



Hadi Sutopo

Jl. Kunti F/87, Jatikramat Indah Estate, Jatiasih - Bekasi 17421 - Indonesia

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Personal website: <https://ariesto.topazart.info/>

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Social media: Twitter: @AriestoHadi

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Personal

Full Name	: Hadi Sutopo
Alias	: <i>Ariesto Hadi Sutopo alias Topazart</i>
Date of Birth	: 15 April 1945
Nationality	: Indonesian
Gender	: Male
Senior Member IEEE #	: 93004232
Member ACM#	: 6708167
Scopus Author ID	: 36680923600
Orchid Id	: https://orcid.org/0000-0002-6974-0176
NFT	: https://opensea.io/topazart
Current position	: Founder, Topazart Educational Development

Professional Title

Reseacher, Author, Multimedia Practitioner, Game Developer, Painting Artist

Research Interests

Multimedia, Computer Graphic, Game, Educational Technology

Education

2006 - 2009	Doctor of Educational Technology Universitas Negeri Jakarta, Jakarta, Indonesia
1996 - 1998	Master of Management Information System Gunadarma University, Jakarta, Indonesia
1991 - 1995	Bachelor of Informatics Universitas Persada Indonesia Y.A.I, Jakarta, Indonesia

Professional Career

2025 - present	CEO/Founder. DigiSpark Solutions. Indonesia
2023 - present	CEO/Founder. EduDigital Education Foundation. Indonesia
2023 - present	Managing Editor. International Journal of Instruction and Smart Education (IJISME). Indonesia
2023 - present	Editor-in-Chief. International Journal of Art, Design, and Metaverse (IJAM). Indonesia
2022 - present	Managing Editor. International Journal of Educational Technology and Artificial Intelligence (IJETAI). Indonesia
2022 - present	Board of Editor. Journal of Information Education (JISE). USA
2021 - present	Founder. Topazart Educational Development. Tangerang
2020 - present	Board of Editor. European Scientific Journal(ESJ). Spain
2020 - 2022	Researcher, Kalbis Institute, Jakarta
2017 - 2019	Dean, Faculty of Creative Industries, Kalbis Institute, Jakarta
2013 - 2017	Dean, Faculty of Computer Science and Communication Science, Kalbis Institute, Jakarta
2010 - 2015	Lecturer, ICT in Education and Educational Multimedia Information Systems. Universitas Negeri Jakarta, Jakarta. [join in Post Graduate Program]
2009 - 2017	Lecturer, ICT in Education. Universitas Sultan Ageng Tirtayasa, Serang. [join in Post Graduate Program]
2008 - 2011	Lecturer, Multimedia, and Flash Scripting. Universitas Multimedia Nusantara, Tangerang [join in Visual Communication Design Department of Faculty of Art and Design]
2007 - 2020	Lecturer, Multimedia, Research Method in IT, and Information Technology Project Management. Institut Teknologi dan Bisnis Kalbis, Jakarta. [join in Faculty of Computer Science and Communication Science]
2004 - 2011	Lecturer, Multimedia. Sekolah Tinggi Teknik Multimedia Cendekia Abditama, Tangerang [join in Department of Informatics] Head of Informatics Department
2004 - 2014	Lecturer, Multimedia and Geographic Information Systems. Universitas Tarumanagara, Jakarta [join in Department of Informatics at Information Technology Faculty]
2001 - 2007	Lecturer, Multimedia, Computer Graphics, and Image Processing. STMIK Perbanas, Jakarta [join in Department of Informatics]
1995 - present	Lecturer, Multimedia, Computer Graphics, and Game Programming. Universitas Persada Indonesia YAI. Jakarta [join in Department of Informatics of Faculty of Technique]
1993	Function Decorator at Grand Hyatt Hotel. Jakarta
1992 - 1998	Function Decorator at Borobudur Inter-Continental Hotel. Jakarta
1986 - 1995	Graphic Designer and Head of Publishing Preparation at Indonesian Bible Society. Jakarta
1980 - 1986	Graphic Designer at Cipta Loka Caraka Publisher. Jakarta
1970 - present	Painting Artist

