

CHAPTER I

INTRODUCTION

1.1 Background

Due to the worldwide quarantine from 2020 to 2022 as a result of the COVID-19 pandemic. While the outbreak, Indonesia's gaming industry has experienced significant growth, driven by increased demands for entertainment during the quarantine period. This surge of demands, Indonesia game development has drawn attention from the global market. Notably, Coffee Talk, developed by Toge Production that launched on January 29, 2020, gained popularity globally during the quarantine period.

One of game development in Indonesia that author is in internship program with is SLAB Games, a game development company located in Bali, Indonesia. SLAB Games specializes in creating gamification solutions tailored for various consumers demographics and industry. Their Potfolio includes a variety of projects such as casual games, social games, E-Learning games, and serious games for multiple platforms with a history spanning over a decade in the industry..

With the author prior experience in handling both 2D and 3D digital assets during college years, the author took the opportunity to various Indonesian game companies that specialized in 2D assets. Given the author familiarity and ease with working on 2D assets, as the author hones their skills in 2D assets, while preparing for future roles within the gaming industry.

U N I V E R S I T A S
M U L T I M E D I A
N U S A N T A R A

Before applying to Slab Games, the author tried to apply to multiple companies. That is, Nijigames, Mozaic Heaven, Miracle Gates, Maulidan Games, Masshive Media, JsiProduction, JP Soundworks, Joyseed, Extra Life Entertainment, Engram Interactive, Dream Studio, Dan Digital Game, Cyberus Studio. Most of the companies did not reply, but they did not open an internship program late this year or next year or didn't open one. After a couple of emails, I Slab Games was the perfect company that was open for an internship program and started immediately after acceptance.



UMMN

UNIVERSITAS
MULTIMEDIA
NUSANTARA

1.2 Purpose and Objectives of Internship

The author's intention in participating internship at SLAB Games is to get one of the requirements to graduate from college by doing an internship at a place that has been confirmed by UMN campus and working for 800 hours.

The author's goal to take part in the internship at SLAB Games is to apply the knowledge that has been obtained through college in the work field and learn coordination among coworkers in the game industry. They aim to learn the culture in the workplace, such as understanding how colleagues work together in making project so that projects can be completed quickly. Additionally, the author intends to learn with various applications used at SLAB Games, one of which is MagicaVoxel. This internship also provides an opportunity for the author to improve soft skills, including teamwork, creativity, and collaborative problem solving, as the author work with colleagues to deliver successful projects.

1.3 Description of Internship Time and Procedures

The internship at SLAB Games is 800 hours or equivalent to 20 credits, in accordance with the terms of MBKM Internship Track 1 duration set by Multimedia Nusantara University.

1.3.1 Internship Time

The author internship started from Monday, July 17th to Sunday, December 31, 2023. Working for 6 hours per day with a break of 1 hour, with flexible working hours.

U M N
U N I V E R S I T A S
M U L T I M E D I A
N U S A N T A R A

1.3.2 Internship Procedure

The internship program begins with the author attended the DKV Internship debriefing session for the Odd Semester 2023/2024. This debriefing process begins with filling out a Google Form on April 10, 2023 to declare student attendance. This internship debriefing session was held on Friday, May 09, 2023 at 14:00-16:00 at Function Hall Building A and was presented by Ardiles Akyuwen, S. Sn., M. Sn. As the internship coordinator and Dedy Arpan, S.Des., M.Ds. as the entrepreneurship internship coordinator. At the briefing, it was explained that the author needs to look for internship vacancies to be registered on Merdeka's website. This was necessary to provide the company with the required paperwork from the author's campus.

The author found information on Internship vacancies from a website called gamedeveloper.id, which contains a list of Indonesian game companies that have internship programs. From the list, the author noted several game companies that interested the author. On June 30, 2023, the author began contacting several game companies that the author is interested in joining their internship programs. On the same day, the author received an invitation from SLAB Games for an online interview on Monday, July 3, 2023, through Google Meet. On the day of the interview, the supervisor of the interview and co-founder said that they were interested in the author's portfolio and fit what they were looking for. In addition, the author was explained what the technical internship at SLAB Games was like. After that, the author was informed that he would be informed again via email 1 week after the interview. On July 5th, the author provided personal data and the duration of the internship to SLAB Games to get an internship cover letter from Merdeka website and an internship acceptance letter from SLAB Games, which was uploaded to the Merdeka website on the Complete Registration page to get the MBKM 02 form. The form gives the author access to fill out the daily task which is used to record working hours and the internship process every day.

On the day of internship work started the author was given an overview of what the internship program at SLAB Games will be and what's the project being worked on currently. Which had a brief of there will be a weekly meeting in Friday with all of the other co-workers to update to the co-founder and to the head of each how much progress had been done in that week and discuss or make revisions on the designs or other projects. Following the briefing, the co-founder of SLAB Games provided the author with an outline of the company's regulations and handed over a contract detailing the terms for both interns and internal employees. The author was required to provide personal information and sign the following document.

On August 14, the author filled in the Course Selection Sheet by choosing internship track 1 to fulfill the campus requirements to do an internship program. while at the workplace, the author was tasked with creating game assets for an ongoing project and actively engaged in discussions between colleagues to ensure a smooth and unique game development process. During the internship program, the author was responsible for creating 3D assets for the latest game in development using Voxel 3D art style by using an application called MagicaVoxel. Voxel is an art style that involves creating 3D objects with a pixel art aesthetic. Additionally, the author produced 2D assets, aligning with the art style of the previously released game. These 2D assets were created as vector images, these vector images have characteristics that enable easy scaling as needed.

U N I V E R S I T A S
M U L T I M E D I A
N U S A N T A R A