



**ITS**  
Institut  
Teknologi  
Sepuluh Nopember



**SUT<sup>1</sup>**  
SURANAREE  
UNIVERSITY OF  
TECHNOLOGY

# MY EXPERIENCE AT ITS

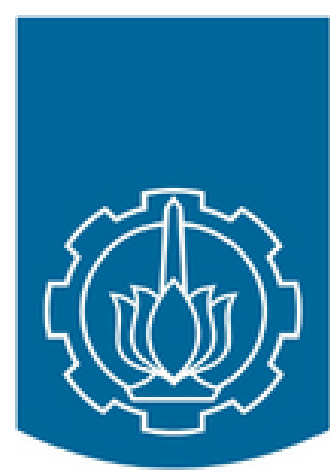
**COMMTECH CAMP INSIGHT 2024**

**PREPARED BY:**

**Charizza Barloso**

**INSTITUTE OF SOCIAL TECHNOLOGY  
HOSPITALITY TECHNOLOGY INNOVATION**

# ABOUT COMMTECH



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CommTECH Camp is an opportunity for university students, academics, and professionals from all over the world to learn about community and global issues through a variety of insightful but fun activities. The program includes courses, visitation and discussion with government and non-government agencies, societal engagement, Indonesian language courses, learning traditional music and dances, visit to main tourist destinations, and for sure tasting delicious Indonesian food. The aim of this program is to facilitate an opportunity to better understand ITS's expertise in technology implementation within the society while visiting, discovering, and experiencing Indonesia's diverse heritage and culture. It will also open up an opportunity to exchange ideas and develop a mutual goal for the future of our community.

The theme of the program is "Solving Local Problems with Global Knowledge". Our organizing committee has been working hard to make the program a truly memorable experience for all participants.





# DAY 1

# COMMTECH

## Welcome Session

On the first day of CommTECH Camp Insight 2024, we had a friendly welcome session that made us feel right at home. The staff were super nice and made us feel comfortable. They were excited to have us there. What made it even cooler was when the students did traditional Indonesian dances. It was colorful and fun, showing us a bit of their culture.



## Campus Tour

After the welcome session, we had a campus tour, and our first stop was the library, which was not only massive with tons of books but also had a cool cafe inside. It was a neat spot to grab a snack or study. After the library, we explored the laboratories and other facilities around the university, getting a firsthand look at where students conduct experiments and research. The campus tour gave us a great feel for the university's resources, and discovering a cafe in the library was an extra bonus!





## Course Introduction

On the second day, we had our first meeting with the professor for our sub-course. She introduced us to the principles of interaction design, and surprisingly, the topic was super interesting and not boring at all. The professor made it engaging, and we got to dive into the world of interaction design. We learned about good and bad designs and how they can affect people. It was eye-opening to see how design choices can impact our everyday experiences.



# DAY 2 COMMTECH

## Traditional Indonesian Games

After the course introduction, we headed to another place to play some Indonesian games. It was super fun, and we also learned a new dance taught by Mr. Wahyu. All the staff were very fun and helpful during that time. The mix of games, dance, and the energetic staff created a lively atmosphere, making it a memorable and enjoyable experience for everyone.





# DAY 3

# COMMTECH

## Fun Bahasa Indonesia

On day 3, we had a session called "Fun Bahasa Indonesia," where the staff taught us everyday Indonesian words. It was cool to learn some phrases we could use daily. After the lesson, we played games to test our understanding of these words. It was a fun and engaging way of teaching the language, making the learning process enjoyable. The combination of interactive lessons and games not only enhanced our language skills but also added a playful element to the cultural exchange, making the experience both educational and entertaining.



## Cultural Session

After lunch, we engaged in creating paper art that is popularly known in Indonesia. The hands-on activity allowed us to experience a traditional artistic expression firsthand, adding a creative and interactive dimension to our cultural exploration. It was a meaningful way to connect with the local traditions and artistic practices.





## Surabaya Kampong

On Day 4, we visited a village in Surabaya, where we had the chance to make traditional Indonesian cakes. It was a hands-on experience, and we got to immerse ourselves in the local culinary traditions. Following that, we visited an organization in the village, where they shared their stories from the beginning and how they achieved success.



# DAY 4 COMMTECH

## Surabaya City Tour

We also toured around Surabaya, and our first stop was their museum. I found it fascinating to learn about how Surabaya fought for their independence; the history behind it was truly inspiring. After that, we visited the public library in the city, exploring another facet of Surabaya's cultural and educational scene. Later, we went to an art gallery where I saw a lot of paintings and artworks from creative individuals in Surabaya.







