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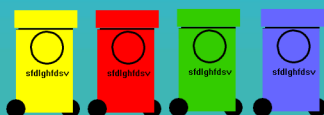


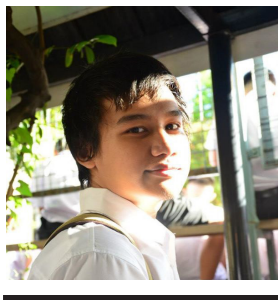
Semester 1

☾ Semester 2 🐉



Vol. 10 No. 2





Welcome to Cyber-Ant issue 2/2015. We came with a theme that everyone loved for this issue, "Gaming". Do you know how excited our team was when they heard this topic? Every one of us is a gamer. At least we certainly love to play games. Many topics came to our minds, but we could only pick one for our article. How cruel!

Have you ever played a game? Are you addicted to it? What is the meaning of a game in your mind? Our writers will tell you what the game is in their opinion, and how they chose the one they discuss. Many people think a game is a bad thing.

Please do not believe them too quickly, until you have finished reading this issue. Many media sources always tell you only bad side of games, but we will show you the other side.

This issue is not only about games. We also include some off-topic articles in the magazine. First, the couples article is finally back in Cyber-Ant, so let the fun begin. Next we have a sensitive article about KMUTT entertainment from the view of freshman. Other exciting articles are available for you too.

Finally, we still need improvements for Cyber-Ant. Please let us know if you have any comments. We will not discard even one of them without reading and discussing it, we promise. We hope we will meet you again in our next improved Cyber-Ant issue. Thank you, Cyber-Ant readers!

Kittituch

Kittituch Nilanan
Editor

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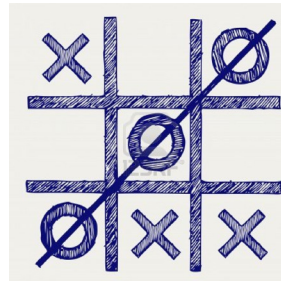
Titsanu
Wantaratorn
Non

After reading the title “Games”, you might have guessed this is an online games magazine, but you are wrong. This is CyberAnt, a computer engineering magazine! We are not going to sell games to you. Actually, that sounds fun but we have more interesting topics about games for you. And why did we choose this theme?

Actually, we have chosen this topic because most of us play games! Games are everywhere in the world. People have played games since ancient times. The type, rules, and mechanism of each game vary between different places. People created games to have fun with them. As you can see, we have all played a game at least once since we were born, whether it is a computer game, video game or physical game like hide-and-seek. There must be at least one of your friends who is a gamer, or maybe you are one of them.

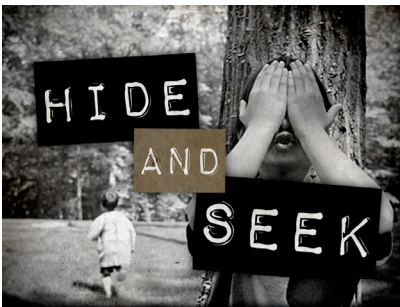
So what are the benefits from playing games? Let's see.

Scientific research has shown that playing games can increase kids' IQ. They also improve decision making skill, thinking skill and physical skills. Many people play games to relieve their stress, to relax from studying, working or their everyday life matters. You can make many friends in the online games too. Now, think what we can be in games while playing them. You can be a magician, a warrior, a hero, a ghost or even a goat! Yes, a goat! By the way, playing games requires thinking skill.

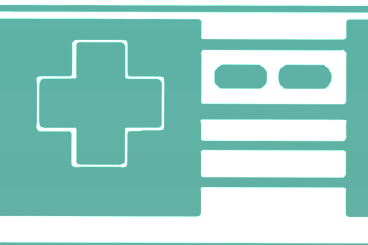
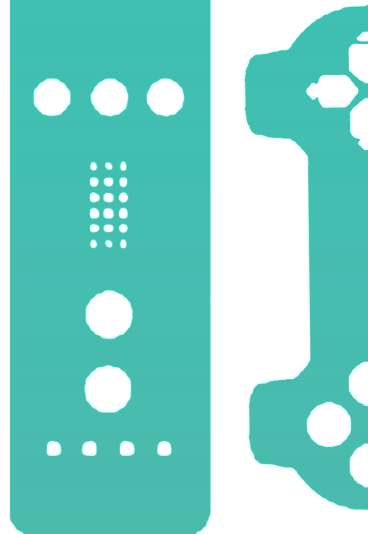


There is a phrase in a book that said “There’s no such thing as luck if the winner knows every factor about the game.” This means the winner is decided before it even begins.

