



**REPUBLIK INDONESIA
KEMENTERIAN HUKUM DAN HAK ASASI MANUSIA**

SURAT PENCATATAN CIPTAAN

Menteri Hukum dan Hak Asasi Manusia Republik Indonesia, berdasarkan Undang-Undang Nomor 28 Tahun 2014 tentang Hak Cipta yaitu Undang-Undang tentang perlindungan ciptaan di bidang ilmu pengetahuan, seni dan sastra (tidak melindungi hak kekayaan intelektual lainnya), dengan ini menerangkan bahwa hal-hal tersebut di bawah ini telah tercatat dalam Daftar Umum Ciptaan:

- I. Nomor dan tanggal permohonan : EC00201704252, 10 Oktober 2017
- II. Pencipta
Nama : **Ekawati Marhaenny Dukut, Cecilia Titiek Murniati, Thecla Brenda Chandrawati M., , dkk**
Alamat : Jl. Delima IV/34 Jambusari Indah, Krajan, RT 009/RW 065, Kel. Wedomartani, Kec. Ngemplak, Sleman, Di Yogyakarta, 55584
Kewarganegaraan : Indonesia
- III. Pemegang Hak Cipta
Nama : **Ekawati Marhaenny Dukut, Cecilia Titiek Murniati, Thecla Brenda Chandrawati M., , dkk**
Alamat : Jl. Delima IV/34 Jambusari Indah, Krajan, RT 009/RW 065, Kel. Wedomartani, Kec. Ngemplak, Sleman, Di Yogyakarta, 55584
Kewarganegaraan : Indonesia
- IV. Jenis Ciptaan : Program Komputer
- V. Judul Ciptaan : **Tommy & Pokina English Language Game Software**
- VI. Tanggal dan tempat diumumkan untuk pertama kali di wilayah Indonesia atau di luar wilayah Indonesia : 14 September 2017, di Semarang
- VII. Jangka waktu perlindungan : Berlaku selama 50 (lima puluh) tahun sejak Ciptaan tersebut pertama kali dilakukan Pengumuman.
- VIII. Nomor pencatatan : 04227

Pencatatan Ciptaan atau produk Hak Terkait dalam Daftar Umum Ciptaan bukan merupakan pengesahan atas isi, arti, maksud, atau bentuk dari Ciptaan atau produk Hak Terkait yang dicatat. Menteri tidak bertanggung jawab atas isi, arti, maksud, atau bentuk dari Ciptaan atau produk Hak Terkait yang terdaftar. (Pasal 72 dan Penjelasan Pasal 72 Undang-undang Nomor 28 Tahun 2014 Tentang Hak Cipta)



a.n. MENTERI HUKUM DAN HAK ASASI MANUSIA
DIREKTUR HAKCIPTA DAN DESAIN INDUSTRI

Dr. Dra. Erni Widhyastari, Apt., M.Si.
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3	Thecla Brenda Chandrawati M.	Jl. Cinde Dalam III/10, RT 012/RW 006, Kel. Jomblang, Kec. Candisari
4	Yedija Prima Putra	Langensari Barat, RT 003/RW 006, Kel. Langensari, Kec. Ungaran Barat
5	Christine Ayu Wulandari	Jl. Merbabu II/48, RT 002/RW 006, Kel. Padangsari, Kec. Banyumanik

LAMPIRAN PEMEGANG

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1	Ekawati Marhaenny Dukut	Jl. Delima IV/34 Jambusari Indah, Krajan, RT 009/RW 065, Kel. Wedomartani, Kec. Ngeplak
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PLAY GUIDE TOMMY & POKINA TOEFL-Like Game

