

The image features a dark blue background with a faint world map. Overlaid on this is a glowing blue frame that resembles a computer monitor or a data window. The frame has a jagged, circuit-like border with several bright light points at the corners and midpoints. Inside the frame, a light blue grid is visible. The text 'Game Design' is centered on the left side, and 'PERTEMUAN 01' is on the right side.

Game Design

PERTEMUAN 01



AKAN BELAJAR APA SAJA?

MG 2-7

- **Ide Dasar Konsep Game (P2-4)**
 - Penjelasan Materi + Asistensi
 - Lanjutan Asistensi
- **Karakter Game (P5-7)**
 - Penjelasan Materi + Asistensi
 - Lanjutan Asistensi

Pertemuan 8 : UTS

MG 9-15

- **Mulai Mendetail Project (P9-15)**
 - Penjelasan Materi + Asistensi
 - UI / UX Game
 - Motion Graphic Animation Game
 - Tampilan & Menu
 - Game Play
 - Sound
 - Testing

Pertemuan 16 : UAS

Robot Penilaian

Game Design

Nilai Tugas (NT)	=	20%
Ujian Tengah Semester (UTS)	=	20%
Nilai Ujian Akhir Semester (UAS)	=	20%
Robot Etika (E)	=	20%
Presensi (P)	=	20%
Nilai Akhir	=	20% NT + 20% UTS + 20% UAS + 20% E + 20% P

The background is a dark blue, futuristic digital interface. It features several glowing circular elements: a large one on the left with concentric rings and a central light, a smaller one in the upper right, and another in the lower right. A network of glowing blue lines and dots, resembling a circuit board or data flow, crisscrosses the scene. The overall aesthetic is high-tech and modern.

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