

# EDU SUMMIT

## INDONESIA

### REFORMASI PENDIDIKAN ERA DIGITAL

GRAND INDONESIA KEMPINSKI HOTEL JAKARTA  
DECEMBER 11-12, 2019

- HOME
- GENERAL SESSION
- BREAKOUT SESSION
- TEACHER ACADEMY
- MINECRAFT EDUCATION
- HACKING STEM
- AI & MACHINE LEARNING
- HOUR OF CODE

Technology has become an inseparable element in today's daily life, as we are relying on everything we do, and it has changed a lot of people's lives. Modern economies are being transformed completely by the disruption of technology, and we all agreed on its benefits in our lives. The only thing that becomes a huge challenge nowadays is the quality of human resources to maximize the potential of technologies.

Education in the era of Industrial Revolution 4.0 plays a crucial role in preparing the competencies of the future leaders and today's workers. Most of the classrooms today still need to develop the required skills for their students to survive 21st century challenges, as well as the necessary technology to support it.

Microsoft Indonesia Education Summit 2019 is a two-day event, packed with lineup of International Speakers, workshops for educators and students, competitions and exhibitions on education solutions from Microsoft and partners.

#### Featured SPEAKERS



**Nadiem Makarim**  
Ministry of Education and Culture  
Republic Indonesia



**Haris Izmee**  
President Director Microsoft Indonesia



**Don Carlson**  
Director - Education, Microsoft Asia Pacific



**Prof. Dr. Unifah Rasyidi, M.Pd**  
Ketua Umum PB PGRI

*Note: Feature Speaker may be change without prior notice*

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December 11<sup>th</sup>, 2019