TOMMY & POKINA TOEFL-Like Game

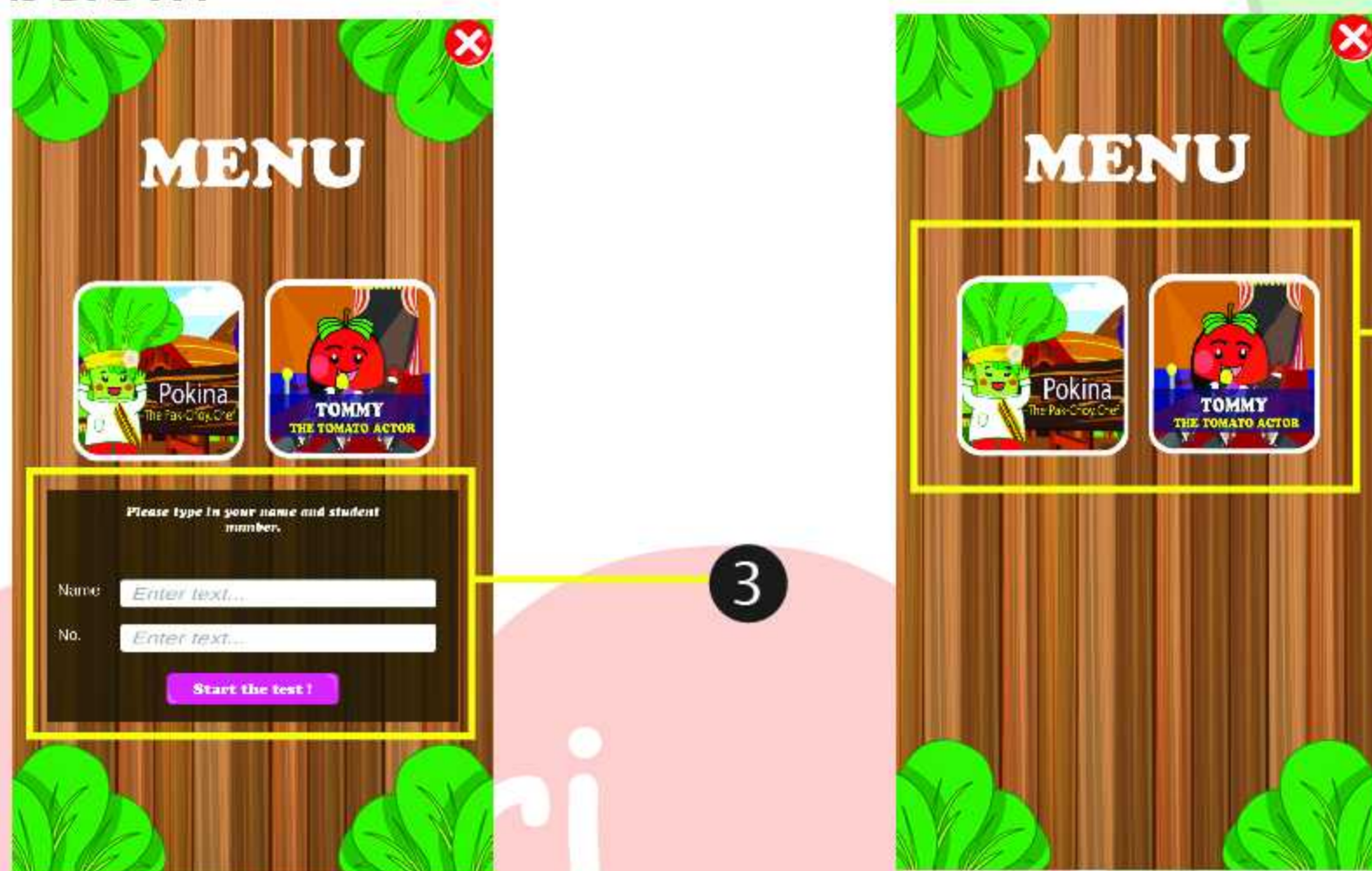
Ekawati Marhaenny Dukut, Cecilia Titeik Murniati, Albertus Dwiyoaga Widianoro
Fac. of Language & Arts - Fac. Computer Science, Soegijapranata Catholic
University, Semarang, Indonesia
National Research Strategy (Hibah PSNI) ©2018

Tommy & Pokina is a mobile educational game to learn English. .
It has two stories that focus on vegetables.

***Note: Use headphones for better audio quality**

How to Play

1. Install Tommy & Pokina application on Google Play in your mobile phone.
2. Once it is installed, open the application and you will see the display below:



3. Users need to choose one of the two stories of Tommy and Pokina. The following images are the display users will see when they are about to choose which story to play.
4. After users select the story they want to play, they will see a list of menu consisting of Listening, Reading, Writing, and Speaking. They will play the game in order starting from Listening since all other exercises are based on a story in the Listening section. Once users finish a section, a check will appear.

