



Mission Report

SEA Creative Camp 2018

Back to back with the Indonesia National Student Skills Competition
7-11 May 2018, Mataram City, Lombok, Indonesia

Prepared by

Piyapa Su-angavatin, Coordinator and Mr Purnomo, Project Assistant

1) SEAMEO Officials and Staff Member on Mission

- Dr Gatot Hari Priowirjanto, Director
- Ms Piyapa Su-angavatin, External Relations Officer and Coordinator
- Mr Wisnu Ahmad, IT Consultant
- Mr Purnomo Achmad, AR Instructor and Special Project Assistant

2) Background, Description and Objectives of the Activity

According to the 2nd High Officials Meeting (HOM) on SEA-TVET in Bali, May 2016, hosted by the Ministry of Education and Culture, Indonesia and the 3rd HOM on SEA-TVET in Kuala Lumpur in May 2017, hosted by Ministry of Education, Malaysia highlighted the regional strategies to improve 21st skills, global competitiveness, innovative and creativity of TVET students. Besides the issues of **creative industry, industry 4.0, digital careers** and **trends of future work** were recommended to be integrated in TVET education for preparing our Southeast Asian youths with advanced knowledge and skills which are necessary for future careers in globalisation.

In response to the above regional policy directions and recommendations from the high officials' meetings, the Department of Technical and Vocational Education, Ministry of Education and Culture, Indonesia in cooperation with Southeast Asian Ministers of Education Organizations (SEAMEO) organised the **SEA CREATIVE CAMP Online Workshop: Future Careers for Youths** during Feb-May 2018.

The 7 online workshops were: 1) Becoming an Entrepreneurship is Easy; 2.A) Augmented Reality (STEM); 2.B) Augmented Reality (School Programme); 3) Educational Game Development; 4) 2 D Digital Animation; 5) Urban Agriculture; and 6) Online Modeling Tourism Promotion.

With the successful implementation of the SEA Creative Camp during February-April 2018, there were approximately **5,197 participants** or **1,507 teams** from **452 schools** in **7 countries**, namely, Indonesia, Philippines, Malaysia, Myanmar, China, India participating in the 7 online workshops and competitions.

At the end of the training of each workshop, participating schools and colleges were required to submit the final product prototypes and proposals to the workshop coordinators for joining the competitions.

There were **308 teams** (20 %) from all 7 workshops submitted the final project assignments for the competitions. The winners of 7 workshops 1) Becoming an Entrepreneurship is Easy (<http://creativecamp.seameo.org/workshop/entrepreneurship/winners>); 2.A) Augmented Reality (STEM) (<http://creativecamp.seameo.org/workshop/ar/winners>); 2.B) Augmented Reality (School Programme) (<http://creativecamp.seameo.org/workshop/arschool/winners>); 3) Educational Game Development

(<http://creativecamp.seameo.org/workshop/gamedev>); 4) 2 D Digital Animation (<http://creativecamp.seameo.org/workshop/2danimation>); 5) Urban Agriculture (<http://creativecamp.seameo.org/workshop/urbanagriculture>); and 6) Online Modeling Tourism Promotion (<http://creativecamp.seameo.org/workshop/tourism>) were announced at the end of April and were invited to participate in the Award Presentation at the Indonesian National Skills Competition during 7-11 May 2018. Mataram City, Lombok, Indonesia.

The Ministry of Education of Indonesia supported hotel and meals from 6-12 May for 1 teacher and 1 student from each winning team and 7 resource persons from SEAMEO Centres and external invited speakers.