Reviewer

Conference

- 2023 IACSIT - 13th International Conference on Education Technology and Computers (ICETC 2023)
- 2022 19th International Conference on Signal Processing and Multimedia Applications (SIGMAP 2022)
- 2022 IACSIT - 13rd International Conference on Education Technology and Computers (ICETC 2022)
- 2022 International Conference on Computer Science and Artificial Intelligence (CSAI 2022)
- 2022 International Conference on Advances in Computer Technology, Information Science and Communications (CTISC 2022)
- 2021 International Conference on Computer Science and Artificial Intelligence (CSAI 2021)
- 2021 International Conference on Advances in Computer Technology, Information Science and Communications (CTISC 2021)
- 2020 International Conference on Computer Science and Artificial Intelligence (CSAI 2020)
- 2020 IACSIT - 11th International Conference on Education Technology and Computers (ICETC 2020)
- 2019 IACSIT - 11th International Conference on Education Technology and Computers (ICETC 2019)
- 2019 International Conference on Computer Science and Artificial Intelligence (CSAI 2019)
- 2019 International Conference on Software Engineering and Information Management (ICSIM 2019)

Journal

- 2020 International Journal of Ad Hoc and Ubiquitous Computing (IJAHUC), Indescienc Publisher
- 2019 SoftwareX Journal, Elsevier, Amsterdam, Netherlands
- 2016 International Journal of Computer Theory and Engineering (IJCTE), Singapore.
- 2013 Advanced in Information Sciences and Service Sciences (AISS). An International Journal of Research and Innovation. Korea
- 2011 - present
Journal of Information Systems Education (JISE), Harrisonburg, VA, USA

Journal Management

- 2022 - present **Editor, *International Journal of Instruction and Smart Education (IJISME)***, eISSN: 3031-1586 (Online), Tangerang, Indonesia
- 2022 - present **Board of Editor, *Journal of Information Systems Education (JISE)***, ISSN: 1055-3096 (print), eISSN: 2574-3872 (online), Harrisonburg, VA, USA
- 2022 - present **Board of Editor, *European Scientific Journal (ESJ)***, ISSN: 1857-7881

- (Print) eISSN: 1857-7431 (Online), Macedonia, Portugal
- 2022 - present **Editor-in-Chief, *International Journal of Art, Design, and Metaverse (IJAM)***, eISSN: 2985-8453 (Online), Tangerang, Indonesia
- 2021 - present **Managing Editor, *International Journal of Educational Technology and Artificial Intelligence (IJETAI)***, eISSN: 2964-5387 (Online), Tangerang, Indonesia
- 2013 - 2022 **Editor-in-Chief, *Kalbiscientia***, Journal of Science and Technology, ISSN 2356-4393, Jakarta, Indonesia
- 2010 - 2016 **Editor, *Jurnal Teknologi Pendidikan***, Journal of Educational Technology accredited by Indonesian Ministry of Research and Higher Education, ISSN 1411-2477, Jakarta, Indonesia

Research

- 2022 *Developing Metaverse-based Learning on Natural Science for Junior High School*
- 2021 *Developing Augmented Reality Application on Coffee Shop*
- 2020 *Developing Educational Mobile Game on Nusantara Heritage Thematic Learning for Elementary School*
- 2020 *Developing Multimedia-based Learning on Avoiding Imprecise COVID-19 Patients*
- 2020 *Developing Multimedia-Based Learning on Entrepreneurship*
- 2019 *Mobile Multimedia-Based Komodo Dragon Learning*, Universitas Negeri Manado
- 2019 *QRCode-Based Math Learning*, Universitas Djuanda
- 2019 *Interactive Multimedia-Based Learning Development for Children and Family*, Indonesian Bible Society