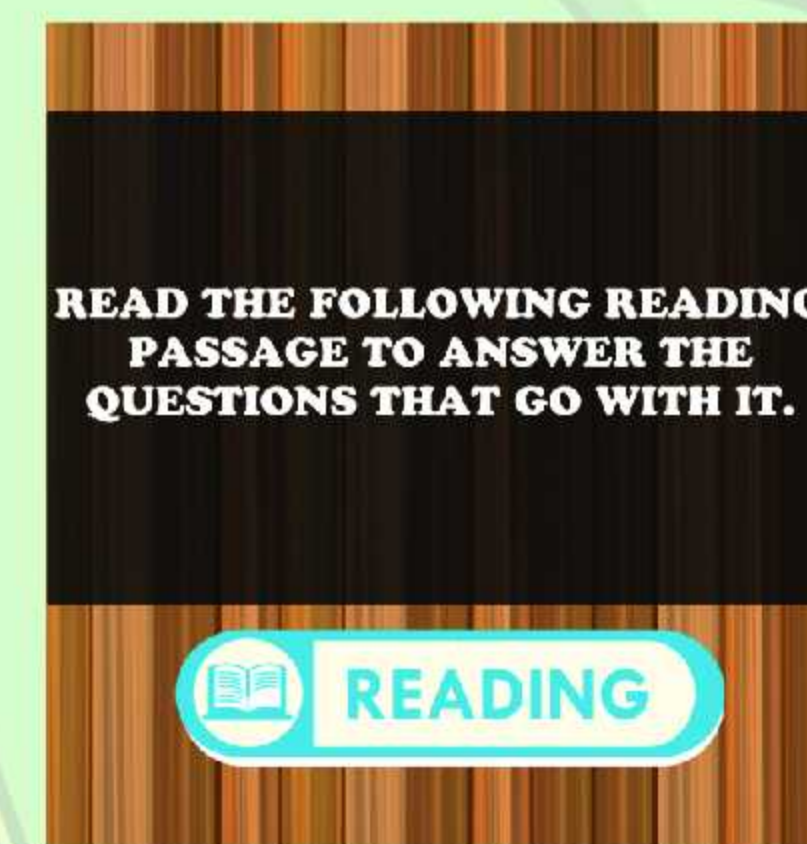


5. In the Listening section, users will be given instructions how to do the listen to the story and do the exercises. To start, they have to click the Listening button. The following images are the displays users will see in the Listening section. After listening to the story, users can start doing the exercises by clicking the Listening button. Users are given 5 minutes to do the exercises.



- 5a). Use back and next buttons to go back to the previous questions or go to the next questions.
- 5b). Click Finish when done.

6. Click Reading menu and you will see the following image. For the Reading section, Tommy and Pokina have a different way of playing



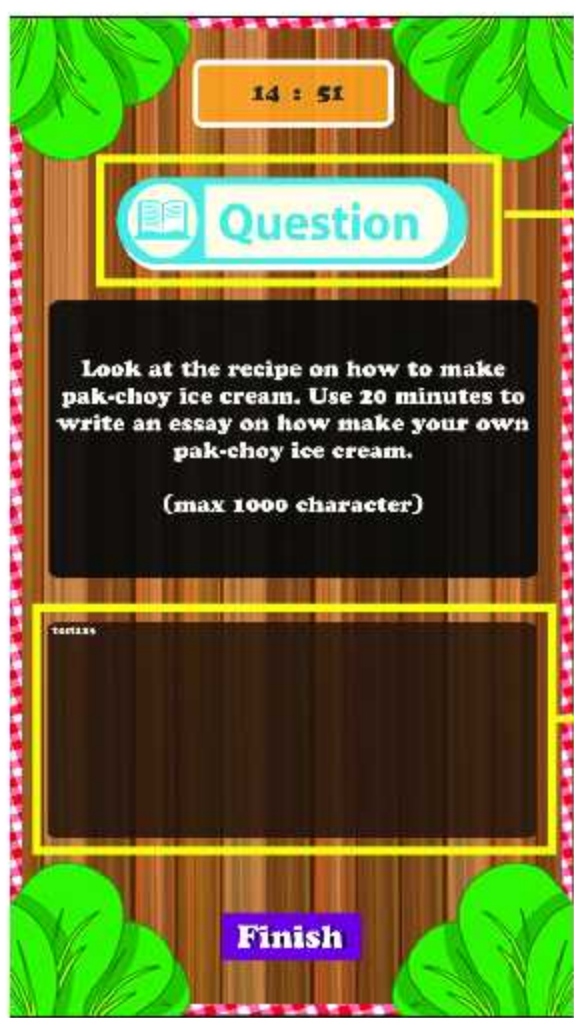
- 6a). In order to do the exercises in the Reading section, for Pokina users have to answer multiple choice questions from the Reading passage in 10 minutes. To read Reading passage, users have to click the READ button on the top right corner as shown on these images below. To close the Reading passage, click the X button. One the Reading passage is close, users will be given reading exercises. Use back and next buttons to go back to the previous questions or go to the next questions. Click FINISH when done.



6b). In Tommy, users are required to complete sentences by choosing the most appropriate words in ten minutes. Click FINISH when done. Below is the image showing the Reading exercises in Tommy.



7. In the Writing section, users have to answer the exercises by retyping the recipe with their own words based on the video in the listing section. Users will be given 20 minutes to finish the recipe. Click FINISH when done. To read the ingredients, users can click QUESTION button and click CLOSE to exit. The following images are the display of the Writing section.



