

**LEMBAGA PENELITIAN DAN PENGABDIAN KEPADA MASYARAKAT**

Jl. Piriwiyatan Luhur IV/1 Bendan Duseur Semarang 50234  
Telp. (024) 8441535, 8505003 (ext. 1461, 1462), Fax. (024) 8445265  
e-mail: lppm@unika.ac.id, lppm.unika@nggiprاناil.com  
http://www.unika.ac.id



**SURAT TUGAS**

Nomor : 00970/B.7.7/ST-LPPM/VII/2017

Kepala Lembaga Penelitian dan Pengabdian Kepada Masyarakat Universitas Katolik Soegijapranata Semarang dengan ini memberi tugas kepada :

<b>Nama</b>	: Dra. Cecilia Titiek Murniati, MA.,Ph.D Prof. Ridwan Sanjaya, SE.,S.Kom.,MS.,IEC.,PhD
<b>Status</b>	: Dosen Tetap Universitas Katolik Soegijapranata Semarang
<b>Tugas</b>	: Presentasi Paper "Integrating Technology for Collaborative Learning and Knowledge Sharing: Its Implications for Undergraduate Education"
<b>Waktu</b>	: Rabu -Jumat, 26 dan 28 Juli 2017
<b>Tempat</b>	: SEAMEO Retrac 35, Lê Thánh Tôn, Bến Nghé, Quận 1, Hồ Chí Minh, Vietnam
<b>Penyelenggara</b>	: 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
<b>Lain-lain</b>	: Harap melaksanakan tugas dengan sebaik-baiknya dan penuh tanggung jawab serta memberikan laporan setelah selesai melaksanakan tugas.

Demikian surat tugas ini dibuat untuk dapat dipergunakan sebagaimana mestinya.

Semarang, 24 Juli 2017

Kepala LPPM

Prof. Dr. Andreas Lako

NPP.058.I.1994.155



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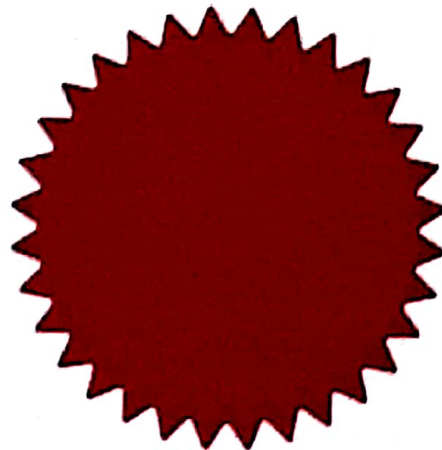
## CERTIFICATE OF RECOGNITION

Awarded to

**Dr. CECILIA TITIEK MURNIATI**

for contribution as a speaker  
to the International Conference in  
*Leadership and Management in Higher Education:  
Challenges, Opportunities and Ways Forward*

held at SEAMEO RETRAC, Vietnam  
on July 27-28, 2017



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# Integrating Technology for Collaborative Learning and Knowledge Sharing: Its Implications for Undergraduate Education\*

Cecilia Murniati<sup>1</sup>, Ridwan Sanjaya<sup>2</sup>, Kristine L. Blair<sup>3</sup>

<sup>1,2</sup> Soegijapranata Catholic University (SCU), Indonesia

<sup>3</sup> Youngstown State University (YSU), USA

\* A part of a research project funded by the Indonesian Directorate General of Higher Education 2016 under the scheme of International Collaboration and Publication grant. Presented at SEAMEO Conference, Ho Chi Minh, Vietnam.

# 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 (Pirainen-Marsh & Tainio, 2009), interactional skill (Backlund & Hendrix, 2009), motivation (Yang, 2012).

