- **Hadi Sutopo** alias Ariesto Hadi Sutopo alias Topaz
  is a **painting artist** started his carrier as
  a **film poster painting artist**,
  then to be an **illustrator and graphic designer**.
  - At present he is a **lecturer** on
    Multimedia, Game Programming and Educational Technology.
    - He is **IEEE Senior Member**

Enter

2020	**Board of Editor**. *European Scientific Journal* (ESJ) Spain
2020	**Founder, *Dcreate - digital marketplace.*** Jakarta
2020	**Researcher, Game Developer**. Jakarta
2016 - present	**Keynote Speaker.** *International Conferences*
2013 - 2020	**Dean**. Faculty of Computer Science and Communication Science *Kalbis Institute*. Jakarta
2012 - present	**Reviewer**. *International Journals*
2010 - present	**Lecturer, Reviewer**. *Universitas Negeri Jakarta*. Jakarta [Post Graduate Program]
2004 - present	**Game designer / programmer / developer** Freelance. Jakarta.
1995 - 2020	**Lecturer**. *Some universities*. Jakarta. [Multimedia]
1992 - 1998	**Function Decorator**. *Borobudur Inter-Continental Hotel* and *Grand Hyatt Hotel*, Jakarta
1986 - 1998	**Graphic Designer / Illustrator**. *Indonesian Bible Society*, Jakarta
1978 - 1985	**Graphic Designer / Illustrator**. *Cipta Loka Caraka Publisher*, Jakarta
1970 - present	**Painting Artist**
1971 - 1980	**Film Poster Painting Artist**

Enter

Activities

RESEARCH & WRITING

CONFERENCE

REVIEW

MULTIMEDIA

WORKSHOP

PAINTING

Enter

Introduction

Authoring

Plagiarism

INTRODUCTION

Book

Book is a printout set on paperbound between two covers.

Books are a more general form of **flexible** compared to initial form as a scroll.

Change from scrolls to the book begins in the Roman Empire and **takes several centuries to be perfect.**

Ebook

Ebooks are literature sources, and digital information is easy and convenient to access.

Ebooks are related to **eReader** devices in line with technological developments, but have a long history.

Different terms, namely **e-book, ebook, e-Book, eBook**. As with the term **e-learning, elearning, e-Learning, eLearning**.

Ebook dan Book

Ebook

- Allows to fit many books in a **smaller space**
- **Easy** to carry on the go
- The size and style of the font in the ebook **can be adjusted**
- **Easy access** to independent works
- New ebook releases are **cheaper**

Book

- More readers happy with printed books with **a touch of art** traditional print media
- Reading habit **more comfortable**
- For room **decoration**

eReader - has a **built-in light source** and a **built-in dictionary**

Theme - academic textbook

Literature

Computers, information & general reference
Religion
Philosophy & psychology
Social sciences
Language
Science
Technology
Arts & recreation
Literature
History & geography

Textbook is primarily a theme for schools, colleges, and other non-profit organizations focused on education.

Theme is what the book is about at the fundamental level.

Genre - hobby book

BOOKS

FICTION

- Fantasy
- Science Fiction
- Historical Fiction
- Realistic Fiction
- Fan Fiction

NON FICTION

- Narrative Non Fiction
- Biography
- Periodicals
- Self-Help Book
- Reference Book

Genre is the category the book is sold under for marketing purposes

A Book is a Key to Narnia

- The series is set in the
  fictional realm of Narnia,
- a fantasy world of magic,
  mythical beasts and talking animals.
- It narrates the adventures of various
  children who play central roles in
  the unfolding history of the Narnian world.

What is this important to you?

- Make money
- Integrity
- Sharing knowledge
- Practicing English
- etc.

AUTHORING

Writing a book is like a backpacking trip

Your trip is
- **to a plac**e that you explore
- need **safety**
- **tired**
- **hard**
- sometimes **lost**

But you also
- **feel free**
- **more interesting**
- know how **strong** you are

What's in the backpack?

- Pen
- Paper
- Intentionality
- Engagement

Find your guide

- Finding an **aspiring author** can possibly fall into, mentally and procedurally
- **Learning process** on how to write a book
- Conversations **about books** with aspiring authors