Read Recipe

Type Here

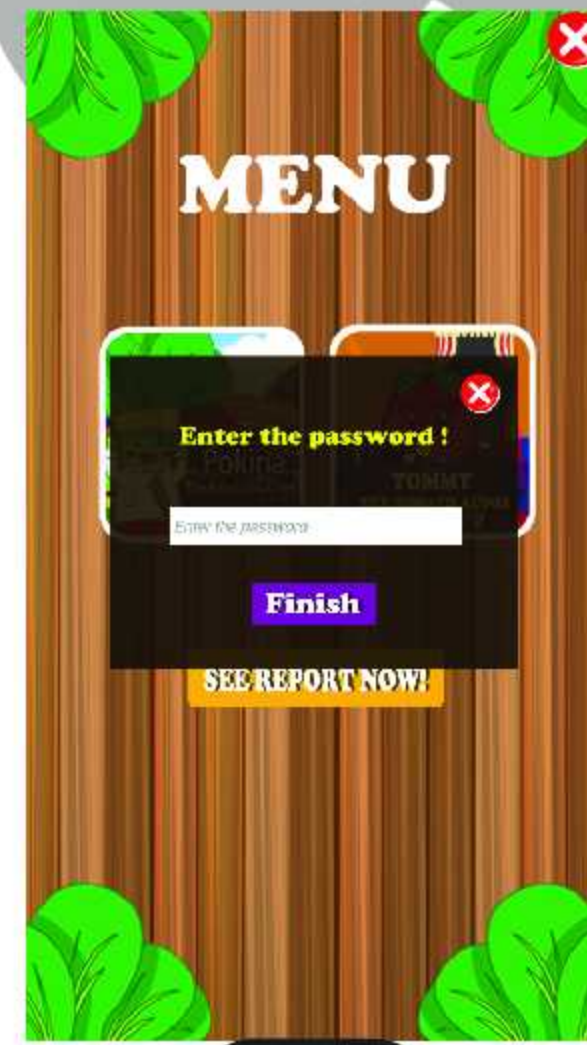


10. In order to see the result of the quiz, users have to click the BACK button. They will be directed to the home page. Users have to click "SEE REPORT NOW."



11. Fill in the passwords and click FINNISH. The images below show the display when users have clicked the FINISH button.

