Skill Strengthening for Developing Game through Flash-Arduino for ICT Start-up Group

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ABSTRACT

Due to the increasing number of game users in Indonesia, market demand has potentially promised for many start-ups. However, gamers tend to be only users, due to the lacking of skills in developing and making games. The purpose of this community service (PPM) is to strengthen the game development skill through Flash-Arduino for information and telecommunications technology (ICT) for start-up group. Start-up is an individual or group to newly develop a viable business model to meet marketplace problems. This activity consists of (1) training of script applications on Macromedia Flash and (2) training of Arduino application programming. By interfacing of both materials, games developed using Macromedia Flash can be played using Arduino. In this activity, the number of trainees consisted of 20 people from various schools in Yogyakarta. This activity is carried out for three consecutive days. The results of the activity show the seriousness of the participants to be curious and improve the skills of the participants in developing for making a new game using Macromedia Flash and Arduino.

Kata Kunci: *Game development skills, Flash-arduino, ICT start-up*