Publications

Books

Seventy-two books since 2003, including:

- 29 *Unlocking the Power of Writing Skills - Insights and Findings using NVivo*
ISBN 9798860463349, Tangerang: Topazart, 2023
- 28 *Mastering the Art of Book Design: A Comprehensive Guide*
ISBN 9798398938579, Tangerang: Topazart, 2023
- 27 *Analyzing Blockchain-based Accounting: Insights and Findings Using NVivo*
ISBN 9798394199561, Tangerang: Topazart, 2023
- 26 *Analyzing Blockchain-based Accounting: Insights and Findings Using NVivo*
ISBN 9798394199561, Tangerang: TopazLart, 2023
- 25 *Pemrograman Blockchain Smart Contract di Polygon*
ISBN 978-623-92852-3-4, Tangerang: Topazart, 2023
- 24 *Pengembangan Game Si Pitung dengan GameMaker Studio*
ISBN 978-623-92852-0-3, Tangerang: Topazart, 2023
- 23 *Metaverse dalam Pendidikan*
ISBN 978-623-88272-7-5, Tangerang: Topazart, 2023
- 22 *Analisis Kualitatif dengan NVivo: Fenomena Ibadah Masa Depan di Metavere*

- ISBN 978-623-98548-5-1, Tangerang: Topazart, 2022
- 21 *Qualitative Anaysis Using NVivo: Future Phenomenon on Metavere Dating*
ISBN 978-623-98548-4-4, Tangerang: Topazart, 2022
- 20 *Analisis Kualitatif dengan NVivo: Fenomena Baru Metavere Dating*
ISBN 978-623-98548-3-7, Tangerang: Topazart, 2022
- 19 *Qualitative Anaysis Using NVivo: Open-ended Surveys on Basic Literacy*
ISBN 978-623-98548-9-8, Tangerang: Topazart, 2022
- 18 *Analisis Kualitatif dengan NVivo: Open-ended Literasi Dasar*
ISBN 978-623-98548-0-6, Tangerang: Topazart, 2022
- 17 *Developing NFT Gallery Based on Metaverse*
ISBN 978-623-98548-6-7, Tangerang: Topazart, 2022
- 16 *Membangun NFT Gallery Berbasis Metaverse*
ISBN 978-623-98548-8-1, Tangerang: Topazart, 2022
- 15 *Developing Teaching Material Based on Metaverse*
ISBN 978-623-98548-7-4, Tangerang: Topazart, 2022
- 14 *Pengembangan Bahan Ajar Berbasis Metaverse*
ISBN 978-623-98548-5-0, Tangerang: Topazart, 2021
- 13 *Literature Review using NVivo*
ASIN: B09M46Q81G (Kindle Version), Tangerang: Topazart, 2021
- 12 *Literature Review using NVivo*
ISBN 978-623-98548-3-6, Tangerang: Topazart, 2021
- 11 *Literature Review dengan NVivo*
ISBN 978-623-98548-2-9, Tangerang: Topazart, 2021
- 10 *Developing Game with GameMaker Studio*
ASIN: B09KPKRNRN (Kindle Version), Tangerang: Topazart, 2021
- 9 *Developing Game with GameMaker Studio*
ISBN. ISBN 978-623-98548-1-2, Tangerang: Topazart, 2021
- 8 *Developing Educational Game*
ASIN: B09HBXD4ZZ (Kindle Version), Tangerang: Topazart, 2021
- 7 *Pengembangan Game dengan GameMaker Studio*
ISBN. 978-623-98548-0-5, Tangerang: Topazart, 2021
- 6 *Teknologi Informasi dan Komunikasi dalam Pendidikan di Masa New Normal*
ISBN. 978-623-97062-1-0, Jakarta: Kreasi Skrip Digital, 2021
- 5 *Desain eBook dengan InDesign*
ISBN. 978-623-97062-0-3, Jakarta: Kreasi Skrip Digital, 2021
- 4 *Penelitian Kualitatif dengan NVivo*
ISBN. 978-602-6510-98-3, Jakarta: Ariesto Hadi Sutopo, 2021
- 3 *Developing Educational Game*
ISBN. 978-602-6510-97-6, Jakarta: Ariesto Hadi Sutopo, 2020
- 2 *Pengembangan Educational Game*
ISBN. 978-602-6510-93-8, Jakarta: Ariesto Hadi Sutopo, 2020
- 1 *Pemrograman Multimedia dengan ActionScript 3.0*