*Password : sepenuhhati



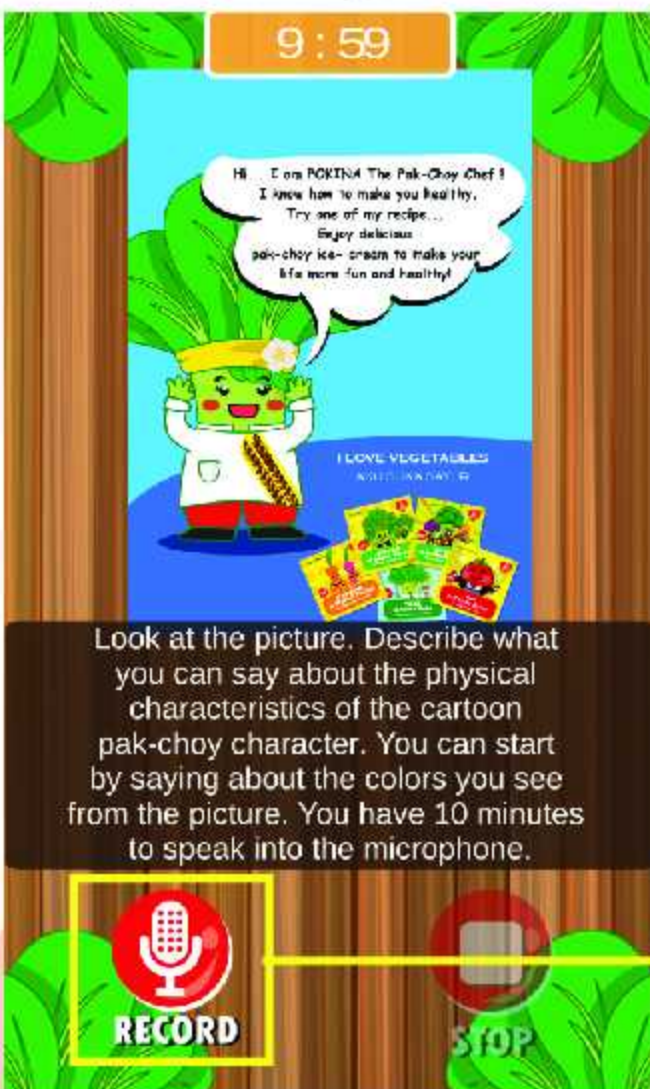
11a



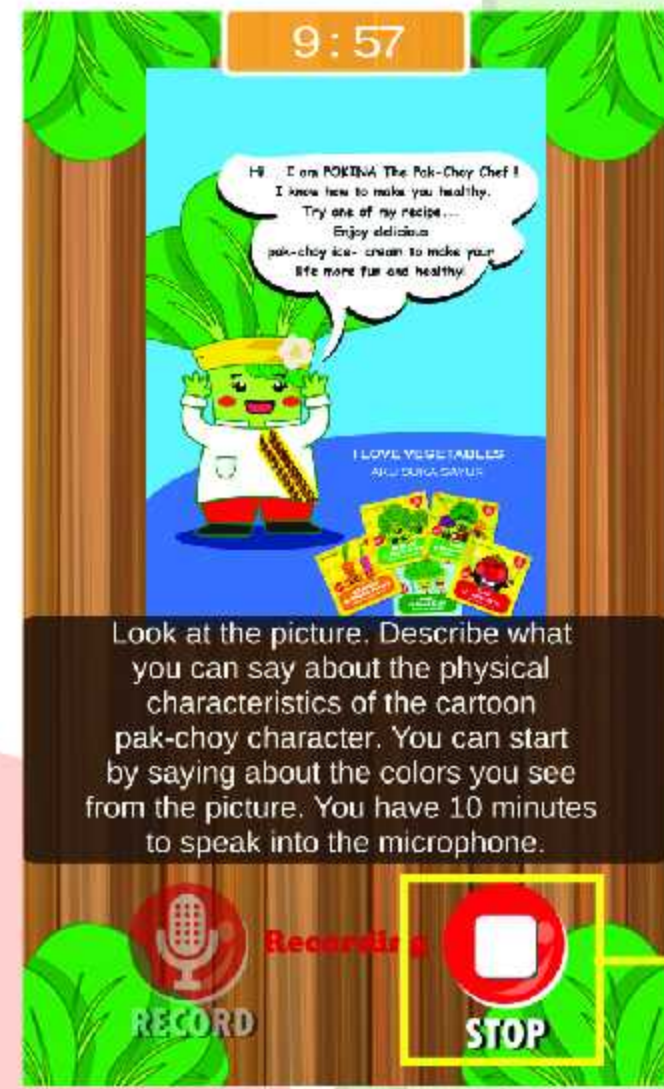
11b

8. Click SPEAKING menu to start the Speaking section. In this section users have to click RECORD button to start recording and describing the characters in ten minutes. Click STOP button to finish recording and save the record. If users cannot finish the decription within the time limit, the recording will stop and save the record automatically. Below are the images of the speaking section.

12. Click REPORT POKINA or REPORT TOMMY to see the result. Click (X) to close.



Record



Stop



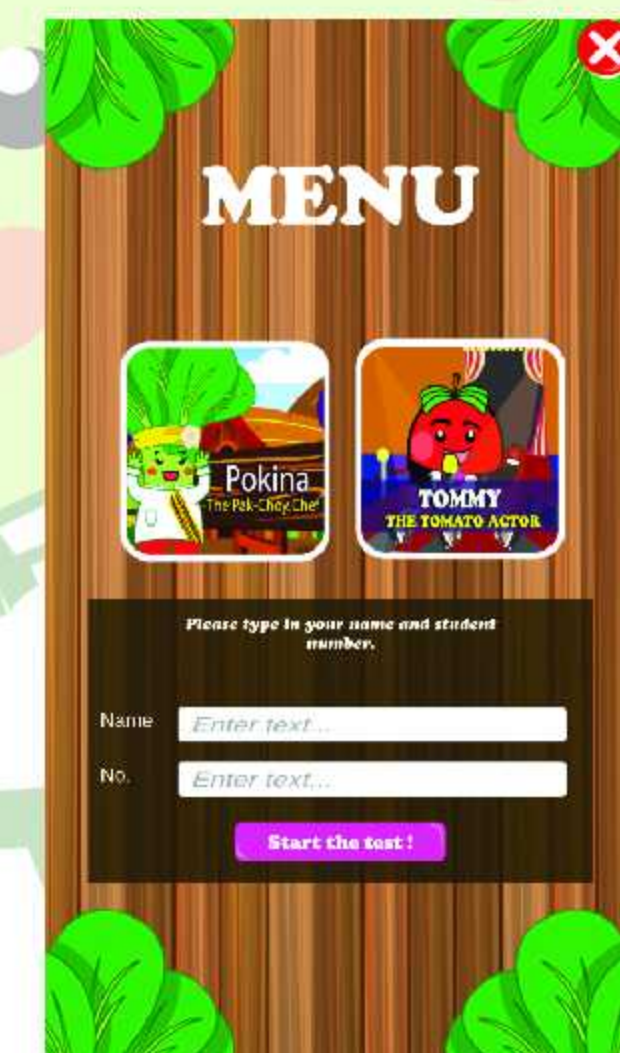
13. Click RESET to reset the game, on picture 11b.

9. After clicking the STOP button, users will be directed automatically to report page. Users will be able to see which section has been completed.