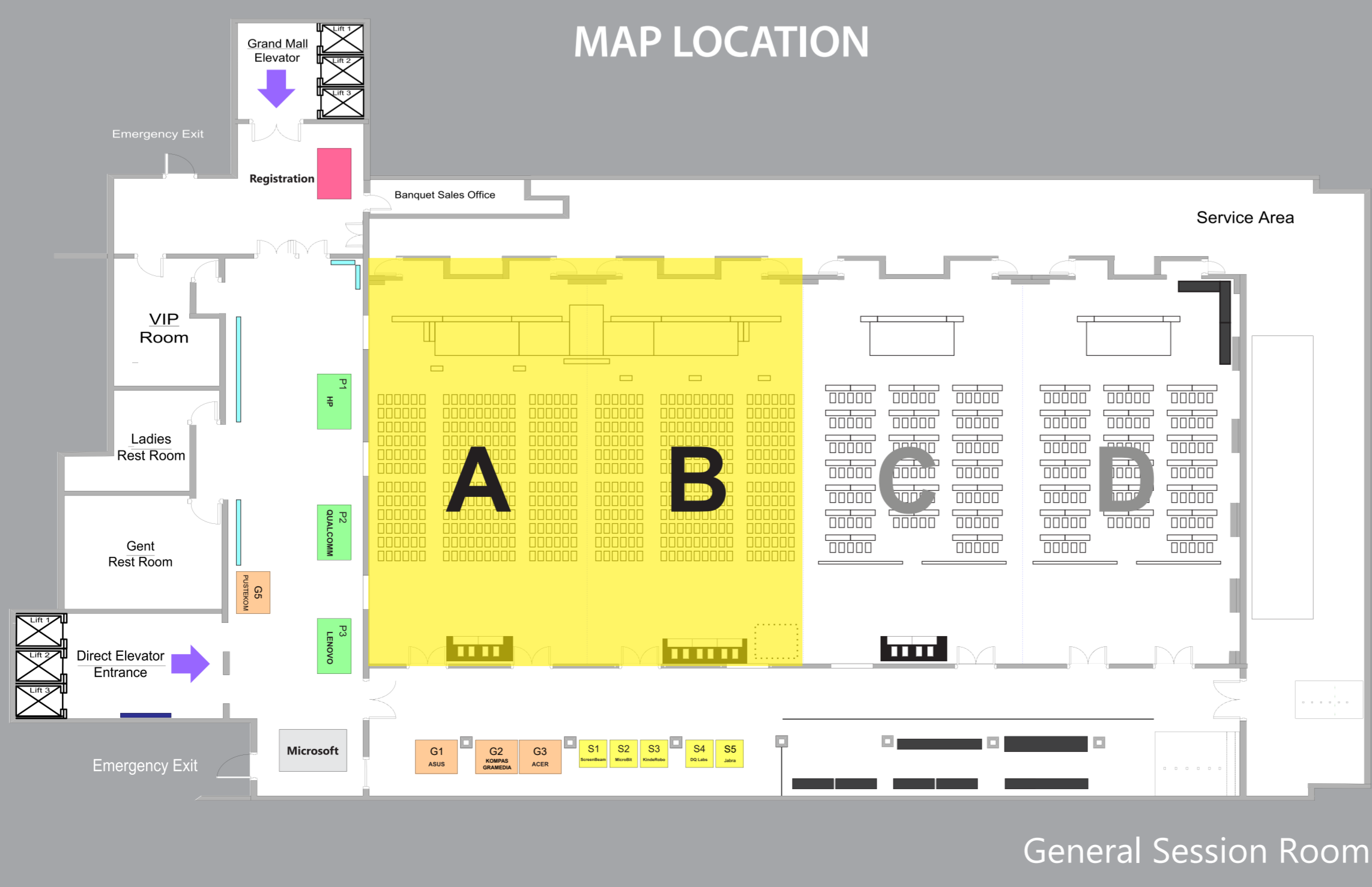
MORNING SESSION

Time	Activities
07:00 – 08:00	Registration, Morning Coffee, & Exhibition
08:00 – 08:15	Opening Program
08:15 – 08:30	Welcome Speech by President Director, Microsoft Indonesia
08:30 – 09:00	Keynote Speech & Official Opening, Minister of Education and Culture Republic of Indonesia*
09:00 – 09:45	Keynote Speech 1 by Director Education, Microsoft Asia Pacific
09:45 – 10:30	Interactive Session with P4TK Matematika, P4TK Seni Budaya and Dinas Pendidikan Propinsi Jawa Tengah
10:30 – 12:00	Worldwide Education Best Practice Sharing
12:00 – 13:30	Lunch Break

December 12<sup>th</sup>, 2019

MORNING SESSION

Time	Activities
07:00 – 08:00	Registration, Morning Coffee & Exhibition
08:00 – 09:00	MoU's Signing Event
09:00 – 09:45	Keynote Speech 2 by Ketua Umum PB PGRI
09:45 – 10:30	Keynote Speech 3 by World Bank
10:30 – 11:30	Keynote Speech 4 by PTP Ahli Utama Pustekkom
11:30 – 12:00	Indonesian Universities Digital Transformation Best Practices
12:00 – 13:30	Lunch Break



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General Session Room



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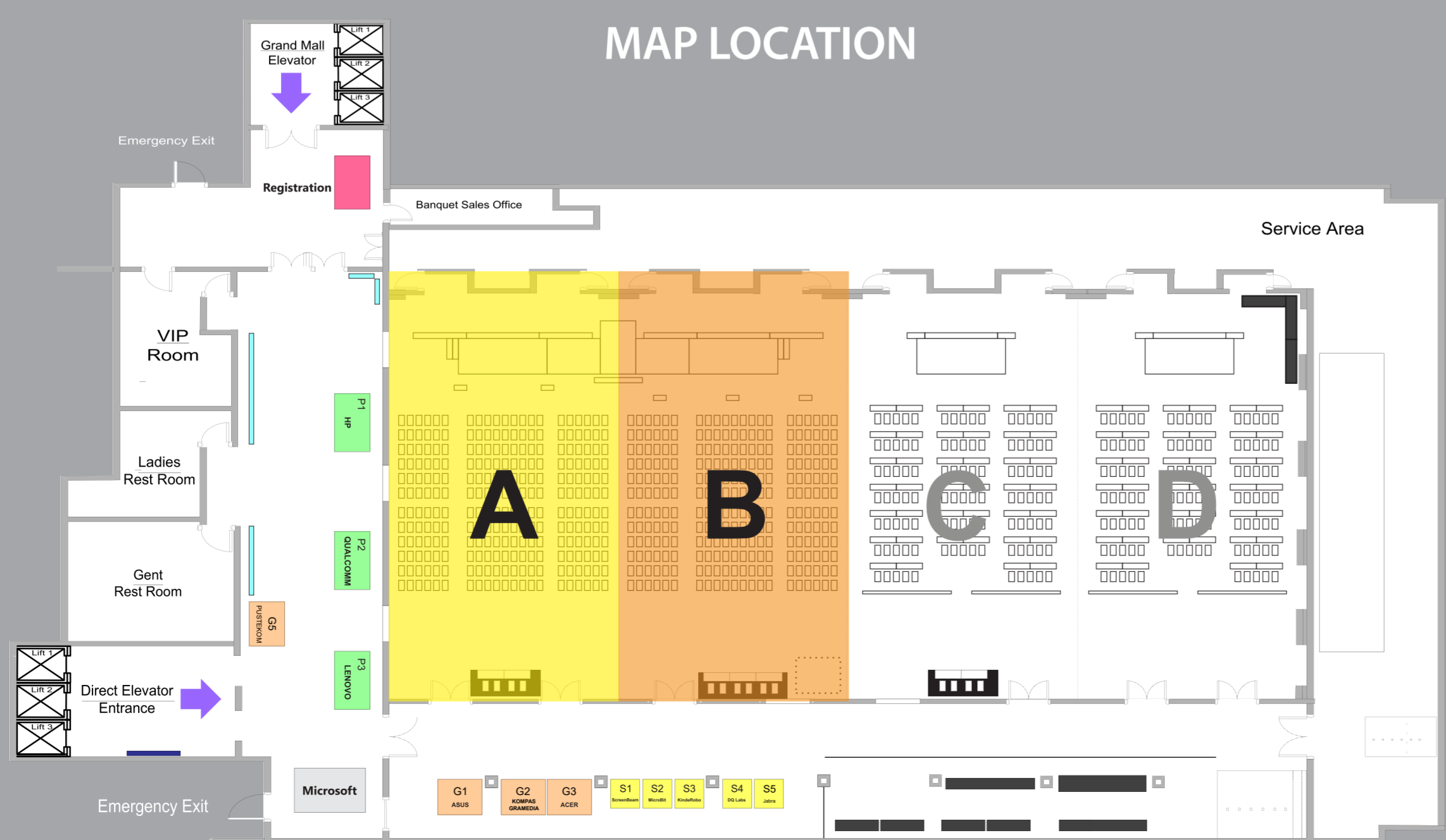
AFTERNOON SESSION