Decide to write your own book

Myths about author

Mindset

Book Skeleton Method

Efficiency
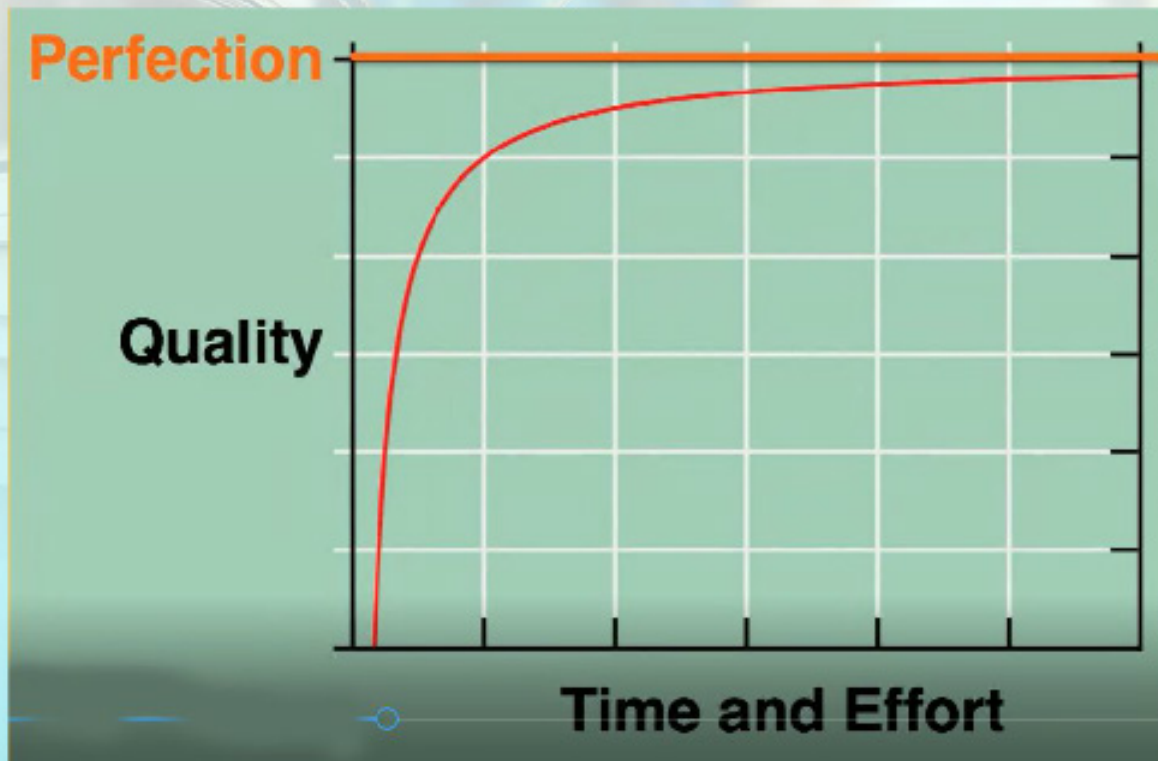
Publishing

Skillset

BASIC KNOWLEDGE

MYTH 1

- I am **not an expert**, I don't have a degree
- I feel like a fraud
- **Who cares** what I have to say
- I'm just **a normal person**. I'm not celebrity
- I'm **not a writer**
- **Who would** even **buy** this book

My situation is not unique

THE TRUTH **You are undervaluing what you know**

THE TRUTH

Perfection

Quality

Time and Effort

- Many **ordinary people** succeeded
- Finding ideas
- An activity is **never perfect**
- A complete book is **better** than 2 chapters
- Not all your book is going to be **for everyone**

MYTH 2

My first book has to perfect to be valuable

THE TRUTH

Bad writing is a stage on the way good writing

MYTH 3

Writing a book takes years

THE TRUTH

Success is structural, not personal

TRAIL TIPS

- **Purposeful preparation** prospers potential
- **Don't confuse** perspiration with productivity
- With **a proper outline**, you can write your book in weeks
- With **a good process**, you can write your book in 3 months

FINDING IDEA

Which books should you start?

- What are the **conversations** you did about?
- **Good valley**
- What do you want to pass on from your **life experiences**
- What do you **want to read**
- What your **business experiences**

- Excavation/
  mind map
- Categorization
- Skeleton
- Flesh and Blood
- Production
- Distribution

1. MIND MAP

Fruit

Energy bars   Snacks

Other

Ice cream

Cookies   **Dessert**

Fruit salads

Vegetarian

Meats   **Dinner**

Seafood

Cookbook recipes

Smoothies

Breakfast Toasts

Juices

Salads

Lunch   Soups

Pasta

- **Write book topic in the middle of the page**
- **Write out everything you can think of on the topic**

2. CATEGORIZATION

5 Sections – 3 Chapters per Section

Fruit
Energy bars Snacks
Other

Ice cream
Cookies Dessert
Fruit salads

Smoothies
Breakfast Toasts
Juices

Cookbook recipes

Salads
Lunch Soups
Pasta

Vegetarian
Meats Dinner
Seafood

3. SKELETON/OUTLINE

BREAKFAST	LUNCH	DINNER	DESSERT	SNACKS
1. Smoothies	4. Salads	7. Meats	10. Ice cream	13. Fruit
2. Juices	5. Soups	8. Seafood	11. Cookies	14. Energy bars
3. Toasts	6. Pasta	9. Vegetarian	12. Fruit salad	15. Other

How long should my book be?