14. Once the game is reset, users will be able to replay the game.



Back



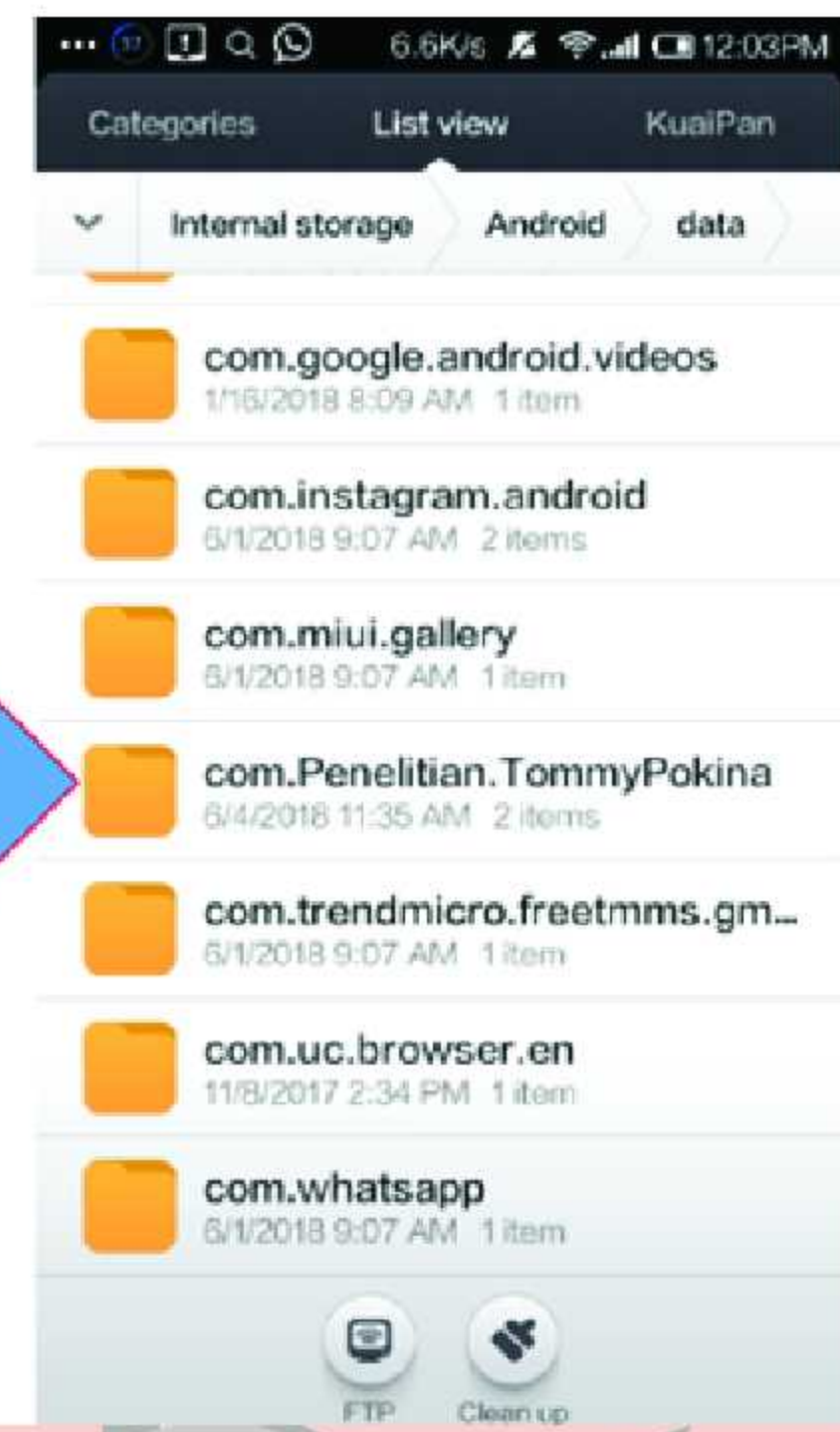
15. The UPLOAD button will be used to upload the report. Users need the Internet connection to upload the report.

THE RESULT OF THE SPEAKING TEST MUST BE SENT MANUALLY FROM THE MOBILE PHONE/ ANDROID TO ekawati@unika.ac.id BY WRITING THE SUBJECT: POKINA/ TOMMY GAME APP. PLEASE FOLLOW THE INSTRUCTIONS:

1. Click explore
2. Click internal storage
3. Click data
4. Find com.Penelitian TommyPokina, then click 2x
5. The speaking data is recorded in a folder named FILES.