## Course at Department

On Day 5, we continued with the lectures, and our focus for the day was all about eye-tracking technology and how they can help in human factors in interaction design. The lecture provided insights into the practical applications of eye-tracking technology, emphasizing its role in understanding user behavior and enhancing the design process.

# DAY 5

# COMMTECH

## Students Presentation

In the afternoon, we listened to ITS amazing students as they showcased their projects and products that they competed with other schools and even countries. The presentations were impressive, highlighting the innovative and creative solutions these students had developed. It was inspiring to see the level of talent and dedication among the students at ITS, and the showcase provided valuable insights into the diverse projects and collaborations happening within the academic community.





# DAY 6

# COMMTECH

## Course at Department

On Day 6, our course delved into the topic of design thinking. We explored the principles and methods behind this innovative approach to problem-solving and creativity in the field of interaction design. The session encouraged us to think critically, empathize with users, and approach design challenges with a human-centered perspective.



## Engaging with High School students

Nation Star Academy is home to talented students with inspiring stories. The academy welcomed us with their skilled students, and I loved how they preserved traditions in their school. The atmosphere was filled with creativity and a strong sense of community. Learning from the talented individuals and witnessing their commitment to preserving traditions added a special touch to our experience at Nation Star Academy.







## Course at Department

On Day 7, our focus shifted to department-specific courses, and we continued with lessons about eye tracking. The session provided a more specialized understanding of how eye tracking contributes to human factors in interaction design, allowing us to grasp its nuances and potential impact on our work.

# DAY 7 & 8

## COMMTECH

## Project

On Day 8, we were grouped, and we began brainstorming the concept for our project. Collaboratively, we discussed ideas and started putting our thoughts into action. It was an exciting phase where creativity flowed, and we started shaping the direction of our project. The hands-on experience of working together and bringing our ideas to life marked the beginning project development process.





# DAY 9

# COMMTECH

## Project

On Day 9, we conducted our data gathering process, involving five participants to test our website using an eye-tracking device. This phase was crucial in understanding how users interacted with our design and identifying areas for improvement. The hands-on application of the eye-tracking technology allowed us to gather valuable insights into user behavior, ensuring our project was not only theoretically sound but also practical and user-friendly.



## Project

The process wasn't that easy because we were still trying to navigate the eye-tracking method, but thankfully, with my team, we managed to do it well. Despite the initial challenges, our collaborative effort and determination helped us overcome obstacles and successfully navigate the eye-tracking process. After data gathering, we proceeded to interpret and analyze the collected data.







## Mount Bromo

On Day 10, we woke up early to visit Mount Bromo. The journey involved a lot of steps and hiking, but reaching the top was absolutely worth it. The adventure not only provided a break from our regular routine but also allowed us to appreciate the natural wonders of the region.

# DAY 10 COMMTECH

## Mount Bromo

We even tried riding a jeep and horse, which added another memorable element to our Mount Bromo trip. Adding to the adventure, the ride was bumpy, but surprisingly, it made it even more fun. The bumps and twists in the journey added an element of thrill and spontaneity, making the experience not just about reaching a destination but enjoying the entire journey to Mount Bromo.





# DAY 12

## COMMTECH

### Final Presentation

On Day 12, it was the final presentation day. We put in a lot of effort into preparing for the presentation, and I'm thrilled with the output of our hard work. It was a rewarding moment to showcase what we had accomplished and to see the positive results of our collective hard work and commitment.



### Farewell Dinner & Awarding

After the final presentation, we went to the global engagement office for the farewell dinner and awarding. The surprise awarding ceremony caught us off guard, and we didn't expect to win the "Best Idea" award. The entire experience, from the presentations to the awards ceremony, made the last day of the camp truly memorable and satisfying.





# CAMP CONCLUSION

From the exciting welcome session on Day 1 to the unexpected award at the farewell dinner on Day 12, the camp journey has been an incredible rollercoaster of learning, exploration, and collaboration. Each day brought new challenges and opportunities, from exploring the cultural richness of Surabaya to understanding the human factors of interaction design.

The interactive lectures on eye tracking, design thinking, and data gathering added a practical dimension to my theoretical knowledge. The cultural sessions, village visits, and the Mount Bromo adventure not only provided a break from our academic focus but also created bonds and memories that will last a lifetime. The final presentation day was a culmination of weeks of hard work and collaboration, and winning the "Best Idea" award came as a pleasant surprise. The camp not only broadened my understanding of human factors in interaction design but also emphasized the importance of teamwork, adaptability, and creativity in solving real-world challenges.

As I bid farewell to the camp, I carry with me a wealth of experiences, newfound friendships, and a sense of accomplishment. The journey has not only enriched my academic knowledge but has also left an indelible mark on my personal growth.

# TERIMA KASIH