WORDS

LEAD GENERATION NONFICTION	10K-25K
TRADITIONAL NONFICTION	30K- 70K
NOVEL	50K-150K
NOVELLA	10K-40K
CHILDREN'S BOOK	200-750
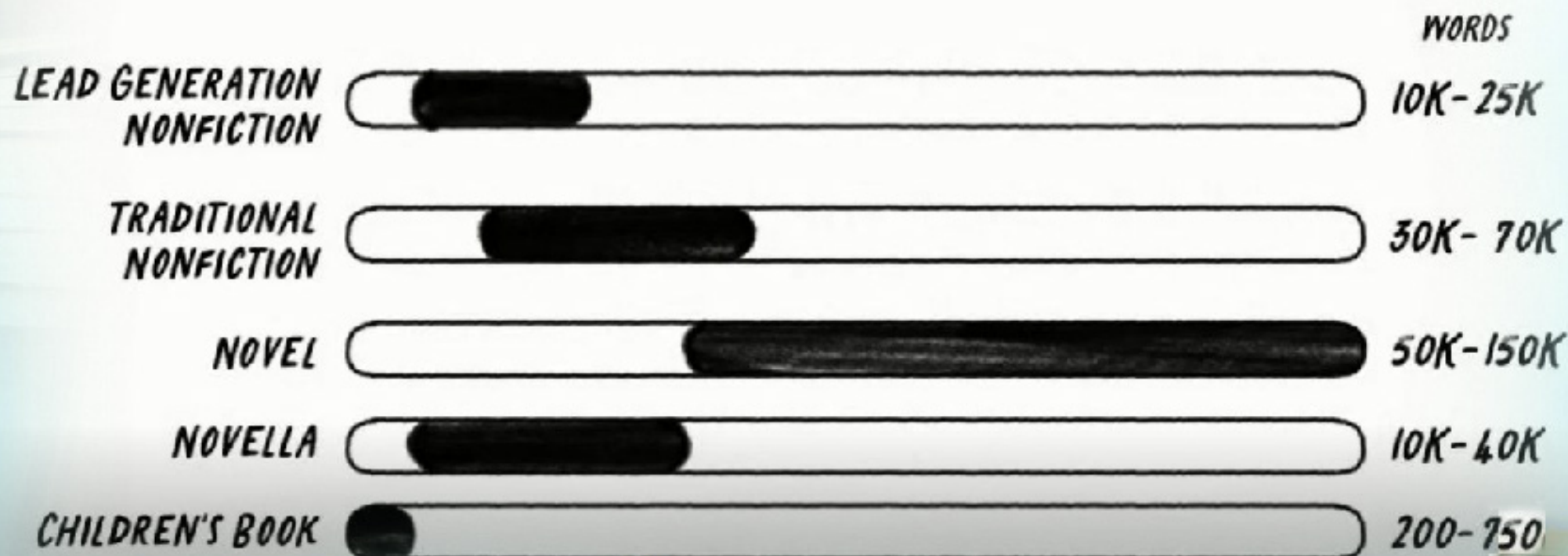
4. FLESH AND BLOOD

- Get on **schedule**
- Set **goal** for yourself (word count or chapter)
- **Do not edit** while writing
- Consider **speaking** your book
- **Put pressure** on system, not yourself