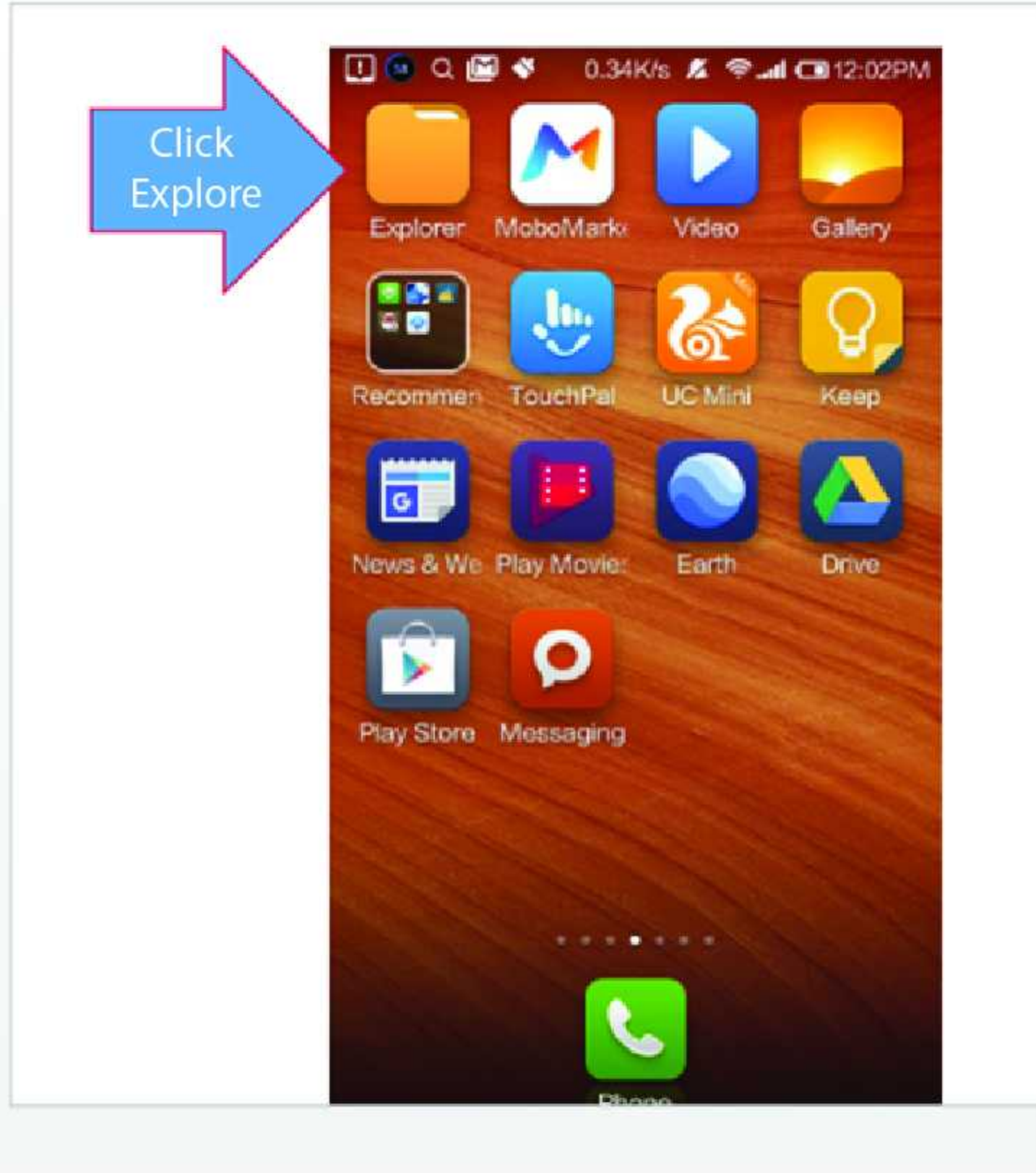
4.

Find com.Penelitian TommyPokina, then double click



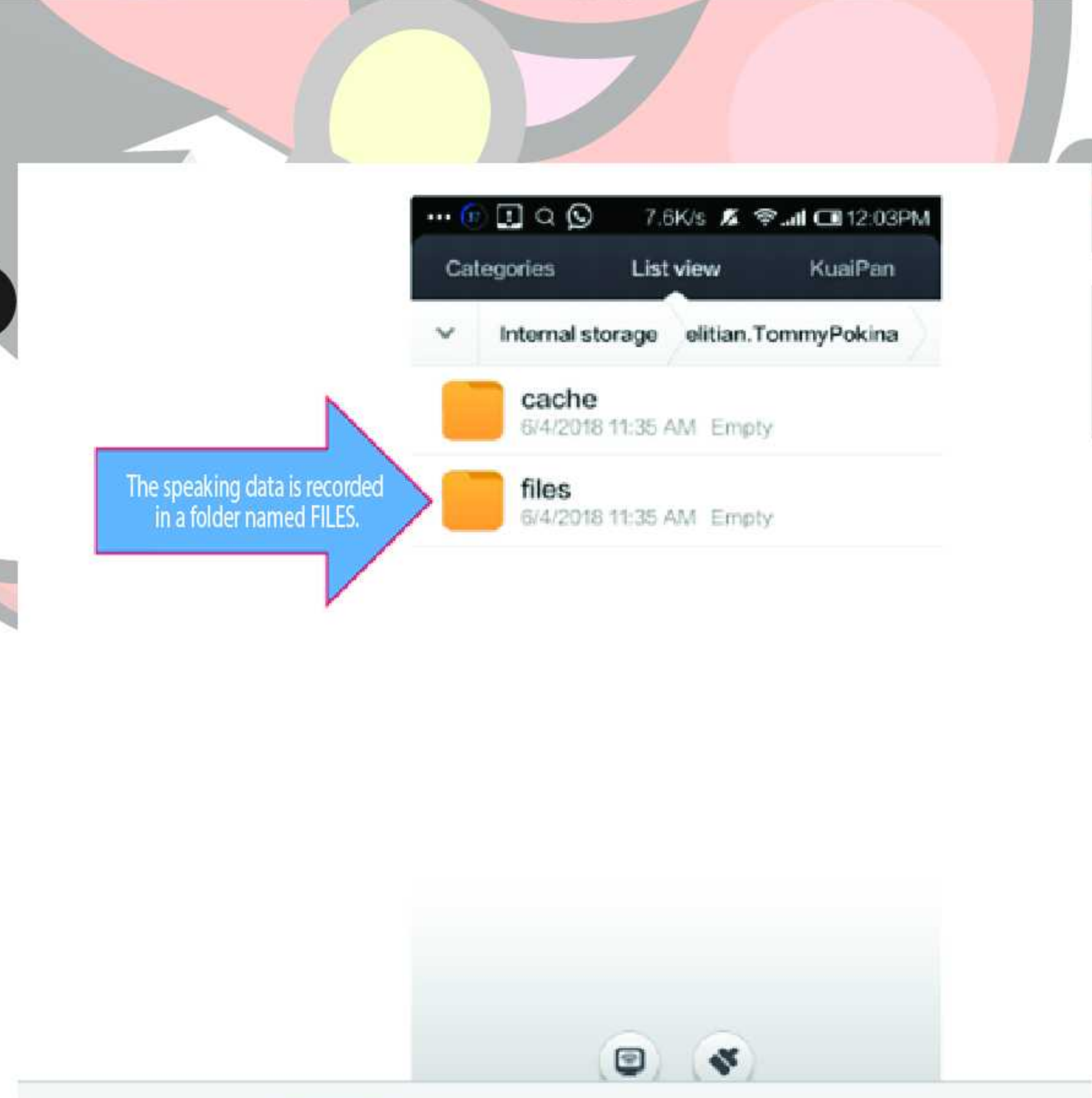
1.

