

Curriculum Vitae

A. Identity

Full Name	Rikman Aherliwan Rudawan, S.T., M.Kom.
Nick Name	Rickman Roedavan
Gender	Male
Functional Position	Lector 300
NIP/NIK/ID	23820005
NIDN	0419068205
Place and Date of Birth	Bandung, 19 Juni 1982
Email	rikman@telkomuniversity.ac.id
Phone/Mobile Number	082315151906
Office Address	Jln. Telekomunikasi Terusan Buah Batu Bandung
Phone/Fax Number	
Courses Taught	Multimedia Technology Design (Compulsory/4 Credits)
	Basic Game Programming (Compulsory/4 Credits)
	Advanced Game Programming (Compulsory/4 Credits)
	Interactive Multimedia Programming (Compulsory/4 Credits)
	Application Game Programming (Compulsory/4 Credits)

B. Educational History

	S1	S2
University	STMIK PMBI	UNIKOM
Field of Study	Teknik Informatika	Sistem Informasi
Enrollment-Graduation	2000-2004	2014-2016
Thesis Title	"File Product Application Management Software for Enhancing Reusability Concept"	"Analysis of Decision Support Models for the Development of Intellectual Property (IP) based on Transmedia Storytelling"
Promotor	Iswanto, S.T., M.T.	Dr. Ana Hadiana M.Eng.Sc.

C. Academic Position in the Last 5 Years

No	Year	Position
1	2025-Current	Head of Research & Development Digital Learning
2	2022-2024	Head of Startup Synchronization in School of Applied Science
3	2022-2024	Head of Multimedia Engineering Research Laboratory
4	2021-2022	Head of Microcredential Game Developer Program

D. Research Experience in the Last 5 Years

No	Year	Research Title	Funding	
			Source	Qty (Million/Rp)
1	2025	A framework for virtual reality integration in technological learning environments in engineering education to lead the future of steam education	International Matching Fund	50
2	2025	Advanced Development of the Dyscalculia Identification Game (International Commercialization Scheme)	International Matching Fund	50
3	2024	Implementation of AI Museum in Keraton Kasepuhan Cirebon (Commercialization Scheme A1)	Matching Fund Kedai Reka	285
4	2024	Development of Tourism ERP Prototype in Keraton Kasepuhan Cirebon (Prototype Scheme A3)	Matching Fund Kedai Reka	114
5	2024	Mentoring of Home Industries and Micro Business Units Based on Startups Fostered by Bandung Techno Park (BTP)	Matching Fund Kedai Reka	150
6	2023	MetaSpeak: A Metaverse-Based Self-paced Multi-Language Learning Platform for Overcoming Language Anxiety	Riset dan Inovasi Indonesia Maju	285
7	2023	Educational Tourism based on Extended Reality (XR) Technology at Keraton Kasepuhan Cirebon	Matching Fund Kedai Reka	280
8	2022	Development of BNI Virtual Branch Branch based on Metaverse Technology	Matching Fund Kedai Reka	110
9	2022	TelUVerse: Telkom Metaverse	Unggulan PT	80
10	2021	Digital Game-Based Learning for Teaching FinTech in Indonesia: The Motivational and Cognitive Effects of Positive Versus Negative Frame	Matching Grant	75
11	2020	Application and Proof of Concept of Virtual Reality for Indonesian Culinary Cooking Course in the D3 Hospitality Program at Telkom University's Faculty of Applied Sciences	Internal	20

E. Community Service Experience in the Last 5 Years

No	Year	Service Title	Funding	
			Source	Qty (Million/Rp)
1	2024	Implementasi Praktik Lintas Bidang pada Materi Berpikir Komputasi untuk Tingkat Sekolah Menengah Pertama dengan Mendayagunakan Alat Bantu Praktik	Internal	10
2	2024	Sosialisasi Platform Edukasi: Open Resource Binary & Interactive Technology (ORBIT) Untuk Divisi Media Game Jagad Creative	Internal	10
3	2024	Utilization of Speech Recognition-Based Educational Games to Reduce Language Anxiety in English Subjects	Internal	7
4	2023	Implementation of ORBIT (Open Resources Binary and Interactive Technology) in the Media and Game Division of Jagad Kreatif	Internal	5
5	2022	Implementation of Boardgame Gathering for Educational Media in the Creative Industry Subsector	Internal	4.5
6	2021	Training on Virtual Expo Product Development for Digital Showcase based on the Unity Game Engine	Internal	4.5
7	2020	Use of Plotagon and Digital Storytelling to Enhance English Language Competence in Supporting Study From Home (SFH)	Internal	4.5
8	2020	Development of 3D Game for Beginners based on the Unity Game Engine with Online Media Utilization	Internal	4.5

