



RESEARCH GROUP

EDUTAINMENT COMPUTING

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DESCRIPTION

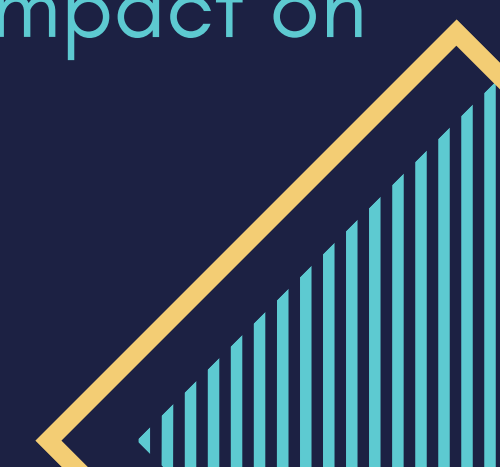
The Edutainment Computing Research Group is a research forum that develops technological innovations in the education-entertainment field



VISION

To become the world class research group in the field of edutainment computing

MISION

- To become a place for the application of multi-disciplines in the scope of education and entertainment technology
 - Increase new innovation that are developed from a theoretical and practical perspective so that they can be implemented directly to have a positive impact on society
 - Implementing new ideas and development to provide added value
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FRAMEWORK

- INTERACTIVE TELEVISION AND BROADCASTING
- METHODOLOGIES, PARADIGMS, TOOLS, AND SOFTWARE/HARDWARE ARCHITECTURES FOR SUPPORTING EDUTAINMENT APPLICATIONS
- EDUTAINMENT TECHNOLOGY, APPLICATIONS, APPLICATION PROGRAM INTERFACES, AND EDUTAINMENT SYSTEM ARCHITECTURES
- DIGITAL NEW MEDIA FOR EDUTAINMENT
- NEW GENRES OF EDUTAINMENT TECHNOLOGY
- HUMAN FACTORS OF EDUTAINMENT TECHNOLOGY
- IMPACT OF EDUTAINMENT TECHNOLOGY ON USERS AND SOCIETY

ROADMAP

2020

Audio VMix
Console

2022

Visual Effect Plugin For
Video Podcast Content

2024

Edutainment Bradcasting
Controller Technology

2026

Distribution Content
Technology

2021

Creative Advertising
Console On Remote
Broadcasting

2023

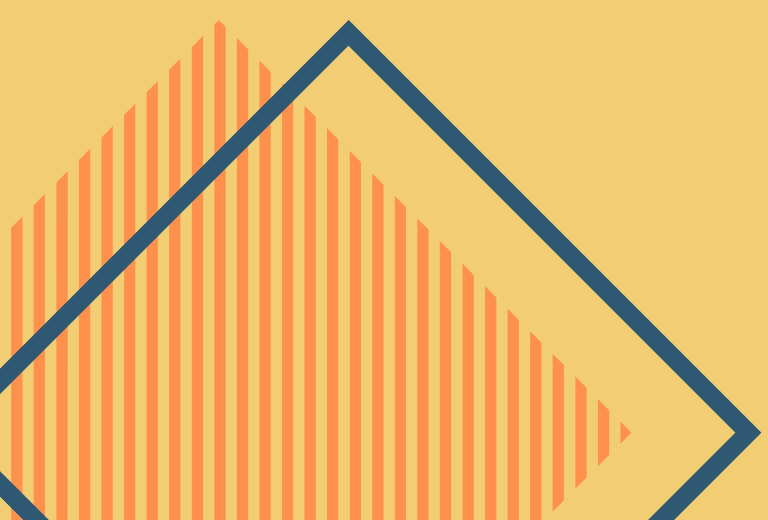
Open Broadcast System on
Remote Broadcasting

2025

Bradcasting Controller
Technology Based on
Human Behaviour

2027

Bradcasting
Content Protection
Technology



ACHIEVEMENT TARGETS

- JURNAL NASIONAL TERAKREDITASI
- JURNAL INTERNASIONAL TERAKREDITASI
- SEMINAR NASIONAL
- SEMINAR INTERNATIONAL
- MONOGRAF/BUKU
- HAK CIPTA
- PATEN

THANK YOU



EDUTAINMENT COMPUTING