 7 Agustus 2019
- Facilitator. Workshop “*Workshop Qualitative Data Processing Using NVivo*”, Universitas Negeri Riau. Pekanbaru, 1-2 Agustus 2019
- Facilitator. Workshop “*Workshop Qualitative Data Processing Using NVivo*”, Badan Pemeriksa Keuangan. Jakarta, 12 April 2019
- Facilitator. Workshop “*Writing a Qualify Manuscript Indexed by Scopus*”, Faculty of Engineering and Vocation, Universitas Pendidikan Indonesia, Singaraja, Bali, 6 April 2018
- Facilitator. Workshop “*Workshop on Computer Skill Training: Qualitative Data Processing Using NVivo*”, Ministry Law and Human Rights. Jakarta, 28 February 2018
- Facilitator. Workshop “*Multimedia Based E-learning Development*”, Universitas Negeri Pontianak, 24 February 2018
- Speaker in collaboration with Wisnu Pamungkas. “*Developing Mathematics Mobile Game to Enhance Learning for Children.*” *20th IEEE International Conference on Computational Engineering (CSE 2017)* and *15th IEEE International Conference on Embedded and Ubiquitous Computing (EUC 2017)*. Guangzhou, China, 21-24 July 2017
- Speaker. “*Mobile Game Developing: Math Mobile Game Learning Model*”. *The 8th International Conference on Information and Multimedia Technology (ICIMT2016)*. Kuala Lumpur, Malaysia, 28-31 December 2016
- Facilitator. Workshop “*Multimedia Based E-learning Development*”, STMIK Jayakarta, Jakarta, 14 April 2016
- Speaker in collaboration with Muhammad Rusli. “*Multimedia Based Scoreboard Development of Four Disciplines of Execution for Journal Publication*”. *The 2016 - 8th International Conference on Knowledge and Smart Technology (KST)*. Chiang Mai, Thailand, 3-6 February 2016
- Speaker. “*Multimedia Based Instructional Development: Bubble Sort Visualization*”. *2015 6th IEEE International Conference on Software Engineering and Service Science (ICSESS 2015)*. Beijing, China, 23-25 September 2015
- Facilitator. Workshop “*Multimedia Based E-learning Development*”, IAIN Sultan Maulana Hasanuddin, Serang, 7 May 2015
- Facilitator. Workshop “*Designing Multimedia Based Learning Resources*”, Universitas

Djuanda, Bogor, 19, 26 January 2015

- Speaker. "Learning Model Development of Creating a Multimedia Application Particularly Puzzle Game". *17th International Conference on Computational Science and Engineering (CSE 2014)*. Chengdu, China, 19-21 December 2014
- Facilitator. Workshop "Multimedia Based Learning Development", STAB Sriwijaya, Tangerang. Serang, 23 September 2014.
- Facilitator. Workshop, "Multimedia Based Presentation Development", Regional Government of Aru Islands, Dobo, 18-20 Juli 2014
- Facilitator. Workshop "Advanced Multimedia Presentation". PT Binakarya Dayakusuma - Jakarta. 20-21 November 2013
- Facilitator. Workshop "Curriculum Evaluation/Curriculum Adjustment According to KKNI", Universitas Persada Indonesia YAI - Jakarta. 4-5 June 2013
- Facilitator. Workshop "Multimedia Production House", Universitas Sultan Ageng Tirtayasa - Cilegon. 7 November 2012
- Speaker in collaboration with Winarno. "Computer Graphics in Education: Visualization of Binary Search Algorithm". *International Workshop on Advanced Image Technology 2012 (IWAIT 2012)*. Ho Chi Minh City, Vietnam, 10-11 January 2012
- Speaker. "Mobile Multimedia Development: Creating Coloring Game Tutorial". *International Seminar: Learning, Community and Technology*, Jakarta, 8 June 2011
- Speaker. National Seminar "The Roll of Educational Technology in Knowledge Society Building", Jakarta State University, 14 March 2011
- Facilitator. "Workshop Authoring Tools – Adobe eLearning Suite 2", Faculty of Mathematics and Natural Science. Jakarta State University, 24 Januari - 2 February 2011
- Speaker. Workshop "Improving Research Knowledge in Religion Using NVivo Software", Ministry of Religion. Puncak, 11-12 February 2011
- Speaker in collaboration with Winarno. "Mobile Multimedia for Indonesia Tourism Promotion". *International Workshop on Advanced Image Technology 2011 (IWAIT 2011)*. Jakarta, 8-9 January 2011
- Facilitator. Workshop "Multimedia Based Learning Development", SMAK Penabur Senior High School. Tangerang, 4-5 January 2011

Video Tutorial

Youtube Channel: <https://www.youtube.com/channel/UCg2ByWVZEfMjQNkMTF-WYug>

- **Writing a Quality Manuscript**
- **Flash Interactivity** - Using External Text, Creating Puzzle Game, Creating Coloring Game, Decimal to Binary Conversion, Creativity Using Video in Flash
- **Basic Flash Animation** - Basic Action, Basic Animation, Path Animation, Image and Text Animation, Creating Button
- **Multimedia** - Art and Creativity, Multimedia Development Method, Multimedia Professional, Multimedia Application
- **GameMaker Studio** - Moving Object Using Keyboard