Follow outline but open to better idea
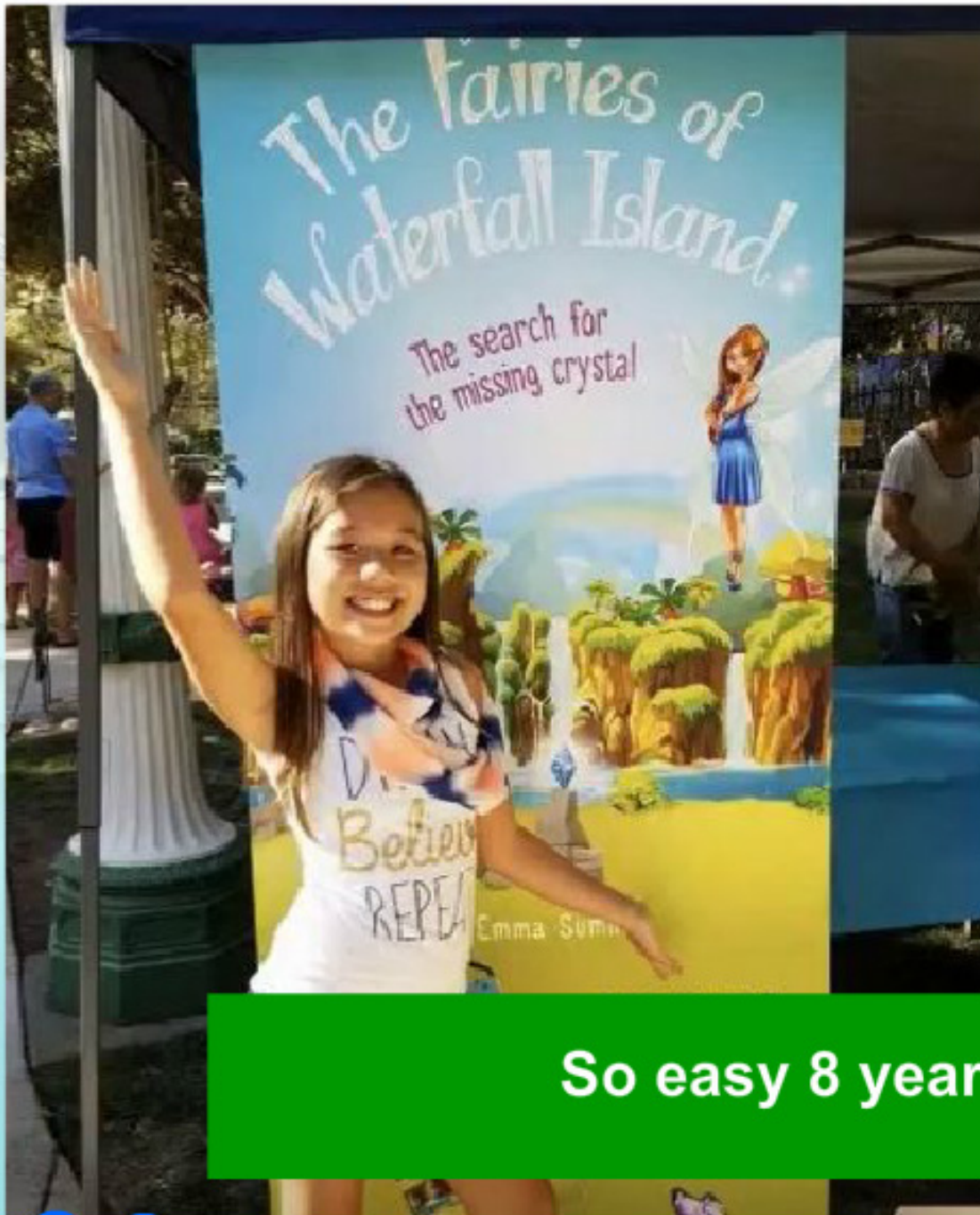
- Wrote and published "**The Faires of Waterfall Island**"
- 4000 copies in book sales - **donated to autism** awareness charity
- **Appearence** in ABC, major TV, and magazine
- **Booksigning** with 10.000 people