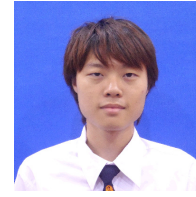
Now, there is more about the benefit of playing games but let's talk about the downside. Games can cause some negative effects too. When people play games too seriously, they shorten their time to sleep, or we can imply that they cannot manage their time table. This also makes many kids get poor grades in their school or even in the university. Playing computer games too much can damage your eyes and cause nearsightedness. Being too serious in a game can destroy friendships too, so you must control your emotions while playing competitive games. Keep reminding yourself that games are like sports. There are winners and there are losers too, but it is the playing that is important.



It takes programming, computer art, and other computer skills to create a game. So that's why "Games" are related to our Computer Engineering Department. If you are interested in this, continue to read and enjoy our magazine. There are many things related to games for you in this issue!



Games History



Sirapop
Wongstapornpat
Fluke

Games nowadays has developed and advanced into something none would have imagined when the field originally got popular. Video game creation now is one of the major fields in computer technology both commercially and educationally. For this issue we will take a look back at the development of gaming consoles and technologies as well as what is to look for in the future.

Although the first video games appeared as early as the 1950s, it was not until 1972 that the first home video game console which could be connected to a TV set debuted. The gaming industry developed with an advancing pace after that, with Atari's arcade game 'Pong' being a hugely popular product for the early age.

In 1977, manufactures sold their old, obsolete consoles at loss to clear their stock. This caused a crash in U.S. market. Several small game companies are droved out of business. Big company such as Atari remained though, but still suffered losses in 1977 and 1978.

However, the video game market in U.S. crashed down again in 1983 after a flood of low-quality games and consoles entered the market. This time all American consoles were discontinued. Many people thought, at that time, that the industry has reached its end.

Nintendo's NES (Nintendo Entertainment System), originally released in

Japan, marked the significant return of the video game industry after it was introduced in the U.S. in 1985. Its global icon, Super Mario, is still widely known these days.

The industry then developed continually, passed the 'Game Boy' age with classics like Tetris and Pokémon into the Sony Playstation with 3D graphics games. Meanwhile, the developing power and falling price of personal computers also drew the attention from game developers, and the PC game industry started to run as well.



"TeleGames-Atari-Pong" by
Evan-Amos



"Xbox-360-Pro-wController" by
Evan-Amos

When Microsoft released the Xbox 360 in 2005, they also kicked off a new generation that was seen as a standard until these recent days, with DVD compatibility and wireless controllers. Sony's PlayStation 3, released a year later, became the first to support HDMI (High Definition Multimedia Interface) output and use full 1080 pixel resolution. Nintendo's Wii, released in 2006, introduced new controller that made use of infrared sensor technology. This technology made detecting large scale body motions possible, thus allowed more physical game controls. In 2010, Microsoft introduced Kinect, with the new

possibility for extending the gaming experience immersion by allowing motion-controls.

With the current level of power and integration in gaming experiences, one can easily say that the industry has developed far more than anyone would have thought. However, the process has not yet stopped.

The next level of immersion in gaming has already begun. Virtual Reality, the technology that allows computer-simulated environment to be sensed like physical presence in real world, is now the leading trend in gaming technology. There are already a couple of kickstarted projects developing the use of this technology. Examples are Oculus Rift and Virtuix Omni.

Oculus Rift is a head-mounted display that uses Virtual Reality to increase the immersion of game play. Using a special headset, Oculus Rift is able to track the movement of player's head and react by changing the view in the game's scene according to that movement. This works just like a human would look



around in the real world.

Oculus Rift will also create a stereoscopic 3D view that is considered much more natural than in TV or movies, by using separate lenses to display parallel images for each eye. Although the customer-ready version is not yet released, the developer kit is already available and some games have started to support Oculus Rift, such as Left 4 Dead, Half-Life 2 and Skyrim. The project has also already gained considerable attention from big companies, and Facebook bought the company in March, 2014.

Virtuix Omni has the similar objective and approach, but adds more immersion with

a platform to simulate the motion of walking. It is designed to work with a head-mounted virtual reality display while allowing the player to walk in the game as human would walk in the real world. The project was launched in 2013 and is currently under development.

What we see from the development of games overtime is that it has not stop

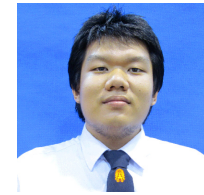


growing yet. The early stages were to develop the console to support high-demand games with intensive graphics. We could say that, from the performance of hardware today, this part has already been accomplished. What we should look forward to in gaming technology development is immersion, and that is already underway.