Journals

- 10 Siti Nurjanah, Hadi Sutopo. *Developing Augmented Reality Application on Coffee Shop*. "Journal of Southwest Jiaotong University (JSJU)", <http://jsju.org/index.php/journal/article/view/1179>, Southwest Jiaotong University, China ISSN 02582724, Vol. 56, No. 6, December 2021
- 9 Murniati Agustian, Hadi Sutopo, Widyasari. *Developing Educational Mobile Game on Nusantara Heritage Thematic Learning for Elementary School*. "Journal of Southwest Jiaotong University (JSJU)", <http://jsju.org/index.php/journal/article/view/1105>, Southwest Jiaotong University, China ISSN 02582724, Vol. 56, No. 6, December 2021
- 8 Meike Paat, Hadi Sutopo, Nurliani Siregar. *Developing Augmented Reality Application on Komodo Dragon for Elementary School Children During the New Normal of COVID-19 Pandemic*. "Journal of Theoretical and Applied Information Technology (JATIT)", <http://www.jatit.org>, Islamabad, Pakistan E-ISSN 1817-3195 / ISSN 1992-8645, Vol. 99, No. 11, June 2021
- 7 Hadi Sutopo, Dwipo Setyantoro. *Developing Educational Mobile Game on Entering School During the New Normal of COVID-19 Pandemic*. "Journal of Mobile Multimedia (JMM)", <https://journals.riverpublishers.com/index.php/JMM>. USA ISSN: 1550-4654 (Online); 1550-4646 (Print), Vol.16, No.4, December, 2020
- 6 Nurliani Siregar, Hadi Sutopo, Meike Paat. *Mobile Multimedia-based Batakologi Learning Model Development*. "Journal of Mobile Multimedia (JMM)", <https://journals.riverpublishers.com/index.php/JMM>. USA ISSN: 1550-4654 (Online); 1550-4646 (Print), Vol.15, No.4, June, 2019
- 5 Muhammad Rusli & Hadi Sutopo. *Development of Visualization Scoreboard for Four Disciplines Execution Visualization of Journal Publication on Mobile Devices*. "International Journal of Computer Theory and Engineering (IJCTE)", <http://www.ijcte.org>. Singapore ISSN: 0975-5578 (Online); 0975-5934 (Print), Vol.11, No.6, December, 2019
- 4 Widyasari Widyasari, Hadi Sutopo, Murniati Agustian. *QR Code-based Learning Development: Accessing Math Game for Children Learning Enhancement*, "International Journal of Interactive Mobile Technologies", <https://online-journals.org>, Germany E-ISSN 1865-7923, Vol.13, No. 11, November 2019
- 3 Hadi Sutopo, Ridha Sefina Samosir, Jullend Gatac. *Mobile Multimedia Evaluation: Development of Stop Drugs Tutorial*, "International Journal of Interactive Mobile Technologies", <https://online-journals.org>, Germany E-ISSN 1865-7923, Vol.13, No. 5, May 2019
- 2 Muhammad Rusli & Hadi Sutopo. *Implementation of Multimedia Based Graph Coloring Learning Model*. International Journal "Journal of Theoretical and Applied Information Technology (JATIT)", <http://www.jatit.org>, Islamabad, Pakistan E-ISSN 1817-3195 / ISSN 1992-8645, Vol. 65, No. 11, June 2017
- 1 Hadi Sutopo. *Mobile Game Developing: Math Mobile Game Learning Model*. "International Journal of Information and Electronics Engineering (IJIEE)". <http://www.ijiee.org> ISSN: 2010-3719, Vol. 7, No.2, March 2017