So easy 8 year old can do it

5. PRODUCTION
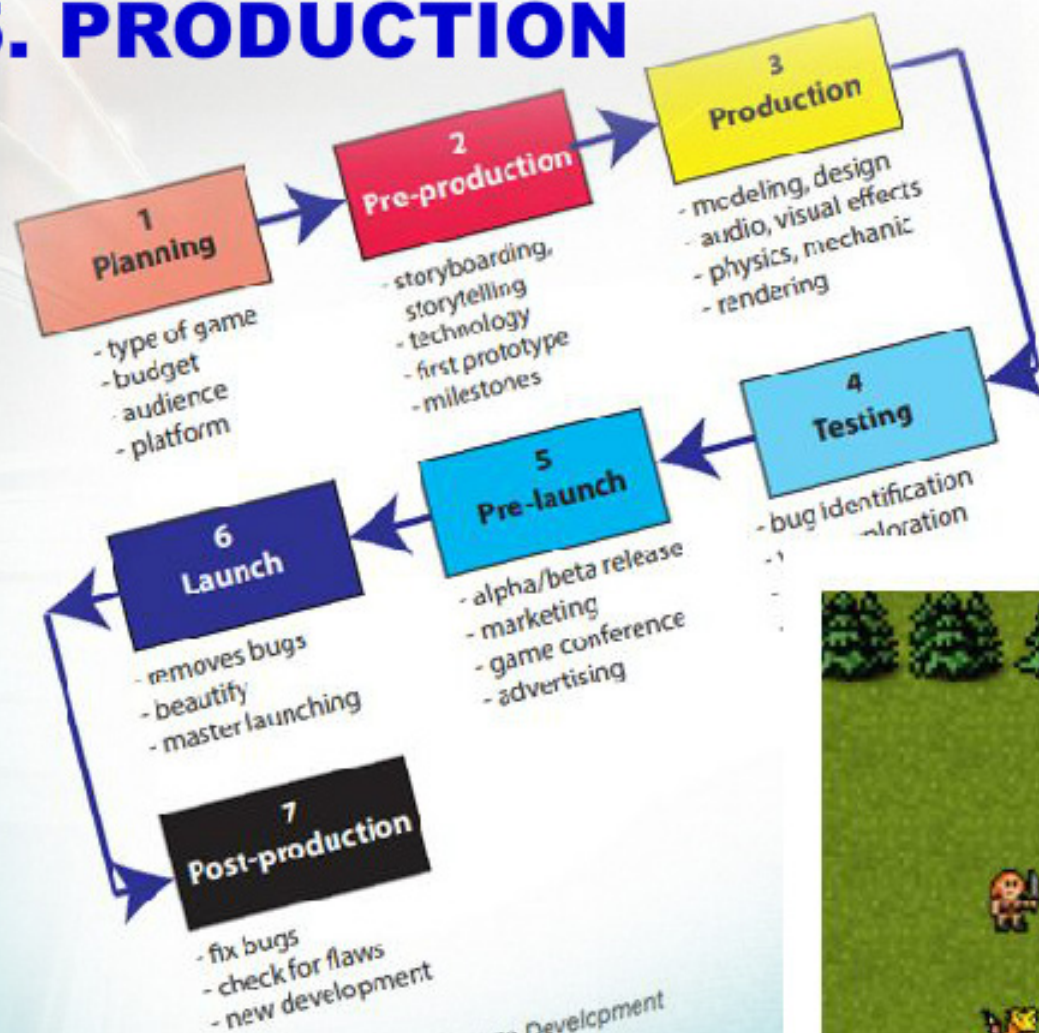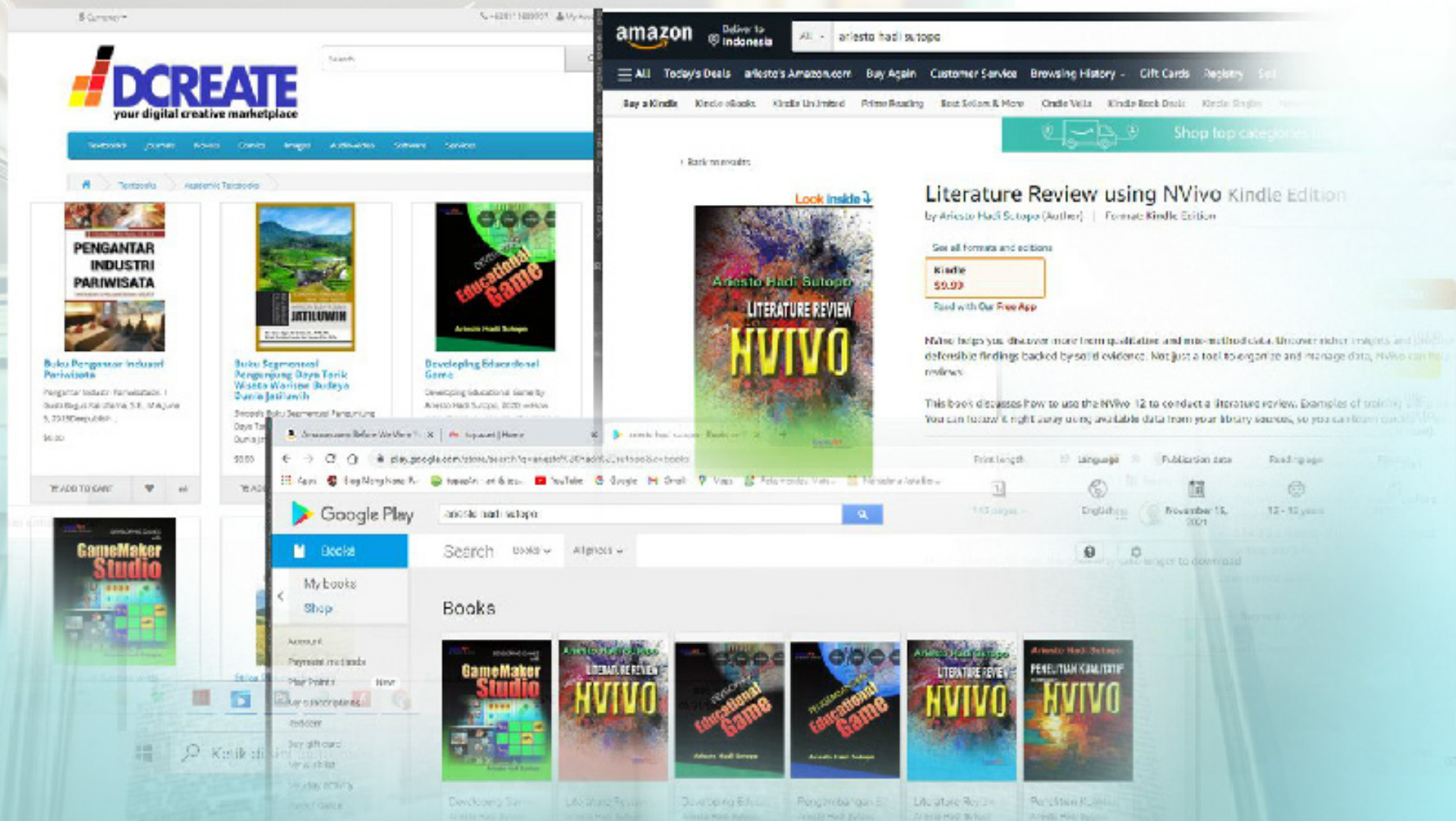

Figure 3.1 The 7 Stages of Game Development

- Editing
- Layout
- Add illustrations and photos
- Poofread
- Master file
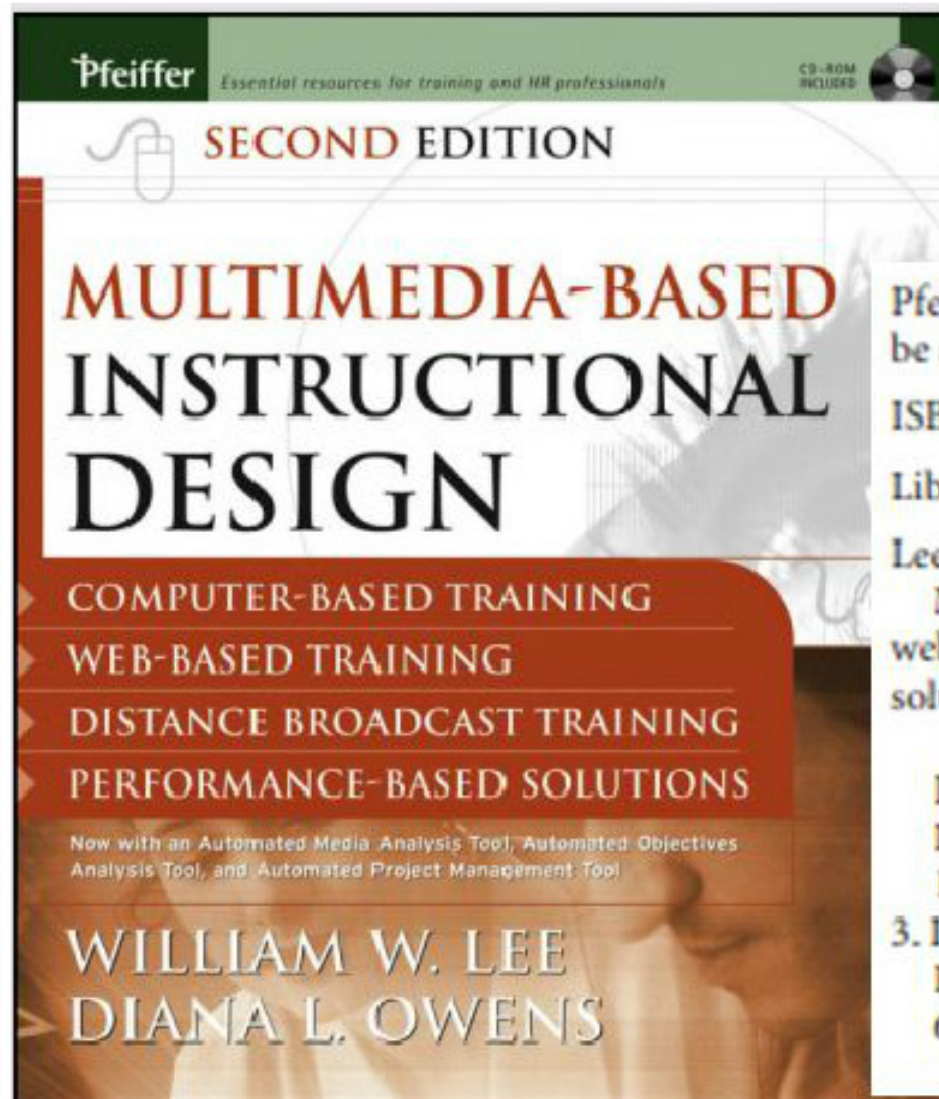

Figure 5.5 Games made using Phaser (Navarro, 2020)

Publish

Marketplaces, Amazon, Google Play Book

ISBN

Pfeiffer also publishes its books in a variety of electron
be available in electronic books.

ISBN: 0-7879-7069-7

Library of Congress Cataloging-in-Publication Data

Lee, William W.
  Multimedia-based instructional design: computer-b
web-based training, distance broadcast training, perfor
solutions/William W. Lee, Diana L. Owens.—2nd ed.
        p. cm.
  Includes bibliographical references and index.
  ISBN 0-7879-7069-7 (alk. paper)
  1. Employees—Training of—Planning. 2. Computer
3. Instructional systems—Design. I. Owens, Diana L.,
  HF5549.5.T7L4264   2004
  658.3'12404—dc22

Unique number of book

International Standard Book Number

Non ISBN

Fully supports Xcode 9, Swift 4, iOS 11 and iPhone X

SAMPLE

Beginning
iOS 11 Programming with
Swift

Learn how to develop a real world app
for iPhone and iPad from scratch

SIMON NG

Marketplaces and Amazon do not need ISBN

Copyright ©2017 by AppCoda Limited

All right reserved. No part of this book may be used or reproduced, stored in any manner whatsoever without written permission from the publisher.