Click Explore



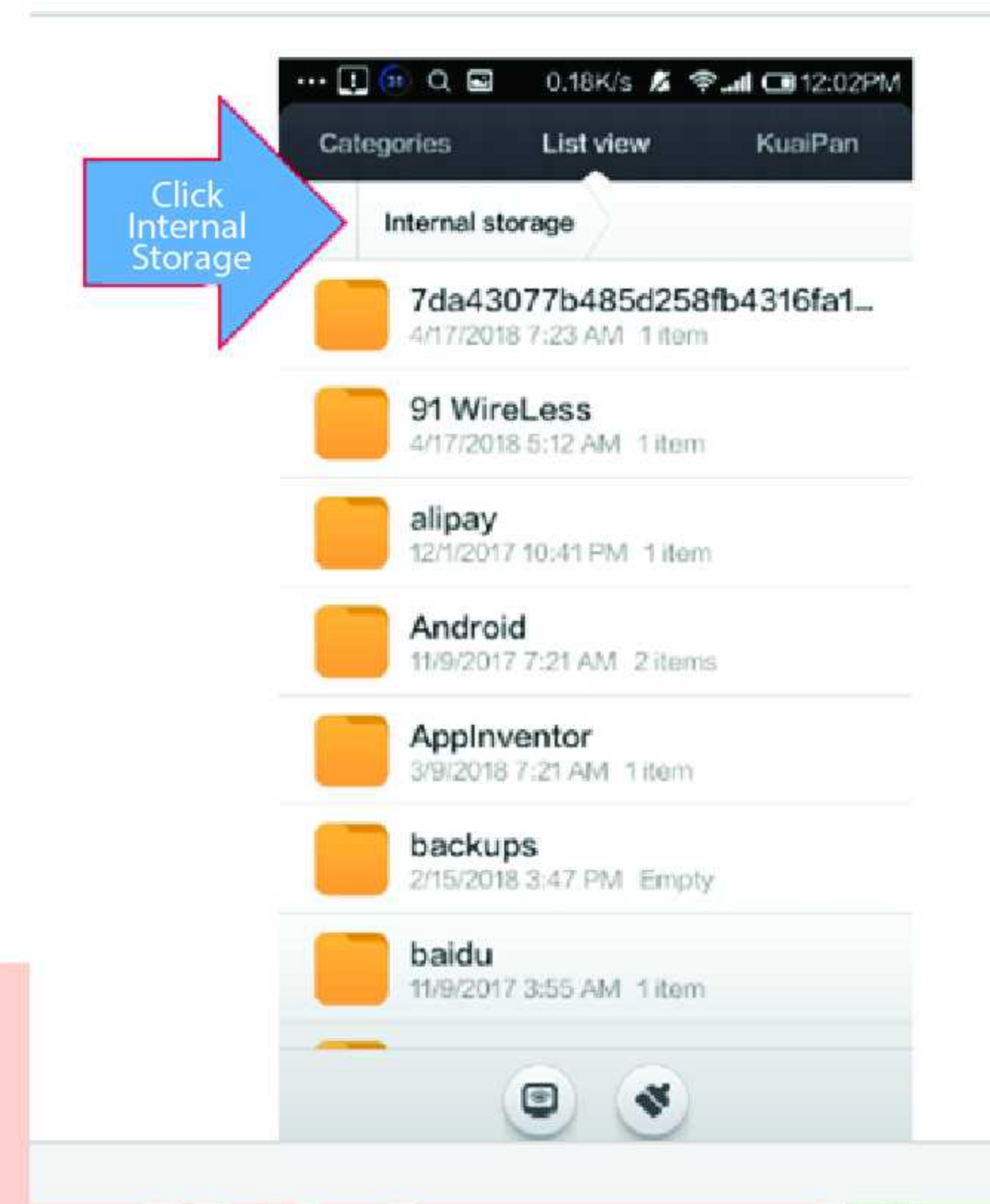
5.

The speaking data is recorded in a folder named FILES.



2.

Click Internal Storage



3.

Click Data