# Introduction

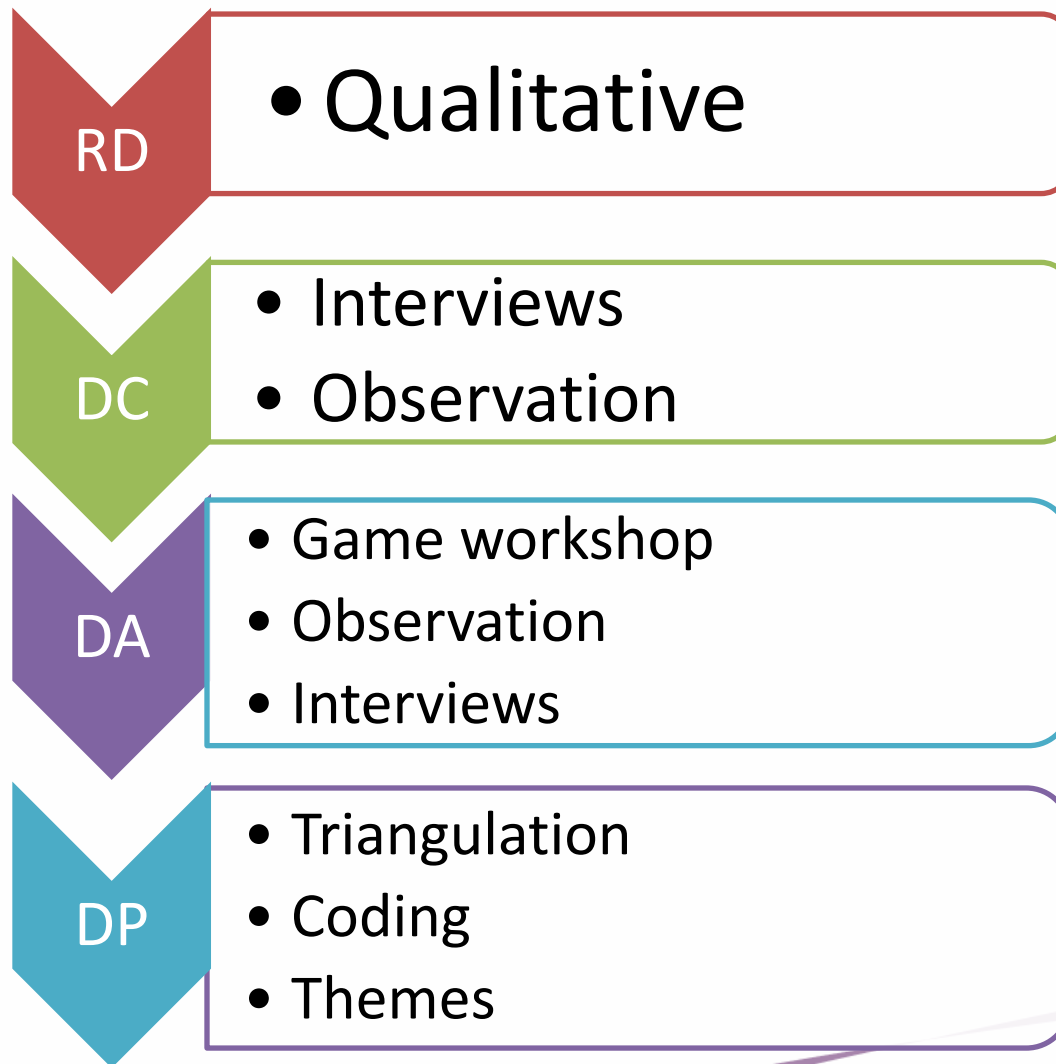
- Games, when adopted properly, brought about positive impacts such as strategic thinking, technical language, and problem solving skills (Gee, 2003; Gros, 2007; Shaffer, 2006; Squire, 2005) and student engagement (Connolly et al., 2012; Perrotta et al., 2013).