Time	Activities	
	Ballroom A (K-12) 300 pax	Ballroom B (HED) 300 pax
13:30 – 14:00	Presentation by Lenovo Indonesia	Presentation by HPE Indonesia
14:05 – 14:35	Presentation by Qualcomm	Presentation by CMI & Bizintek
14:40 – 15:10	Presentation by ASUS Indonesia	Customer Testimony 1 (UT)
15:10 – 15:25	Coffee Break	
15:25 – 15:55	Presentation by ACER Indonesia	PC Man
15:55 – 16:25	Presentation by HPE Indonesia	Presentation by Kompas.com
16:25 – 16:45	Door Prize Announcement on Booth Microsoft	

December 12<sup>th</sup>, 2019

AFTERNOON SESSION

Time	Activities	
	Ballroom A (K-12) 300 pax	Ballroom B (HED) 300 pax
13:30 – 14:00	Indra Charismiadji - Cerdas	Partner Presentation - MyEduSolve
14:05 – 14:35	SMP Muhammadiyah 9 Jakarta	Customer Testimony 2 (STT PLN)
14:40 – 15:10	MIEE - Tabalong	Partner Presentation - Erudeye
15:10 – 15:25	Coffee Break	
15:25 – 15:55	MIEE - Sinjai	Campus Testimony 3 (UMN)
15:55 – 16:25	SMAN 1 Pati	Partner Presentation - APAR
16:25 – 16:45	Door Prize Announcement on Booth Microsoft	



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Breakout Session Room



Education in the era of Industrial Revolution 4.0 plays a significant role in preparing future leaders and labors' competencies. The majority of today's Indonesia classroom still need to develop required skills needed by the students to face 21st century challenges, these includes its supporting technologies.

Learners nowadays are digital natives which were surrounded by technology and information since they were born. Their world is very rich with content wrapped in various platforms. Therefore, they never missed any learning experience or latest discovery. This condition makes every learner has their own specific need, especially in choosing and using appropriate content and technology that would support their learning. Educators need to master the required skills to utilize technology in order to maximize their learners' potential.

