Hello, I'm Afzaal ZA, I'm from Indonesia

I'm study in BoAsh university

BrickVolt Foundation Semester 1: Theory

1st Week: Brickvolt Formation

BrickVolt Identity:

Name: BrickVolt Studios

Type: Multimedia Creative Studio

Scope: Game, Film, Community, Global Service

Brick = Plumbrick Kingdom from Azrio Universe

Volt = Voltrixia Continent from Blunix Universe

Interactive Universe = Game section

Cinematic Universe = Film section

Vision and Mission:

Vision:

🎮 Games, 🎬 Movies, 🎵🎨 Creative,

🌍 Global Service, 🤝 Inclusive, ♻️ Sustainable

*Building a long-term BrickVolt ecosystem

Mission:

1. Developing original games

2. Producing original films

3. Creating multimedia works

4. Fostering a collaborative environment

5. Bridging theory and practice

6. Providing support services

7. Developing projects in a realistic

Organization Structure:

🧭 Leader and Management

Founder / Studio Director

Management / Administration

🎮 Interactive Universe — Game

Game Developer

🎬 Cinematic Universe — Film

Film Developer

🎵🎨 Melody & Gallery — Creative

🌍 Global Service — Supported Activity & Services

Multimedia, Business & Retail, Automotive, Culinary, Handcraft, and Printing & Digital Image

🤝 Membership & Community

🎮 Game Scope:

Game design, programming, gameplay, level/world design, testing, and game development

🎬 Film Scope:

Story, screenplay, directing, production, cinematography, editing, and sound

🎵 Creative Scope:

Musik, sound design, illustration, graphic design, concept art, visual, and creative assets

🌐 Global Service:

Creative Studio, Mart, Auto Service & Shop, Culinary System, Merchandise, and Digital Services

👥 BrickVolt Studios Membership

Aspects:

👤 Open

🎓 Educational background

🌍 Location

🛠️ Contributions

🎮 Games

🎬 Movies

🎵 Creative

🌐 Services

Membership principle:

It is not merely about “joining BrickVolt,” but about contributing according to one’s abilities.

📋 BrickVolt Studios Basic Rules

Rules:

🤝 Mutual respect, 💬 Communication, ⏰ Responsibility, 🛠️ Quality of work, 📅 Project discipline, ⚖️ Ethics, © Originality, 🔐 Confidentiality, 🧑‍💻 Collaboration, 📢 Representation

In short:

👥 Membership = who joins and how they contribute.

📋 Ground rules = how members work and interact within BrickVolt.

🗺️ Roadmap BrickVolt Studios 2026–2031:

1st Semester (Oct’26 – Jan’27) – Theoretical

Ramadhan – Brickvolt Survey

2nd Semester (Mar – Jul’27) – Practicum

24th My Birthday Special (Jul – Sep): Create a custom uniform and develop new music

3rd Semester (Oct’27 – Jan’28) – Basic Film Development (Reunion Talent Live Action Movie)

Ramadhan – Brickvolt Film Survey

4th Semester (Mar – Jul’28) – Advanced Film Development (Plumbrick Gangstar Mini Series)

25th My Birthday Special (Jul – Sep): Full Reunion Talent the movie development

5th Semester (Oct’28 – Jan’29) – Basic Game Development (Azrio Troblex Go and Terra Kart)

Ramadhan 1450 – Brickvolt Game Survey

6th Semester (Feb – Jun’29) – Advanced Game Development (Blunix the Lynx and Zero 2200)

(Jun – Sep): Plan another campaign these games!!!

7th Semester (Sep – Dec’29) – Plumbrick Gangstar Development

Ramadhan 1451 – Brickvolt Special Survey

8th Semester (Feb – Jun’30) – Brickvolt Fan Club Development

(Jun – Sep): Finish Plumbrick Gangstar’s base game

9th Semester (Sep – Dec’30) – Full Production Simultaneously (Games, Movies, and more…)

10th Semester Part 1 (Jan – Feb’31) – Final Production and Brickvolt Direct 6.3.2031

10th Semester Part 2 (Mar – Apr’31) – Release Date waves

🗂️ Reserved BrickVolt:

📢 BrickVolt Public Relations

🚨 BrickVolt Emergency & Safety

- 🚑 Emergency & Recovery
- ♿ Clinic & Disability
- 🧠 Counseling & Psychology
- 🛡️ Trust & Safety

Berikut **25 soal evaluasi BrickVolt Foundation Semester 1 — Week 1: BrickVolt Formation**, terdiri dari **20 pilihan ganda + 5 essay**.