# 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



# Game Software and Template



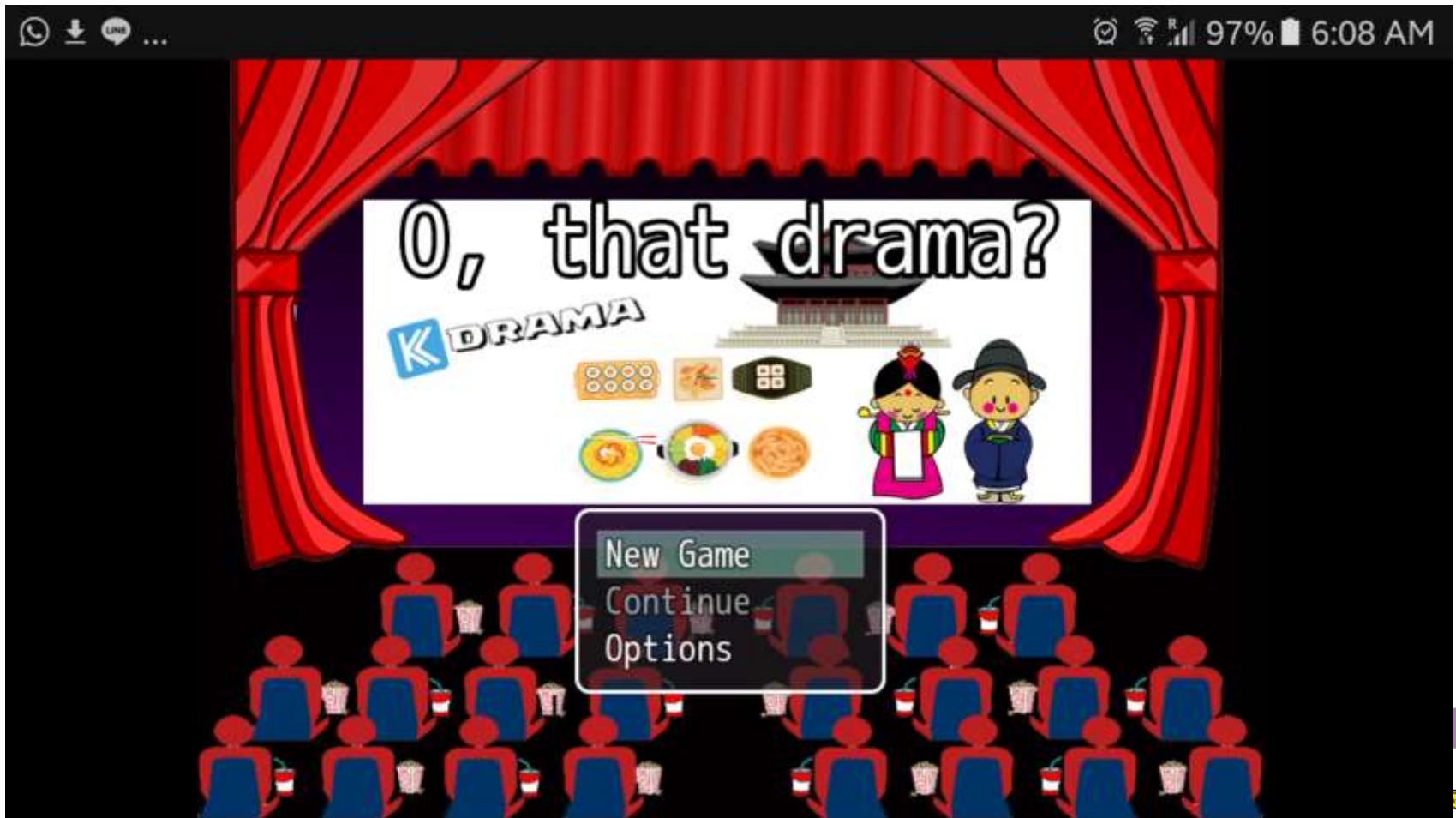


# Modifying the Game Template



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



# Implications

Pedagogical approach

Institutional policies

Well-designed activities

Students' technology comfort level

Appropriate features to use

Encouraging teachers to use the available technology to increase student engagement in class activities

Technological and instructional support for teachers

# 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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