Objectives of SEA Creative Camp:

1. To provide intermediate-advanced technical and vocational knowledge and skills in areas of advanced technology, entrepreneurship and competencies to youths and TVET students
2. To promote global competitiveness and 21st century skills of students required for their future careers
3. To encourage creativity and share ideas/practices and innovative projects among the participants
4. To establish career networking platforms among the specialised group of youths/students/teachers

Participants

Overall participants of the event were approximately 4,000 teachers and student. The SEA Creative Camp Exhibition, Sharing Sessions and Workshops is a part of the main event. The participants of SEA Creative Camp include:

- Winners of SEA Creative Camp Online Workshop
 - 21 teams from schools in Indonesia, Philippines and Malaysia
 - 82 participants who are teachers and students
- 11 resource persons from SEAMEO Secretariat, SEAMEO SEAMOLEC, SEAMEO QITEP in Science, SEAMEO BIOTROP, and external speakers

3) Organisers

1. Host Organisation: Department of Technical and Vocational Education, Ministry of Education and Culture, Indonesia
2. Co-organiser: SEAMEO Secretariat and SEAMEO Centres (SEAMOLEC, QITEP in Science, BIOTROP)

4) Highlights of the Activity

- Exhibitions of winners from 6 Online SEA Creative Camp Workshops on 7-10 May
- Workshops on sharing sessions from all winners of SEA Creative Camp on 8-10 May
- Presentation of Dr Gatot on 2nd Phrase of SEA Creative Camp and SEAMEO School Hub at the Main Hall on 9 May
- Lectures and presentations on the related topics by the resource persons at the SEA Creative Camp Workshop in 8-10 May
- Presentation on the implementation of 2nd Phrase of SEA Creative Camp by Ms Piyapa on 10 May
- Award presentation ceremony at Opening Session on 7 May and Closing Session on 11 May.
- Study Visit on 11 May

5) Role/Participation of SEAMEO

Staff	Details/ Roles
1. Dr Gatot Hari Priowirjanto, Director	<ul style="list-style-type: none"> • VIP and presented the prizes to participants • Presented concept of SEAMEO School Hub at the Main Hall
2. Ms Piyapa Su-angavatin, External Relations Officer and Coordinator	<ul style="list-style-type: none"> • Overall programme coordination • Coordinated the travel arrangement of participants and consolidated the list to DTVE for hotel booking and pick-up services • Coordinated the sharing sessions and workshops on 8-10 May • Served as the sharing session and workshop moderator/MC on 8-10 May • Prepared a presentation on implementation process of 2nd phrase of SEA Creative Camp
3. Mr Wisnu	<ul style="list-style-type: none"> • Technical Coordination • Managed the exhibition • Prepare exhibition design and information brochure for dissemination • Coordinated general logistics with participants and the Award Presentation • Prepared website and programme for the 2nd phrase of SEA Creative Camp
4. Mr Purnomo	<ul style="list-style-type: none"> • Prepared booklet and related documents for dissemination • Assisted in exhibition preparation • Assisted in SEA Camp's Participant Registration • Prepared certificates for participants • Documented and took photos

6) Side Meeting/s

- n/a

7) Follow-up Actions Needed

Piyapa

1. Preparing the new concept note of 2nd batch of SEA Creative Camp
2. Preparing the information for web announcement of 2nd batch of SEA Creative Camp
3. Coordinating the Entrepreneurship Online Workshop for the 2nd batch
4. Preparing a write-up for the SEAMEO Website
5. Preparing an Official Letter to Ministries of Indonesia, Malaysia, Philippines for the participation of winning schools as trainers in the 2nd phrase.

Wisnu

1. Developing the 2nd phrase of SEA Camp Website
2. Coordinating the workshop programme of Game Development to be launched by 15 May
3. Uploading information on SEA TVET Website
4. Issuing e-certificate to participants of 1st batch

Purnomo

1. Assisting in developing a Mission Report
2. As a Main Coordinator of 2nd phrase of SEA Creative Camp assigned by Dr Gatot, he will
 - a. Develop registration forms of all 7 workshops

- b. Coordinate with other workshop coordinators for finalizing the workshop programmes
 - c. Preparing web banners and email blast announcement
 - d. Coordinate with IT and the team for registration, webex tutorial, and online workshops starting on 21 May 2018.
3. Issuing e-certificates for additional participants and sending by email. (DONE)

8) Appendices/Related Meeting Materials and Outputs

1. Concept Note
2. Summary of participants and winners
3. List of Lombok Participants
4. Programme of SEA Creative Camp Sharing Sessions and Workshops
5. Guidelines for Preparation (for schools)
6. Brief Info of 2nd phrase of SEA Creative Camp

9) Photos



