

Abstract

Certified Independent Study (SIB) Kampus Merdeka is face-to-face instruction designed and customized based on real-world challenges faced by partners or industries. One of the partners participating in the program is the ICE Institute with a micro-credentials program for game developers. Microcredential Game Developer is an online game development training program designed to improve students' skills in developing great games by learning Maya, Adobe Animate, Adobe Photoshop, Figma and Logic Pro applications. During the SIB, the Game Developer Micro-Certificate Program will provide learning opportunities that begin with an introduction to Maya software for creating characters, backgrounds, and other 3D assets. When creating 2D assets with Adobe Photoshop software, use Adobe Animate, Figma for UI/UX creation, and Logic Pro software to reprocess assets to support final projects for game development and game backgrounds. related to the final project titled “Pengembangan Game White Blood Cell On Duty”

Kata Kunci : 2D, 3D, Adobe Photoshop, Adobe Animate, Figma, Logic Pro, UI/UX