Today we have Virtual Reality and Motion controls. It might be possible that in the future we would see what that has been only in the fiction for a long time, such as total immersion where player controls and sees everything in the game as if he is experiencing it in real life. The possibilities are still wide, and the pace of development is fast enough we might see it in the near future.

AppDose for iOS:99



Natchanon
Ningawee
Ben

In this issue, Appdose is reviewing for you two iOS games that are fresh, incredibly hard to quit, and most important, FUN!! And there are two recommended apps as well.



FRAMED

A puzzle game that makes you forget it is a puzzle.

Price : USD 4.99

You may play many puzzle games where you complete the game using shape or pattern reasoning. For Framed, you use real-life event reasoning. Many times, I could not guess the relationship of the tiles until I tested it out.

In this game, you are a spy or sometimes spying on a spy. You are going to survive policemen and dead ends by changing the order of situations.

The main game play is to switch tiles of events to put them in the correct time sequence order. It seems easy, but I bet you can't imagine how many various methods the game play you. The soundtrack and artwork including animation are impressive too. They give you a feeling that you really are the spy in the game.



Drag tiles to change the outcome -

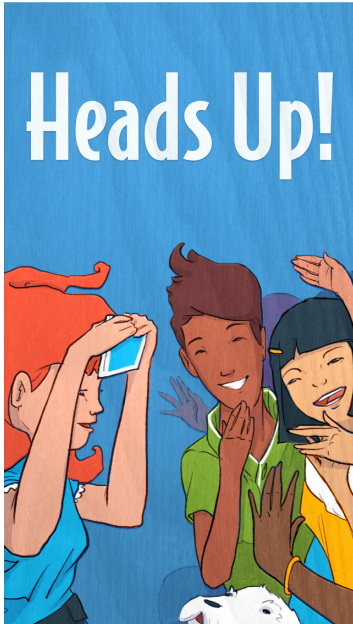
Making a bird fly can let you have a chance to escape from gun shots.

Soundtrack and Artwork are great -

They make me forget that I am a player not a spy.

HEADS UP!

A game that bounces off the rectangular screen



Price : USD 0.99 and usually free on many holidays

This game needs to be played with people around you like your friends, your co-workers and your family. Playing “Heads Up!” gives me a weird picture of seeing people playing a mobile game instead of each one looking down to his or her own phone. The players act, try to hum a song and sometimes speak an expected sentence about something I thought they could never know. This is “Heads Up!”.

In my experience, this game is one of the most fun games I have ever have played. The first time I played, it helped me to pass two hours with my friends without even noticing.. This game provides decks of words. What you need to do when you play it for the first time is to download all the free decks available. There will be about seven decks which are more than enough to play for a year. The deck I recommend to you is “Just for Kids”. This deck is the easiest deck, but I found that it just fit me and friends

PLATES

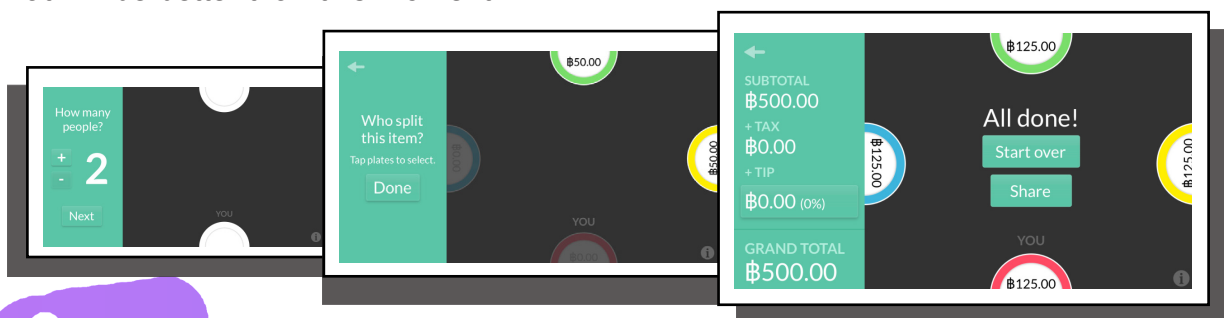
Leaving a restaurant with friends without a fragmented mind

Price : Free

Imagine that you just have finished the best and most delicious meal in the quarter with your friends. Then you calculate the price of dishes which some are middle dishes and the prices in menu are excluded service charge. You might pass this situation eventually, but talking about money with people just ruins your best and most delicious meal. “Plates” won’t let you feel like that ever again.