Multimedia Development

- 2016 *Math Game Level 1* - Mathematics game for kids - Available at Google Play Store
- 2016 *Stop Drag* - Kalbis Institute in collaboration with Badan Narkotika Nasional (BNN) - Available at Google Play Store
- 2009 *Creating Multimedia Application: Puzzle Game* - CD ROM
- 2004 *Noah* - Bible Game - Indonesian Bible Society

Professional Associations

- Institute of Electrical and Electronics Engineers (IEEE) - *senior member*
- International Association of Computer Science and Information Technology (IACSIT) - *senior member*
- Association for Educational Communications and Technology (AECT) - *member*
- Association of Indonesian Computer Higher Education (APTIKOM) - *member*

Public Commissions

- 2018 - present Member. *Technology and Systems Commission*. Indonesian Bible Society. Jakarta
- 2014 - 2018 Member. *Systems and Finance Commission*. Indonesian Bible Society. Jakarta
- 2004 - 2014 Member. *Information Technology and Publication Commission*. Indonesian Bible Society. Jakarta
- 2001 - 2004 Member. *Information Technology Commission*. Indonesian Bible Society. Jakarta

Other Activities

- Steering Committee. *2021 3rd International Conference on Advances in Computer Technology, Information Science and Communications (CTISC 2021)*, Shanghai, China, 23-25 April 2021
- Conference Chair. *International Conference on Virtual Reality Technology (ICVRT 2020)*. Jakarta, Indonesia, 18-20 December 2020
- Conference Chair. *International Conference on Computer Science and Artificial Intelligence (CSAI 2020)*. Zuhai, China, 11-13 December 2020
- Conference Chair. *International Conference on Video, Signal and Image Processing (VSIP 2020)*. Jakarta, Indonesia, 4-6 December 2020
- Invited Speaker. *2020 2nd International Conference on Advances in Computer Technology, Information Science and Communications (CTISC 2020)*. Suzhou, China, 10-12 June 2020
- Steering Committee. *International Conference on Computer Science and Artificial Intelligence (CSAI 2019)*. Beijing, China, 6-8 December 2019
- Technical Committee. *11th International Conference on Education Technology and Computers (ICECT 2017)*. Amsterdam, Netherlands, 26-29 October 2019
- Conference Chair. *International Conference on Advanced Computer Theory and Engineering (ICTACTE 2019)*. Jakarta, Indonesia, 18-20 September 2019
- Conference Chair. *International Conference on Smart Computing and Information Technology (ICSCIT 2019)*. Al Buraimi, Sultanate of Oman, 29 April - 1 May 2019

- Honorary Chair, *International Artificial Intelligence and Information Technology (ICAIIIT 2019)*, Yogyakarta, Indonesia, 13-15 March 2019
- Conference Chair. *International Conference on Software Engineering and Information Management (ICSIM 2019)*. Singaraja, Bali, Indonesia, 10-12 January 2019
- Conference Program Chair. *International Conference on Computer Science and Artificial Intelligence (CSAI 2018)*. Shenzhen, China, 8-10 December 2018
- Conference Chair. *International Conference on Computer Science and Artificial Intelligence*. Jakarta, Indonesia, 5-7 December 2017
- Technical Committee. *9th International Conference on Education Technology and Computers (ICECT 2017)*. Barcelona, Spain, 20-22 December 2017
- Technical Committee. *8th International Conference on Distance Learning and Education (ICDLE 2017)*. Barcelona, Spain, 20-22 December 2017
- Technical Committee. *International Conference on Information Management and Technology (ICIMTech 2017)*. Yogyakarta, Indonesia, 15-17 November 2017
- Technical Committee. *8th International Conference on Information and Multimedia Technology (ICIMT2016)*. Kuala Lumpur, Malaysia, 28-31 December 2016
- Technical Committee. *International Conference on Information Management and Technology (ICIMTech 2016)*. Bandung, Indonesia, 16-18 November 2016
- Chair. *IEEE Communication Society Distinguished Lecture, " On Greening Broadband Access"*. delivered by Prof. Nirwan Ansari, IEEE Fellow, Distinguished Professor of Electrical and Computer Engineering New Jersey Institute of Technology (NJIT). Kalbis Institute in collaboration with IEEE Communications Society Indonesia Chapter. Jakarta, Indonesia, 1 June 2016

Skills

Traditional Skills

Painting : oil color, water color, poster color, acrylic

Computer Skills

Publishing : Adobe InDesign

Digital painting : Adobe Photoshop, Adobe Illustrator

Graphics : Adobe Photoshop, Adobe Illustrator, 3D Studio Max, Blender

Multimedia : Adobe Flash, Adobe Director, Adobe Premiere, Adobe After Effects, Game Maker Studio

Programming : Pascal, C++, Java, ActionScript 3

Data processing & analyzing : NVivo

Language Skills

English : Fluent

Indonesian : Mother language

Hobbies

Reading : Multimedia, Information and Communication Technology,