

**PORTFOLIO**

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| 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

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| **NO.** | **TEACHER/ LEADER/ MEMBER** | **NAME** |
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1. **ABSTRACT:**

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

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

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

*Describe core features and other related matters.*

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

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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)***

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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)***

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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)***

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| *Example:*  Start:    Figure 1: Description  Feature:    Figure 2: Description |

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

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

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

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

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1. **SUMMARY AND ACKNOWLEDGEMENT**

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

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1. **REFERENCES**

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

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