Proceedings

- Hadi Sutopo, Siti Nurjanah & Ferryal Abadi. *Literature Review of Mobile Game on*

Coffee Entrepreneurship using NVivo. Proceeding “2022 4th International Conference on Advances in Computer Technology, Information Science and Communication (CTISC)”, Suzhou, China, 23-25 April 2022

- Hadi Sutopo & Anjar Dwi Astono. *Developing Digital Magazine on Coffee Industry Information in COVID-19 Pandemic for Tourism Enhancement*. Proceeding “The 2021 4th International Conference on Computer Science and Artificial Intelligence (CSAI2021)”, Beijing, China, 6-8 December 2021
- Tarigan, M., Pambudi, A., Sutopo, H., Hendra, H., Handayani, D. *Developing Energy Monitoring Application for Monitoring Power Consumption in Production Machines*. Proceeding “2021 3rd International Conference on Advances in Computer Technology, Information Science and Communication(CTISC)”, Online, Shanghai, 23-25 April 2021
- Meike Paat, Hadi Sutopo & Nurliani Siregar. *Developing a Mobile Multimedia-based Learning Resource on Living of Komodo Dragons*. Proceeding “The 2019 3rd International Conference on Computer Science and Artificial Intelligence (CSAI2019)”, Beijing, China, 6-8 December 2019
- Hanif Hanif & Hadi Sutopo. *Developing QR Payment to Enhance the Technological Service in Sederhana Restaurant Network*. Proceeding “The 2019 3rd International Conference on Computer Science and Artificial Intelligence (CSAI2019)”, Beijing, China, 6-8 December 2019
- Hadi Sutopo, Hindriyanto D. Purnomo, Silaen Sondang Maria, Swati Lee, Altobeli Lobodally, Arie Setiawan Prasida. Proceeding *Developing Interactive Bible Learning Model Based on Mobile for Children*. Proceeding “2nd International Conference Software Engineering and Information Management (ICSIM 2019)”, Singaraja, Bali, Indonesia, 10-13 January 2019
- Hadi Sutopo & Ferryal Abadi. *Mobile Multimedia-Based Tourism Promotion Development*. Proceeding “The 2018 2nd International Conference on Computer Science and Artificial Intelligence (CSAI2018)”, Shenzhen, China, 8-10 December 2018

Keynote Speaker/Invited Talks/Invited Speaker

- **Digital Greetings Development Using GameMaker Studio: Games for Easter**, 2024 7th International Conference on Computer Graphics and Virtuality. Hangzhou, China, 22-24 February 2024
- **Developing Metaverse-based Learning**, 2023 Ikraith National Conference (Ikraith 2023), Jakarta, Indonesia, 25 September 2023
- **Literature Review of Mobile Game on Coffee Entrepreneurship using NVivo**, 2022 4th International Conference on Advances in Computer Technology, Information Science and Communication (CTISC), Suzhou, China, 23-25 April 2022
- **Developing Digital Magazine on Belitung Coffee Industry for Tourism Enhancement**, 2021 3rd International Conference on Advances in Computer Technology, Information Science and Communications (CTISC 2021), Shanghai, China, 23-25 April 2021
- **Developing Educational Game**, International Conference on Computer Science and Artificial Intelligence (CSAI 2020). Zuhai, China, 11-13 December 2020
- **Developing Multimedia-based Learning on Avoiding Imprecise COVID-19 Patients**, Online Conference on Education/Pedagogy. Spain, 10 December 2020.
- **Conducting Main Field Testing of Developing Mobile Multimedia-Based Math Game for Children During Covid-19**, IEEE Computer Society Indonesia Chapter. Jakarta, 17 October 2020