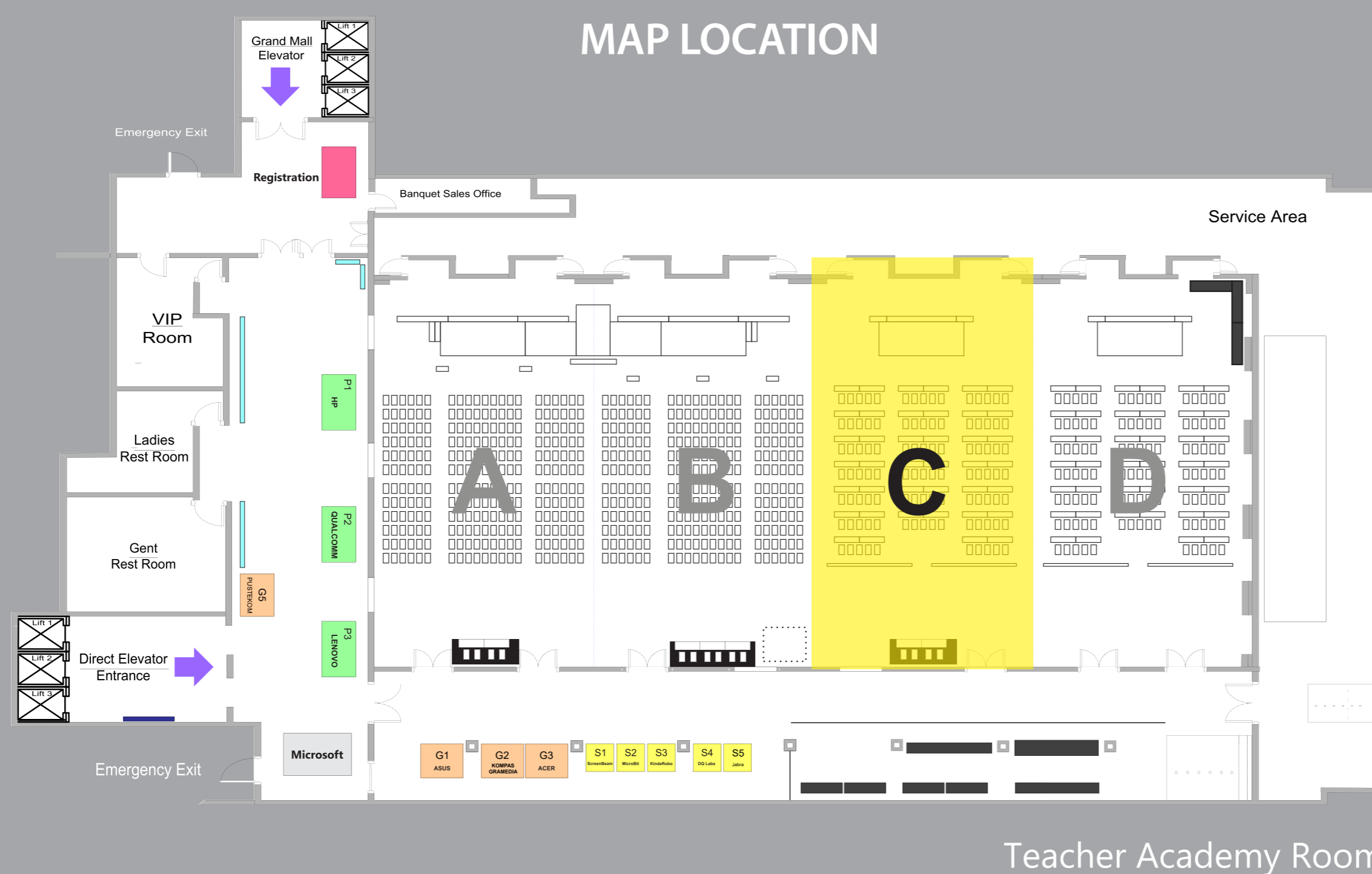
Microsoft Indonesia invites educators – teachers and lecturers to attend Teachers Academy, a training session which will focus on the use of Office 365 to increase educators' competencies in utilizing technologies which would benefit students' learning. In these eight hours of training, educators will build their skills in designing effective learning experiences, creating interactive learning platforms, as well as teaching their own learners to take advantage of available technology responsibly.

Target participants are teachers in schools / lecturers in universities.

**December 11<sup>th</sup>, 2019**

Activities	
Time	Ballroom C (Teacher Academy) 100 pax
08:00 – 09:00	Registration, Morning Coffee and Exhibition
09:00 – 10:30	Managing your Digital Classroom
10:30 – 11:15	Create and Share your Digital Stories
11:15 – 12:00	Anytime, Anywhere Assessment
12:00 – 13:30	Lunch Break
13:30 – 14:15	Unleash Your 3D Imaginations
14:15 – 15:15	Be a Movie Producer!
15:15 – 16:00	Get Connected to Global Resources

\*Participants must bring in their own laptops with Windows 10 Update 1903 and Microsoft Office 2016/2019



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Minecraft is the most popular game for young generation nowadays. More than 100 mil of players, from children to adults, play this digital construction game. Minecraft is so popular because the player is not only absorbing technical knowledge but also developing their creativity, critical thinking, and various skills to solve problem – one of the most important facets for future’s work.

When young generation nowadays are likely to choose modern and practical learning methods for their own benefit, Minecraft Education has been presented as game-based learning which will plant logic and concept from an exciting point of view.