Published by AppCoda Limited

6. LAUNCH

1. Good cover that grabs attention

IS YOUR COVER C.L.E.A.R.?

- ☐ C – COMPLEMENTARY COLORS
- ☐ L – LOWER AUTHOR NAME
- ☐ E – EASY TO READ FONTS
- ☐ A – APPEALING IMAGE
- ☐ R – RULE OF THIRDS

WILL PEOPLE G.E.T. IT?

- ☐ G – GRAB ATTENTION
- ☐ E – EASY TO READ (LEFT TO RIGHT, TOP TO BOTTOM)
- ☐ T – TAKES THREE SECONDS TO KNOW WHAT YOUR BOOK IS ABOUT

2. Book launching

- Building launch team
- Inviting audiences
- Good location
- Copies for all audiences

3. Promotion

- Group (WA, WeChat, ...)
- Social Media (Instagram, Facebook, ...)
- Online media
- YouTube
- TV

PLAGIARISM

Plagiarism

Direct plagiarism
Using reference directly without showing that it is a copy of the reference.

Incorect citation
- Unclear citation or incorrectly cited
- Error in writing the name of the author

Mosaic plagiarism
Rearrange the paragraphs or sentences, but they are similar to the original text.

Illustration
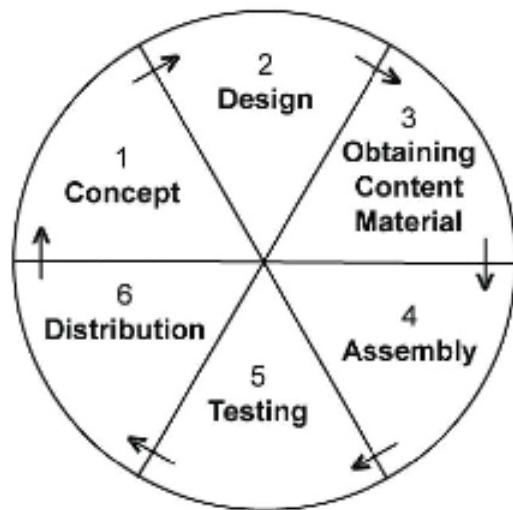

Figure 1 Multimedia Development
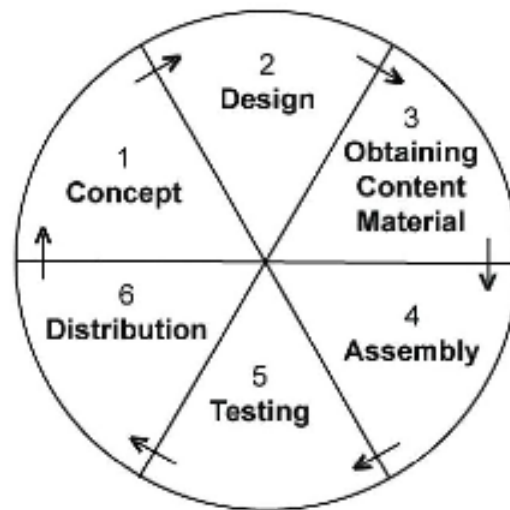Life Cycle (MDLC) according to Luther

Figure 2 Multimedia Development
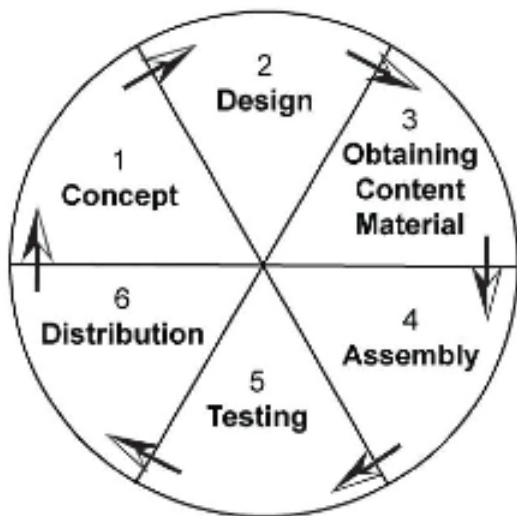Life Cycle (MDLC) according to Luther
(Reizer, 2011)

figure3 Multimedia Development
Life Cycle MDLC according to Luther

Using illustration -
- direct
- without describing that it is
from a resource (Figure 1)

Using illustration -
- describing that it is from a
resource- must have
permission from the
owner(Figure 2)

Making illustration
- without describing that it is
from a resource (Figure 3)