- **Developing Digital Greetings using GameMaker Studio**, 2020 2nd International Conference on Advances in Computer Technology, Information Science and Communications (CTISC 2020), Suzhou, China, 10-12 July 2020
- **Developing Educational Game on Entering New Normal during Covid-19 Pandemic**, IEEE Computer Society Indonesia Chapter. Jakarta, 19 June 2020

Speaker at Seminars and Workshops

- Speaker. Workshop “*Developing Learning Resources Based on Metaverse*”, Solotech University, Surakarta, 23-24 November 2023.
- Speaker. Workshop “*Qualitative Data Processing using NVivo*”, Universitas Respati Indonesia, Jakarta, 16 February 2023.
- Speaker. Workshop “*Developing Learning Resources Based on Metaverse*”, Universitas Sriwijaya, Palembang, 11 February 2023.
- Speaker. Social Club “*Self Publishing*”, Wall Street English, Pacific Place Center, Jakarta, 17 January 2022.
- Speaker. Webinar “*Data Processing using NVivo*”, Universitas Dian Nusantara, Jakarta, 10 November 2021.
- Speaker. Webinar “*Writing Books*”, Institut Teknologi Indonesia, Tangerang, 3 August 2021.
- Facilitator. Workshop “*Mendelay and NVivo*”, London School Public Relations (LSPR). Jakarta, 23 July 2021
- Facilitator. Workshop “*Digital Business*”, Universitas Djuanda. Bogor, 16 February 2021.
- Facilitator. Workshop “*Developing Augmented Reality*”, Universitas Djuanda. Bogor, 8 February 2021.
- Speaker. Webinar “*Pengelolaan Jurnal Berbasis OJS*”, Politeknik Manufaktur Negeri Bangka Belitung. Bangka, 14 December 2020.
- Speaker. Webinar “*Strategi Menulis Artikel Jurnal Terindeks Scopus*”, Badan Pemeriksa Keuangan Republik Indonesia. Jakarta, 1 September 2020
- Facilitator. Workshop “*Workshop Qualitative Data Processing Using NVivo*”, Universitas Persada Indonesia YAI. Jakarta, 23 November 2019
- Facilitator. Workshop “*Workshop Qualitative Data Processing Using NVivo*”, Universitas Al Azhar. Jakarta, 7 Agustus 2019
- Facilitator. Workshop “*Workshop Qualitative Data Processing Using NVivo*”, Universitas Negeri Riau. Pekanbaru, 1-2 Agustus 2019
- Facilitator. Workshop “*Workshop Qualitative Data Processing Using NVivo*”, Badan Pemeriksa Keuangan. Jakarta, 12 April 2019

Video Tutorial

Youtube Channel: <https://www.youtube.com/channel/UCg2ByWVZEfMjQNkMTF-WYug>

- **Developing Metaverse Space using Spatial**
- **Writing a Quality Manuscript**
- **Flash Interactivity - Using External Text, Creating Puzzle Game, Creating Coloring**

- Game, Decimal to Binary Conversion, Creativity Using Video in Flash
- **Basic Flash Animation** - Basic Action, Basic Animation, Path Animation, Image and Text Animation, Creating Button
- **Multimedia** - Art and Creativity, Multimedia Development Method, Multimedia Professional, Multimedia Application
- **GameMaker Studio** - Moving Object Using Keyboard

Multimedia Development

- 2022 *Meta Christmas* - Memory, Matching, Maze, and Platformer Games o thr Birth of Jesus- Topazart
- 2022 *Belajar Sejarah berbasis Game* - Learning history of Indonsian Independence - Topazart
- 2022 *Puzzle Game* - Introduction to Banten Mosques for Early Chidhood - Universitas Sultan Ageng Tirtayasa
- 2020 *Jesus Story* - Bible Game - Indonesian Bible Society

