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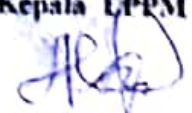# S U R A T   T U G A S
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Status	:	Dosen Tetap Universitas Katolik Soegijapranata Semarang
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Waktu	:	Rabu –Jumat, 26 dan 28 Juli 2017
Tempat	:	SEAMEO Retrac 35, Lê Thánh Tôn, Bến Nghé, Quận 1, Hồ Chí Minh, Vietnam
Penyelenggara	:	International Conference on Leadership and Management in Higher Education: Challenges, Opportunities and Ways Forward, co-organized by SEAMEO Regional Training Center (SEAMEO RETRAC) and British Columbia Council for International Education
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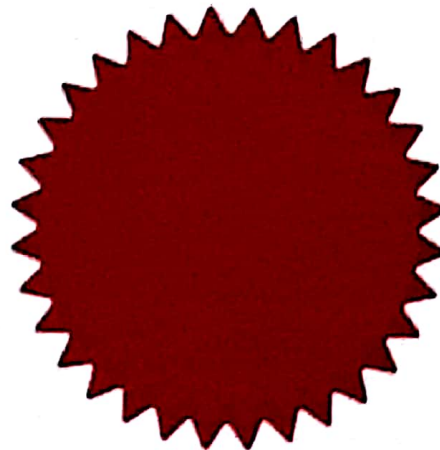## SEAMEO REGIONAL TRAINING CENTER

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Director
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Integrating Technology for Collaborative Learning and Knowledge Sharing:
Its Implications for Undergraduate Education[*]

Cecilia Murniati[1], Ridwan Sanjaya[2], Kristine L. Blair[3]

[1,2] Soegijapranata Catholic University (SCU), Indonesia

[3] Youngstown State University (YSU), USA

Introduction

- While the impact of technology on the academic achievement shows mixed results, numerous studies highlight the benefits of the use of technology on class engagement (Piirainen-Marsh & Tainio, 2009), interactional skill (Backlund & Hendrix, 2009), motivation (Yang, 2012).
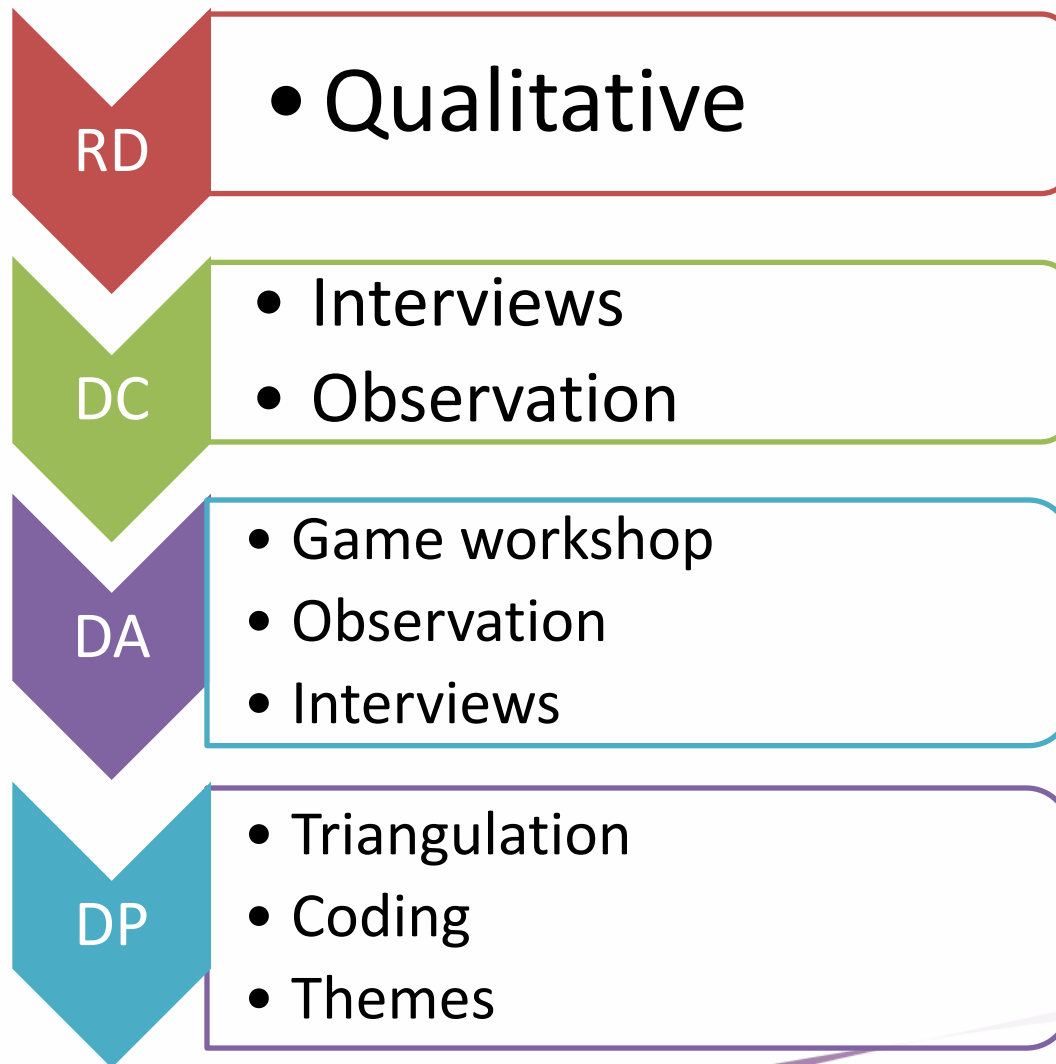
Introduction

- Games, when adopted properly, brought about positive impacts such as strategic thinking, technical language, and problem solving skills (Gee, 2003; Gros, 2007; Shaffer, 2006; Squire, 2005) and student engagement (Connolly et al., 2012; Perrotta et al., 2013).