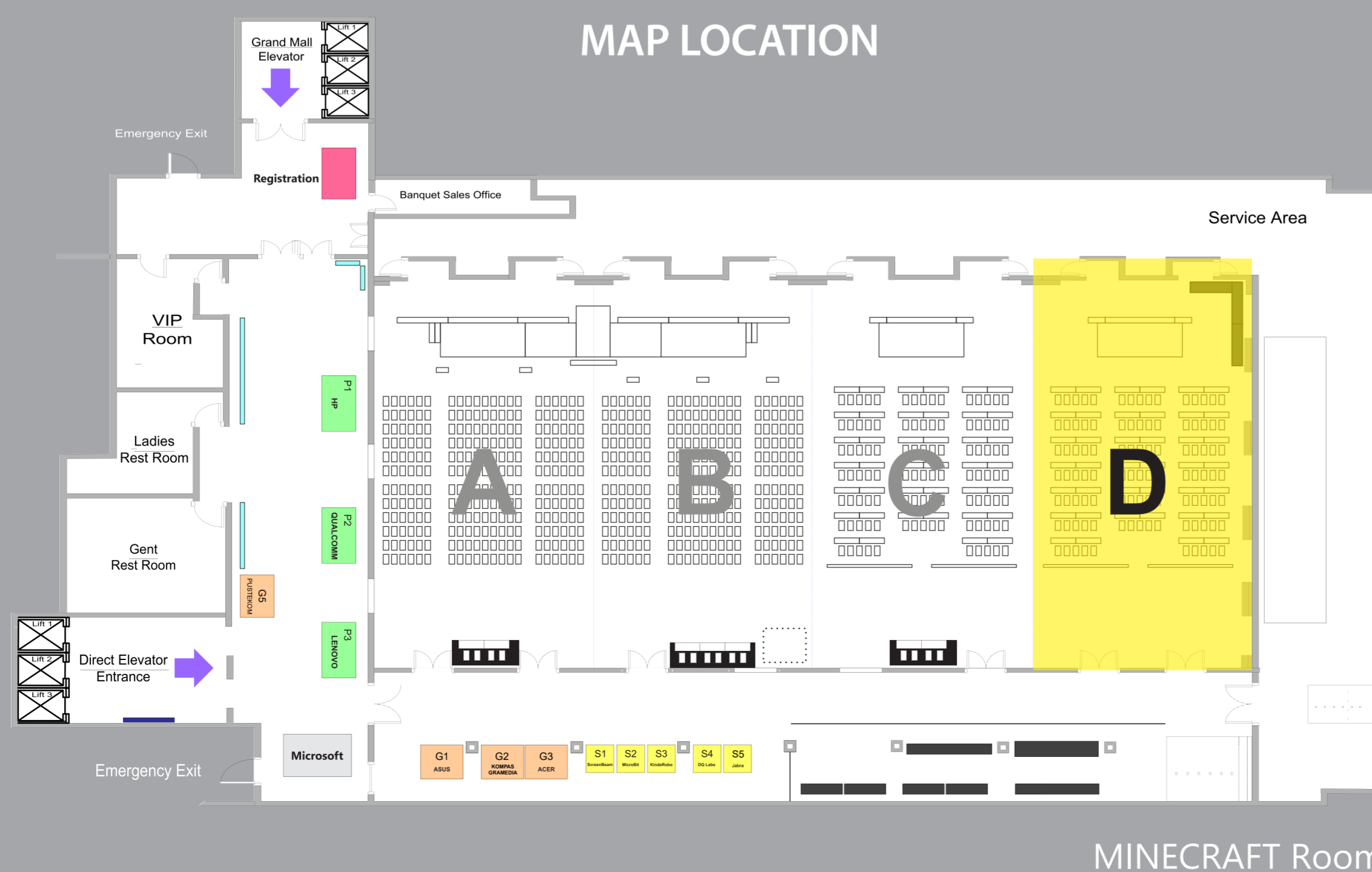
Realizing the importance to promote learners’ skills and competencies with engaging learning strategies, Microsoft Indonesia invites college students to attend Minecraft Education workshop. **This workshop will prepare students- especially from the following universities that already have Minecraft: Education Edition for all their students and faculties** to develop their own skills and capacities to face the Industrial Revolution 4.0.:

1. Universitas Indonesia
2. Telkom University
3. Unika Atma Jaya Jakarta
4. Binus University
5. Universitas Pelita Harapan
6. Institut Teknologi Sepuluh Nopember
7. Universitas Terbuka

#### December 11<sup>th</sup>, 2019

Activities	
Time	Ballroom D (Minecraft Workshop) 100 pax
12:00 – 13:30	Registration & Refreshments
13:30 – 14:30	Introduction to Minecraft: Education Edition
14:30 – 15:30	Hands-on with Minecraft: Education Edition
15:30 – 16:10	Group Activities
16:10 – 16:30	Awards & Prizes

\*Participants must bring in their own laptops with Windows 10 Update 1903 and Minecraft: Education Edition installed from the Microsoft Education Store.



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STEM Education is one of the trends in today's education, as it is aiming to empower the learners with real-life science and engineering experiences, in combination with technology and mathematical approaches. There are many strategies and tools available to conduct STEM-related classrooms, for all ages and levels of education. While the tools vary, one of the key objectives that remains the same is to teach students the skill of Computational Thinking.

