

**PORTFOLIO**

|  |  |  |
| --- | --- | --- |
| Project ID | : |  |
| Name of Team | : |  |
| Project Title | : |  |
| Institution Name | : |  |
| Category | : | ☐ Professional / Industry☐ Higher Education Institution (IPT) Student Category☐ Secondary School Category |
| Platform/Software | : | ☐ Minecraft Education☐ Roblox☐ Unity☐ Unreal Engine☐ GDevelop 5☐ Others…………………………………………. |
| Game demo*Provide a YouTube link* | : | *(Maximum duration: 5 minutes, with Privacy setting: unlisted)* |

# GROUP NAME LIST

|  |  |  |
| --- | --- | --- |
| **NO.** | **TEACHER/ LEADER/ MEMBER** | **NAME** |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

1. **ABSTRACT:**

*Introduction including problem statement, learning objective, core features, target audiences, and other related matters.*

***(Maximum: 300 words)***

|  |
| --- |
|  |

1. **EXPLANATION OF FEATURES OF E-GAMIFICATION PRODUCTS**

*Describe core features and other related matters.*

***(max: 300 words)***

|  |
| --- |
|  |

1. **TECHNICAL CREDENTIAL/ SPECIFICATION/ ASPECT/ ELEMENTS IN GAME**

*Include the necessary technical credentials (such as**technology use, software, how to access the game, password (if required), access links, demo accounts, or installation files) to allow the judges to test and experience your game firsthand.*

***(max: 500 words)***

|  |
| --- |
|  |

1. **WALK-THROUGH OF GAME**

*Please share your gameplay experience through a walkthrough (such as**gameplay, workflow, mission, challenges, and reward system) that connects all the elements you’ve developed to showcase the full scope of your game world.*

***(max: 1,000 words)***

|  |
| --- |
|  |

1. **IMAGES OF GAME-PLAY ELEMENTS AND GAME-DEVELOPMENT PROCESS**

*Please paste screenshots with a caption. Please provide a clickable link if the total image size exceeds 1 GB.*

***(max:15 images)***

|  |
| --- |
| *Example:*Start:Figure 1: DescriptionFeature:Figure 2: Description |

1. **HIGHLIGHT THE EDUCATION ELEMENTS IN THE GAME**

***(max: 200 words)***

|  |
| --- |
|  |

1. **HIGHLIGHT THE GAMIFICATION DESIGN AND INSTRUCTIONAL APPROACH**

***(max: 200 words)***

|  |
| --- |
|  |

1. **SUMMARY AND ACKNOWLEDGEMENT**

***(max: 300 words)***

|  |
| --- |
|  |

1. **REFERENCES**

***(max: 300 words)***

|  |
| --- |
|  |