Professional Associations

- Institute of Electrical and Electronics Engineers (IEEE) - *senior member*
- International Association of Computer Science and Information Technology (IACSIT) - *senior member*
- Association of Computing Machinery (ACM) - *member*

Public Commissions

- 2018 - present Member. *Technology and Systems Commission*. Indonesian Bible Society. Jakarta
- 2014 - 2018 Member. *Systems and Finance Commission*. Indonesian Bible Society. Jakarta
- 2004 - 2014 Member. *Information Technology and Publication Commission*. Indonesian Bible Society. Jakarta
- 2001 - 2004 Member. *Information Technology Commission*. Indonesian Bible Society. Jakarta

Other Activities

- Steering Committee. *International Conference on Computer Science and Artificial Intelligence (CSAI 2024)*. Beijing, China, 8-10 December 2024
- Steering Committee. *International Conference on Computer Science and Artificial Intelligence (CSAI 2023)*. Beijing, China, 8-10 December 2023
- Steering Committee. *9th International Conference on Frontiers of Educational Technologies (ICFET 2023)*. Bali, Indonesia, 9-11 June 2023
- Steering Committee. *International Conference on Computer Science and Artificial Intelligence (CSAI 2022)*. Beijing, China, 4-6 December 2022
- Steering Committee. *2022 4th International Conference on Advances in Computer Technology, Information Science and Communications (CTISC 2022)*, Suzhou, China,

23-25 April 2022

- Steering Committee. *International Conference on Computer Science and Artificial Intelligence (CSAI 2021)*. Beijing, China, 4-6 December 2021
- Steering Committee. *2021 3rd International Conference on Advances in Computer Technology, Information Science and Communications (CTISC 2021)*, Shanghai, China, 23-25 April 2021
- Conference Chair. *International Conference on Virtual Reality Technology (ICVRT 2020)*. Jakarta, Indonesia, 18-20 December 2020
- Conference Chair. *International Conference on Computer Science and Artificial Intelligence (CSAI 2020)*. Zuhai, China, 11-13 December 2020
- Conference Chair. *International Conference on Video, Signal and Image Processing (VSIP 2020)*. Jakarta, Indonesia, 4-6 December 2020
- Steering Committee. *International Conference on Computer Science and Artificial Intelligence (CSAI 2019)*. Beijing, China, 6-8 December 2019
- Conference Chair. *International Conference on Advanced Computer Theory and Engineering (ICACTE 2019)*. Jakarta, Indonesia, 18-20 September 2019
- Conference Chair. *International Conference on Smart Computing and Information Technology (ICSCIT 2019)*. Al Buraimi, Sultanate of Oman, 29 April - 1 May 2019
- Honorary Chair, *International Artificial Intelligence and Information Technology (ICAIIIT 2019)*, Yogyakarta, Indonesia, 13-15 March 2019
- Conference Chair. *International Conference on Software Engineering and Information Management (ICSIM 2019)*. Singaraja, Bali, Indonesia, 10-12 January 2019
- Conference Program Chair. *International Conference on Computer Science and Artificial Intelligence (CSAI 2018)*. Shenzhen, China, 8-10 December 2018

Skills

Traditional Skills

Painting : oil color, watercolor, poster color, acrylic

Computer Skills

Publishing : Adobe InDesign

Digital painting : Adobe Photoshop, Adobe Illustrator

Graphics : Adobe Photoshop, Adobe Illustrator

Multimedia : Adobe Animate, Adobe Director, Adobe Premiere, Adobe After Effects, GameMaker Studio

Programming : Pascal, C++, Java, ActionScript 3

Data processing & analyzing : NVivo

Language Skills

English : Advance

Indonesian : Mother language

Hobbies

Reading : Multimedia, Information and Communication Technology, Educational Technology