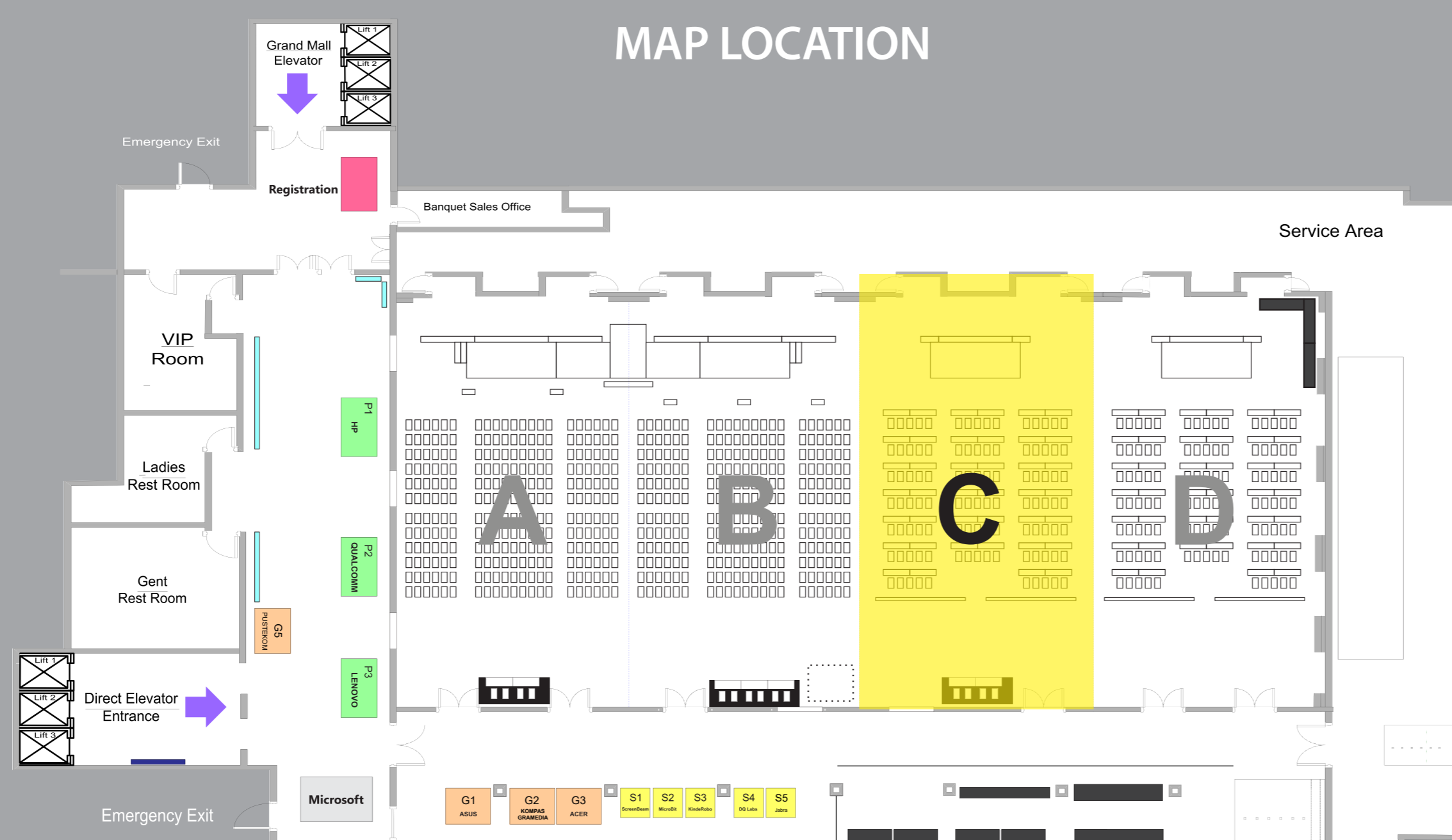
This workshop will introduce participants to the world of electronics and making with micro:bit, through the lens of computational thinking. The workshop will begin by providing basic and intermediate technical knowledge, in order that participants can begin to brainstorm and prototype digital maker solutions to solve a given problem. Participants will try out the award winning micro:bit, a microcontroller purpose-built for beginners and designers. We will use a drag-and-drop programming environment, Microsoft MakeCode, together with our beginner-friendly Tinker Kit parts that require no breadboarding or soldering.

Target participants are students of age 12 – 15 years old.

December 12<sup>th</sup>, 2019

Time	Activities
	<b>Ballroom C (Hacking STEM)</b> 50 pax (K-12)
08:00 – 09:00	Registration, Morning Coffee and Exhibition
09:00 – 10:00	Getting Started Introduction to micro:bit Sequence - Display images with a pause and simple animation Break
10:00 – 10:50	Button Pressed Conditions and Variable Rock, Paper, Scissors, or Dice Roll Break
10:50 – 12:00	Loops, Accelerometer & Step Counter LED Plot & Brightness and animation Compass & Temperature Light Sensor Q&A Session

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Hacking STEM Room



### Build Predictive Data Modeling with Azure Machine Learning + Mini Data Challenge

The world we live in today has been disrupted by technology, in almost everything we do every day. Starting from what we read, food we eat, products we purchase, transportation we chose to ride, up to the way we learn. All these activities generate massive amount of data for us to curate and gain insights, in order to improve our services or products. Government and businesses nowadays rely on data in making their decisions, while extracting the right insights is the key here. In this era, data is the new oil!

Just like refining oil requires special skills and competencies, collecting and interpreting data to be relevant and meaningful insights also requires specific abilities and tools. With today's technology, everything can be done faster and accurately, resulting in better decisions and outcomes. Moreover, nowadays there are so many job vacancies that enlist specific skills related to AI, Machine Learning, Data Science, among others.