📋 A. Pilihan Ganda — 20 Soal

1. Apa nama studio yang menjadi fokus Week 1 BrickVolt Foundation?
A. Novantara Studios
B. BrickVolt Studios
C. Plumbrick Studios
D. Voltrixia Studios

2. BrickVolt termasuk jenis organisasi apa?
A. Software company
B. Film company
C. Multimedia Creative Studio
D. Educational institution

3. Kata "Brick" dalam BrickVolt merujuk kepada...
A. Brick City
B. Plumbrick Kingdom
C. Brick Foundation
D. BrickWorld

4. Kata "Volt" merujuk kepada...
A. Voltrixia Continent
B. Volt Kingdom
C. Voltage Studio
D. Voltrix Foundation

5. Interactive Universe merupakan bagian BrickVolt yang berfokus pada...
A. Film
B. Game
C. Culinary
D. Printing

6. Cinematic Universe berfokus pada...
A. Game development
B. Automotive
C. Film production
D. Merchandise

7. Melody & Gallery terutama menangani...

A. Music, sound, illustration, dan graphic design

B. Automotive repair

C. Banking

D. Transportation

8. Salah satu tujuan utama BrickVolt adalah...

A. Mengembangkan karya multimedia

B. Menghapus semua karya lama

C. Membatasi anggota berdasarkan lokasi

D. Menghindari kolaborasi

9. Manakah yang termasuk Mission BrickVolt?

A. Mengembangkan original games

B. Menghapus community creations

C. Membatasi kontribusi

D. Menghindari praktik

10. Apa fungsi utama Founder / Studio Director?

A. Menangani hanya printing

B. Memimpin dan mengarahkan studio

C. Mengelola culinary saja

D. Mengurus merchandise saja

11. Game Scope mencakup hal berikut, kecuali...

A. Game design

B. Programming

C. Level/world design

D. Culinary cooking

12. Film Scope mencakup...

A. Story, screenplay, directing, production, dan editing

B. Automotive tuning saja

C. Retail management saja

D. Game programming saja

13. Prinsip utama membership BrickVolt adalah...

A. Semua anggota harus memiliki latar pendidikan yang sama

B. Semua anggota harus tinggal di kota yang sama

C. Kontribusi disesuaikan dengan kemampuan masing-masing

D. Hanya developer game yang boleh bergabung

14. Manakah yang termasuk Basic Rules BrickVolt?

A. Mutual respect

B. Project discipline

C. Confidentiality

D. Semua benar

15. Mengapa originality termasuk Basic Rules?

A. Untuk menjaga karya tetap orisinal dan menghormati hak cipta

B. Agar semua anggota membuat karya yang sama

C. Agar tidak ada kolaborasi

D. Agar proyek tidak selesai

16. Semester 1 BrickVolt Foundation berlangsung pada...

A. Oct 2026 – Jan 2027

B. Mar – Jul 2027

C. Oct 2027 – Jan 2028

D. Feb – Jun 2029

17. Fokus utama Semester 1 adalah...

A. Full production

B. Theory

C. Release

D. Advanced game development

18. Semester 2 BrickVolt Foundation berfokus pada...

A. Practicum

B. Final production

C. Fan Club development

D. Film release

19. Salah satu fungsi yang masih “Reserved BrickVolt” adalah...

A. BrickVolt Public Relations

B. BrickVolt Racing Team

C. BrickVolt School

D. BrickVolt Bank

20. Apa tujuan BrickVolt Emergency & Safety?

A. Menangani aspek keselamatan dan dukungan anggota

B. Mengembangkan level game

C. Membuat screenplay

D. Mendesain merchandise

✍️ **B. Essay — 5 Soal**

21. Jelaskan arti nama “BrickVolt” dan hubungan Brick dengan Plumbrick serta Volt dengan Voltrixia.

22. Jelaskan perbedaan antara Interactive Universe, Cinematic Universe, Melody & Gallery, dan Global Service.

23. Menurut struktur BrickVolt, mengapa membership tidak hanya berarti “bergabung”, tetapi juga berarti memberikan kontribusi sesuai kemampuan?

24. Jelaskan minimal lima Basic Rules BrickVolt Studios dan mengapa aturan tersebut penting dalam sebuah creative studio.

25. Jelaskan alur roadmap BrickVolt dari Semester 1 sampai Semester 10, mulai dari teori hingga produksi dan release waves 2031.