F. Scientific Publications in Journals in the Last 5 Years

No	Judul Artikel Ilmiah	Nama Jurnal	Vol/Nomor/ Tahun
1	A WebGL Serious Game for Practicing English Conversations in Public Places Using Speech Recognition	International Journal of Serious Games	2025
2	Developing a Dyscalculia Identification Game Using The Rapid Game Development (RGD) Model	Khazanah Informatika : Jurnal Ilmu Komputer dan Informatika	2024
3	Game-Changer NPCs: Leveling-Up Technology Acceptance and Flow in a Digital Learning Quest	International Journal of Human-Computer Interaction	2024
4	Model Konseptual Struktur Cerita Untuk Pengembangan Game: Studi Kasus Program Microcredential Game Developer	Journal Cerita: Creative Education of Research in Information Technology	2024

		and Application	
5	Educational Game Scenario Model Based On Imperative Game Goal Typology	JGGAG (Journal of Games, Game Art and Gamification)	2023
6	3D Tactical Floor Game Application for Visualization of Battle Operation Plan by Utilizing Three Act-Structure	IJAIT (International Journal of Applied Information Technology)	2023
7	Pengukuran Antarmuka Pengguna 3D Menggunakan Metode System Usability Scale pada Aplikasi Simulasi Videography Virtual Reality	JTIM (Jurnal Teknologi Informasi dan Multimedia)	2023
8	Serious Game Development Model Based on the Game-Based Learning Foundation	JICTRA (Journal of ICTResearch and Applications)	2021
9	The 3D Dyscalculia Assessment Game Framework for Dyscalculia Identification	UOB (University of Bahrain Scientific Journals)	2021
10	Adaptation Atomic Design Method for Rapid Game Development Model	IJAIT (International Journal of Applied Information Technology)	2021
11	Zetcil: Game Mechanic Framework for Unity Game Engine	IJAIT (International Journal of Applied Information Technology)	2020
12	Medical Image Segmentation Using a Robust Edge-Stop Function With 2×2 Window Patch	2020 IEEE 10th International Conference on System Engineering and Technology	2020

G. Presenter at Scientific Seminars

No	Nama Pertemuan Ilmiah	Judul Artikel Ilmiah	Waktu dan Tempat
1	COSECANT : Community Service and Engagement Seminar	Board Game Products as Game-Based Learning Education Media in the Creative Industry Field of Indonesia	2022, Online
2	Seminar PKM Nasional 2021 - "Pemberdayaan Masyarakat Untuk Mewujudkan Indonesia Emas 2045"	Training on Creating Virtual Expo for Digital Promotion (Award: Best Presenter)	2021, Online

H. Books Works

No	Book Title	Year	Pages	Publisher
1	Pengembangan Augmented Reality Berbasis Unity Game Engine	2024	136	Vinicho Media Publisindo
2	Game Development: Teori, Design dan Programming Berbasis Unity	2022	760	Informatika
3	Pariwisata Nusantara: Peluang, Tantangan dan Strategi Pengembangannya	2021	369	PKPN Denpasar
4	Tutorial Game Engine Unity (Revisi 2)	2018	480	Informatika
5	Tutorial Game Engine Unity (Revisi 1)	2016	350	Informatika
6	Tutorial Game Engine Construct2	2016	336	Informatika
7	Tutorial Game Engine Unity	2014	282	Informatika