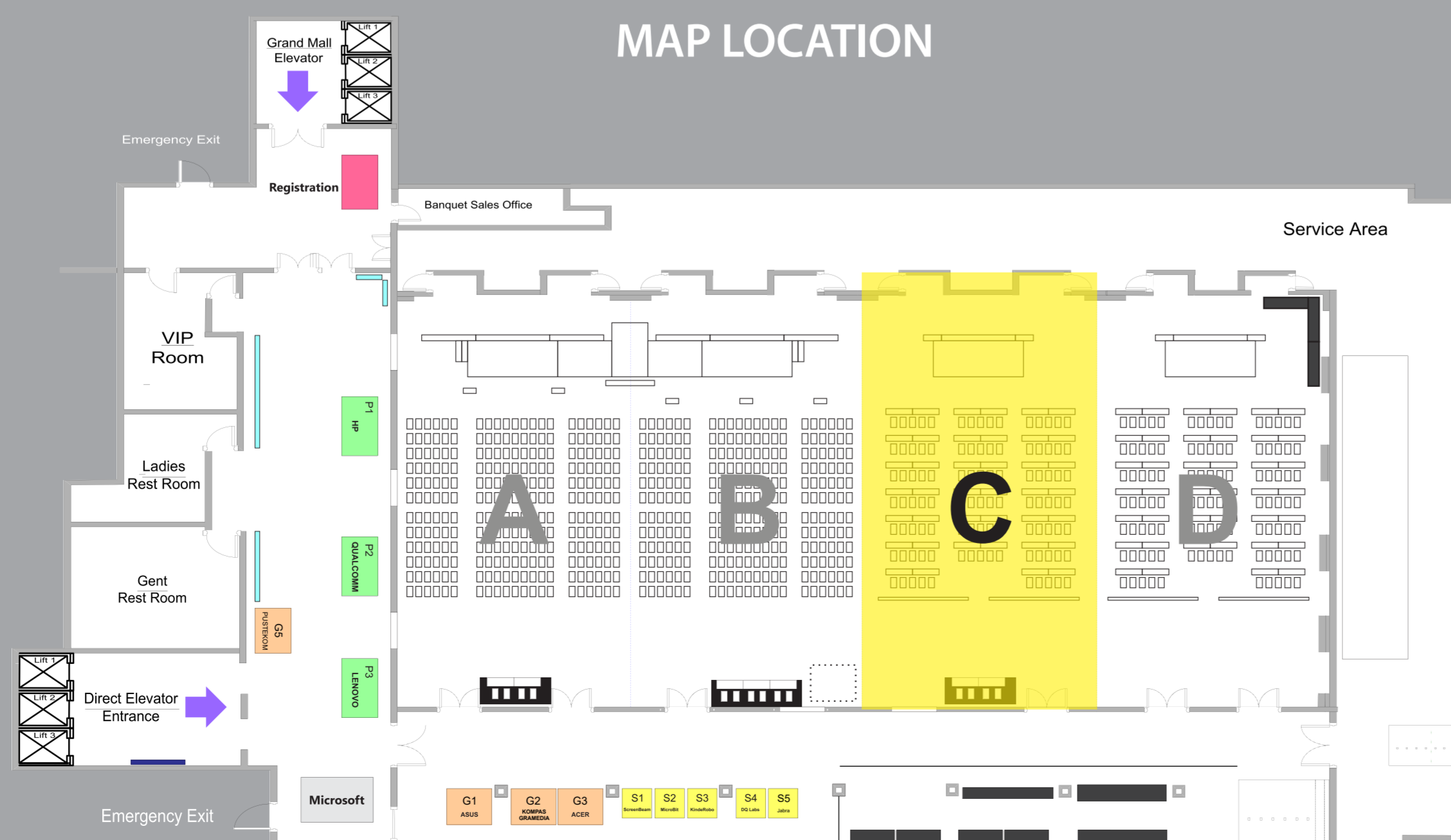
Microsoft collaborates with DQLab to host a workshop on AI and Machine Learning, for university students who are keen in exploring the new skills needed in every part of the world nowadays. This is a half-day introductory workshop, learning about the basics of AI and Machine Learning, and a mini challenge on building a predictive model with Microsoft Azure Machine Learning.

Target participants are university students of Information System, Mathematics or Statistics, with basic understanding how to read data.

### December 12<sup>th</sup>, 2019

Time	Activities
	<b>Ballroom C (AI Class)</b> 100 pax HED
13:30 – 13:35	Opening and Introduction
13:35 – 14:35	Case Study Discussion + Q&A
14:35 – 16:15	Mini Data Challenge
16:15 – 16:25	Closing

Support by:



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AI & Machine Learning Class Room



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The world is currently undergoing a major change known as digital transformation. This digital transformation has changed things from what was conventional to digital. This change has a big impact on human life today, ranging from communication, lifestyle, to work. The industrial sector and employment were the first to be affected. Digital technology has begun to shift various types of industries and employment. Call it an online store that is growing rapidly, making it easier for us to shop only with a smart phone. Online transportation that is ready to pick up and deliver passengers, complete with practical non-cash payment facilities at competitive prices.