Objectives

- to explore students' perception of the game-making for knowledge sharing
    - In particular we would like to investigate how our research participants make sense of their game-making activities and how they perceive the potential of the group-based game-making for knowledge sharing.

Methods

RD
- Qualitative

DC
- Interviews
- Observation

DA
- Game workshop
- Observation
- Interviews

DP
- Triangulation
- Coding
- Themes

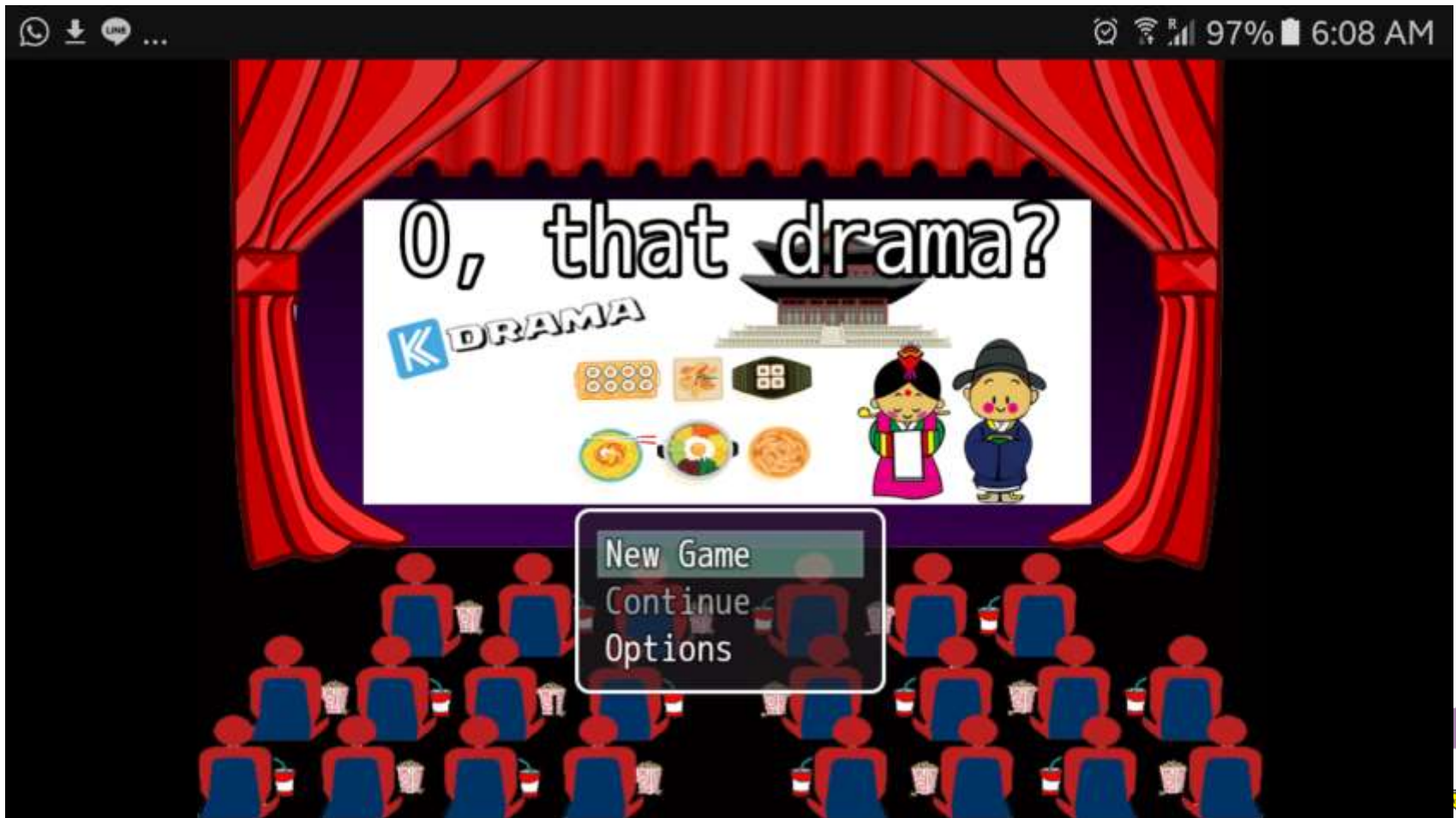# Game Software and Template

Modifying the Game Template

The workshop

The Game Result

The game when played on smartphones

The Game Result

The game when played on smartphones

The Game Result

The game when played on smartphones

Results

Overarching themes

- Games can be a powerful tool for knowledge sharing

- Group dynamic is key in creating the game

- There should be a balance between game modification and knowledge sharing

Limitation

- Students' tight schedule
- Lack of game trainers to supervise
- The game only allows multiple choice answers
- The game should be installed in students' computer (not cloud-based)

What's next

- Planning longer workshops (several sessions)

- Designing storyboard samples

- Recruiting participants from different departments

- Recruiting more trainers

- Creating cloud storage where students can work in different locations

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The Game ResultThe game

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