I. Popular Works

No	Judul	Tahun	Media
1	Ano & Orga (Penerbit: Dinas Lingkungan Hidup)	2019	Digital
2	Sahabat Adiwiyata (Penerbit: Dinas Lingkungan Hidup)	2019	Buku
3	The Astrajingga (Penerbit: Wow Komik)	2018	Buku
4	Detective Khan (Penerbit: Wow Komik)	2017	Buku
5	Kalong Kasarung (Penerbit: Wow Komik)	2017	Buku
6	Mustika Garuda (Penerbit: Wow Komik)	2017	Buku
7	Vampire Romance (Penerbit: Wow Komik)	2017	Buku
8	Everna Saga (Penerbit: Vadis)	2015	Buku
9	Serial Kiky Si Kancil (Bobo Online)	2014	Digital
10	Arassi (Penerbit:Ufuk)	2012	Buku
11	Fantasy Fiesta (Penerbit:Adhika Pustaka)	2011	Buku

J. Intellectual Property Acquisition

No	Title	Year	Type	No P/ID
1	Game Development Teori, Desain Dan Pemograman Game Berbasis Unity Game Engine	2023	Buku	EC00202305261
2	Zetcil Gamedev Library	2023	Program Komputer	EC00202290159
3	Program Komputer Metaverse Avatar Creation & Interaction BNI Virtual World	2023	Program komputer	EC002022105998
4	Unity Tutorial Game Engine (Rev2)	2021	Buku	EC00202156157
5	Unity Tutorial Game Engine (Rev1)	2021	Buku	EC00202156159
6	Unity Tutorial Game Engine	2021	Buku	EC00202156160
7	Construct2 Tutorial Game Engine	2021	Buku	EC00202156169
8	School Play : Game Based-Learning Untuk Mata Pelajaran Bahasa Inggris Berbasis Speech Recognition	2020	Program Komputer	EC00202033471

K. Patent

No	Title	Year	Type	No P/ID
1	Pistol Laser Untuk Olahraga Laser-Run Menggunakan Modul Peringatan	2022	Invensi	S00202212183

L. Awards from Government, Associations, or Other Institutions

No	Awards	Institutions Granting Awards	Year
1	Unity For Gaming Speaker Certificate	FPSD UPI	2022
2	Interactive Learning Media Based on Animation Speaker Certificate	Universitas Bhakti Kencana	2022
3	Microcredential Game Developer (PMGD)	ICE Institute	2022

	Instructor Certificate		
4	VSGA IMD Instructor Certificate	Kominfo	2021
5	Gemastik Preparation Speaker Certificate	Telkom University	2020
6	I-Meet Competition Judge Certificate	Telkom University	2020
7	Non-Fiction Writer Competency Certificate	BNSP	2020
8	Competency Examiner Certificate	SMK-TI Garuda Nusantara Cimahi	2020
9	Webinar Speaker Certificate	Telkom University	2020
10	National Seminar Speaker Certificate	Kopertip Indonesia dan ASEAN-China Teacher Training	2020
11	Game Trainer Genesis 2 Certificate	Telkom University	2018
12	2nd Place Winner in Anti-Corruption Competition Certificate	Telkom University	2018
13	DKV Animation Judge Certificate	Telkom University	2018
14	Multimedia Designer Competency Certificate	BNSP	2017
15	Digital Business Speaker Certificate	Politeknik TEDC	2017
16	Existentialism Speaker Certificate	Telkom University	2017
17	Game Trainer Genesis 1 Certificate	Telkom University	2017
18	Database Modeling Competency Certificate"	RSI Visual System United States	2015

M. Expertise Experience in the Industry

No	Industry	Position	Year
1	PT. Maya Interaktif (Lunar Interactive)	Chairman	2024-Now
2	PT. Ruang Teknologi Kreatif Nusantara (Cube Studio)	Chairman	2020-Now
3	Game Research & Innovation Development	Game Director	2024-Now
4	Jagad Creative	Game Director	2020 – 2022
5	Lunar Interactive	Advisory Board	2023-Now
6	Affor Gadget	Advisory Board	2024-Now
7	Agate International	Game Course Developer	2019
8	PT. Dirgantara Indonesia (Persero)	Wargame & Flight Simulator Programmer	2006 - 2017

All the information I have provided in this biodata is true and legally accountable. If any inconsistencies with the truth are discovered in the future, I am willing to accept the consequences. This is the biodata I have created in full honesty.

Bandung, 01/07/2025



Rikman Aherliwan Rudawan