Behind all the conveniences, there is another side to this digital transformation. The 2015 World Economic Forum report titled Future of Jobs states that between 2015-2020 there will be a significant decrease in employment in the administrative and office sector. It is predicted that work in these two fields will be largely replaced with machinery and automation to improve efficiency. This will trigger an increase in the need for human resources with qualified programming skills to create and maintain systems that can support efficiency in all industry lines.

In response to this, Microsoft Indonesia seeks to introduce and enrich students' insights about the world of programming through the Hour of Code (HoC). Through Hour of Code, students will be invited to explore and discover that programming is not only limited to writing code. Programming also learns about solving problems, predicting possibilities through data, recognizing patterns, communication, collaboration, and so on.

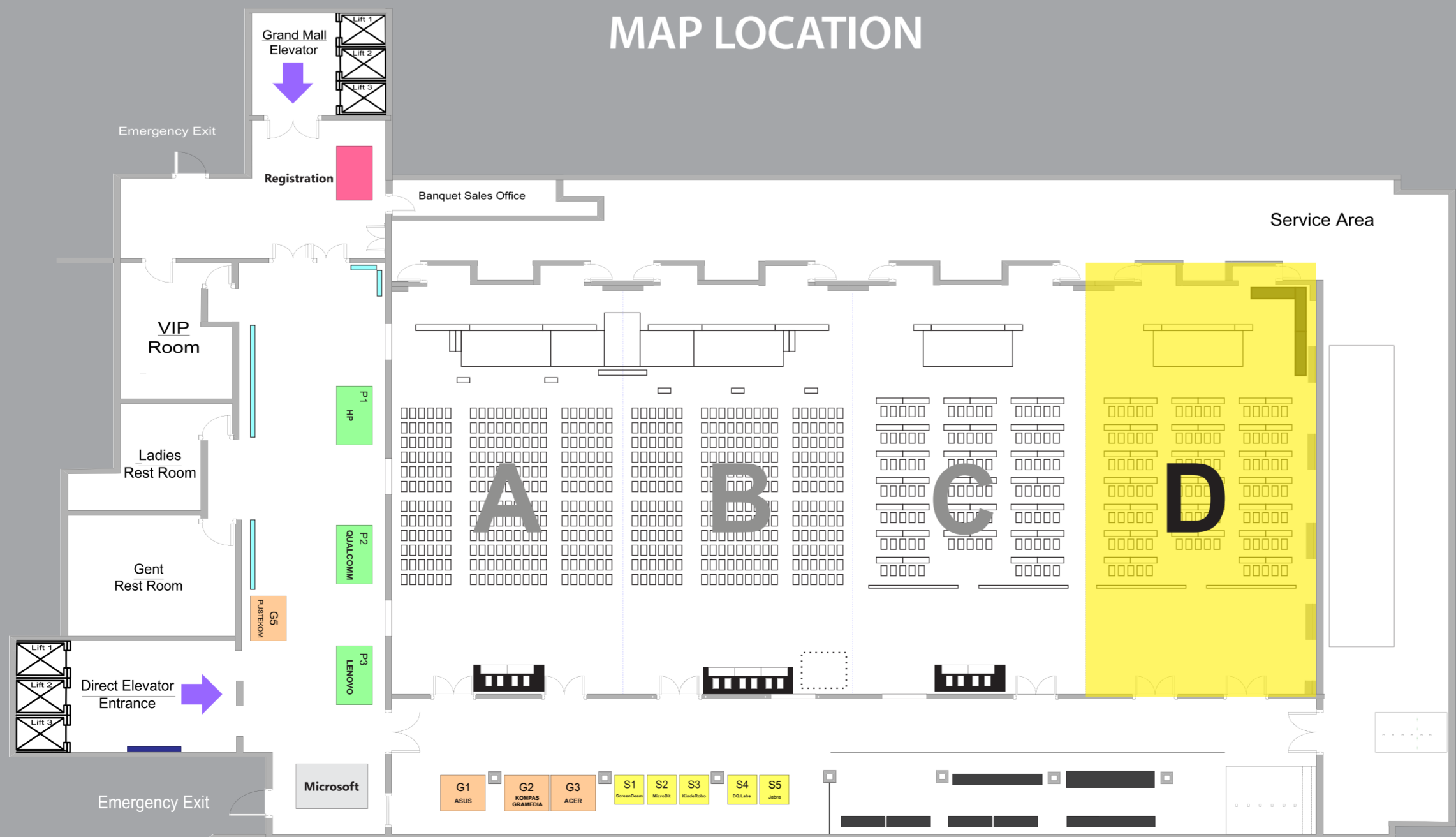
Through this Hour of Code, it is expected to create an interest in students to learn and pursue programming deeper into the tertiary level. Furthermore, students are also expected to be able to see the benefits and opportunities for employment or programming business opportunities in the future.

Target participants are students age 12 – 17 years old.

December 12<sup>th</sup>, 2019

Time	Activities
	<b>Ballroom D (Hour of Code)</b> 100 pax K-12
12:00 – 13:30	Registration & Refreshments
13:30 – 16:30	Hour of Code with KindeRobo

Support by:



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Hour of Code Room