X

- **Using an illustration or a photo directly**

  without describing the resource

- **Using an illustration or a photo directly**

  with describing the resource

- **Making an illustration or a photo similar to the original**

  without describing the resource
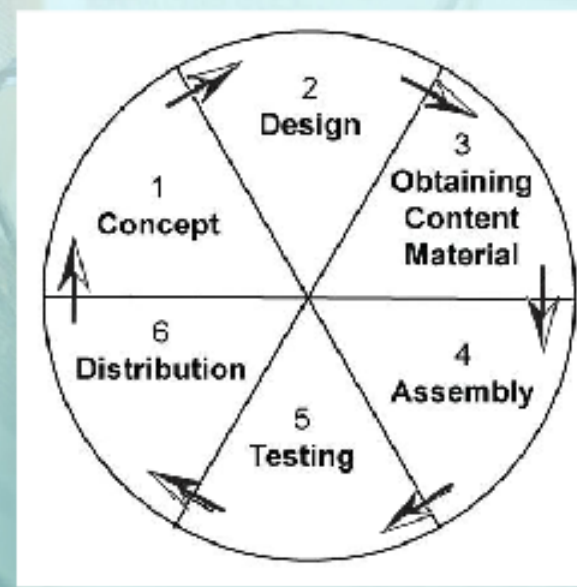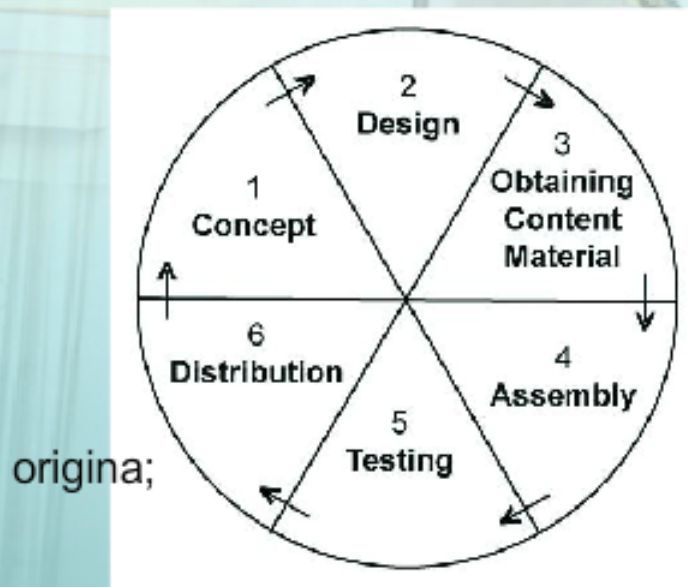
Solution: make an illustration

origina;

Figure 2 Multimedia Development
Life Cycle (MDLC) according to Luther
(Reizer, 2011)

new image

Plagiarism Checking

Plagiarism check using turnitin

Developing Educational Mobile Game on Entering School during New Normal of Covid-19 Pandemic

ORIGINALITY REPORT

%**16**
SIMILARITY INDEX

%**8**
INTERNET SOURCES

%**12**
PUBLICATIONS

%**10**
STUDENT PAPERS

PRIMARY SOURCES

1 Hadi Sutopo, Wisnu Pamungkas. "Developing Mathematics Mobile Game to Enhance Learning   %**5**

2.1. Research object

The object of the research is mobile game application, and the research locations are conducted in Jakarta and some cities in Indonesia. Respondents consist of youth and Subject Matter Expert (SME) in education, communication, and information technology.

2.2. Data Analysis

The data is analysed using the analytical descriptive method and interpreted in a narrative way based on the research findings. Analysing and data processing carry out with six stages including data gathering, preparing data for analysis, careful reading, developing the code, presenting the data and analysing the data [23]. The data is collected from interviews and questionnaires with details: (1) Open-ended questionnaires are used to find useful information that supports the theory, the information is needed to debelop a model that contain information on to obey the protocols on ntering school, as well as assessing the quality of the learning model that is developed, (2) Interviews with open-ended questions are used, hence respondents can give information that is not limited from different perspective. Depth interviews are necessary to obtain data about the product and the learning process to play the game. All interview transcripts are stored in text documents; (3) Observations are conducted to obtain data about the learning process while playing the game.

auto plagiat

original text

1. INTRODUCTION

Coronavirus disease that is called COVID-19 is new infectious disease caused by new coronavirus. Because of the COVID-19 pandemic, educational institution around the world close their learning processes in order avoiding virus spread. More of learners, approximately 90% student population in the world from kindergarten to university, have discontinued their learning. All of the students have the similar problem in conducting their learning. All the governments in the world have closed learning process to protect children from the COVID-19 pandemic. [1]

back next back exit

Data was collected from 17 respondents of school that their students have the internet accessibility. After processing the data, the characteristic of application can be defined, and the game was started to be designed. In answering the questions in Table 1, most respondents gave answers as can be seen in Table 2.

author's style

common text

3.2.1. *Game design document*

Based on the preliminary research findings in the first phase and discussion of the researchers and clients, the next step was defining the model of mobile game as described in Table 3.

back   next

back   exit

Thank You

Presentation can de downloaded at
http://ariesto.topazart.info/content/workshop/2022selfPublishing.pdf

Ariesto Hadi Sutopo
website: www.ariesto.topazart.info
email: topazart@gmail.com
hadi.sutopo@ieee.org
phone: +62 82111900707