This genius app presents us with a new way to calculate the price for each of people in your group. “Plates” cover all the possibilities of paying very clearly.

If you are a big fan of eating out with your friends, this app will definitely be your partner. You can surprise your friends and they will be amazed at how can you figure out the price so quickly. You can leave the restaurant while chatting about the food not the money. What will be better than this moment?



★ Continued at page 14

Interview with 4DBox



**Rachasak
Ragkamnerd**
Big



**Intouch
Sinpoonpak**
Pause



**Varattaya
Rojanarachneekorn**
Yung

This time we have got a great opportunity to interview the 4DBox, Thailand's famous game casters¹ group. There are four game casters who participated in the interview: Sharif, Luvi, Namtok[Waterfall] and Nak Gamer. The interview explores their opinions about games and the reasons why they started casting and playing games.

Q: When did you start playing games?

Sharif: I've played games since famicom² gives. I started playing computer games when I was seven or eight years old (about 2540).

Q: What is the passion of the game? What inspired you to be a game developer?

Sharif: Many people may think the same as I do! We want to see the characters that we dream of and design be real in the game. So we became engrossed in studying to be a game developer.

Luvi: We have fun playing games so we want to make some of our own.

Q: How did you form your team?

Sharif: Actually about four years ago... when game casting was not really popular, we did many things just for fun. We were not really serious

about it.

Luvi: We were the members of the IRPG from the start. That's a community about game making by using RPG Maker³ and then we become the moderators of its network. We opened the Minecraft server in our community just to play for fun and then I joined in later on so I met with Sharif and recorded our first game casting video. After that it became more popular.

Q: So you liked it before and then started doing it seriously?

Luvi: In fact we're just doing it for leisure because there are still viewers.

Q: Many people have played games before then they start developing games. So I want to ask if there is any inspiration for developing games in playing games?

Sharif: For me, I've started since the IPRG board which is the board for the game makers who used RPG Maker program before. Actually I knew this board from the time I was in the middle school but I never finished making a game (lol). I started with the RPG Maker and then continued developing after that.

Q: After developing games, have you ever thought about changing from just playing games to start making games for others?

Luvi: It didn't change that much because we played games before, and we just wanted to have

¹ **Game casters** - people who play games and live stream them or upload their video clips of playing them.

² **Famicom (Family Computer)** – 8-bit home video game console released in 80's that was developed and manufactured by Nintendo.

³ **RPG Maker** – a program that allows user to create their own role-playing video game (RPGs).



our own game. But making a game is not as easy as you think. It requires many experiences and knowledge such as designing the UI and making graphics.

Q: What do you think about the future of games? Like, from the Famicom twenty years ago to online games nowadays?

Luvi: It could be SAC⁴ (lol).

Sharif: Personally, I think it could be like SAO but on the other hand, games may be overcome by digital marketing.

Luvi: Haven't they already been overcome? (lol)

Sharif: It's like a spring running back and forth. When it doesn't work, it returns to what it was because the original goal of the game is to entertain the player.

Q: What do you think about DLC⁵?

Luvi: I don't care. I know it sucks money but I don't care because it's similar to when you are paying some money to add funds on online games.

Q: What do you think about other people thoughts on games, like how the media says games influence people to commit crimes?

Luvi: I think the media sucks!!!

Sharif: I think this originated from the ignorance of media. They're people who don't care about games. Finally, even if the reader doesn't agree, they'll still read the media's news anyway. We could call that unethical of the media.

4 **SAO (Sword Art Online)** – Japanese light novel series. The series focuses on virtual reality massively multiplayer online role-playing game (MMOPM) worlds.

5 **DLC (Downloadable content)** – extra content for a video game which can be downloaded from the internet to enhances or completes the video game's features.

Q: Have you ever watched other casters like, learning by an example?

Luvi: I've watched Oil's casting but it doesn't really matter. We just make it similar but it's Minecraft.

Q: Do you think the gaming field in Thailand is equal to that of other countries?

Luvi: I think it's getting worse because caster field is like celebrities. If they do something bad, it'll just deteriorate. Casting looks easy but it's not as easy as people think. We just do it for fun but we also think about the viewer.

Q: In what way do you think the caster field should be changed?

Luvi: The ethics. They should socialize more. For example, some caster who has four or five subscribers will start to act arrogant.

Q: Do you have something to advise or recommend? For example, Minecraft was popular but lately, it has gotten less famous. Or other games that were popular and then new games just step into, becoming a cycle.

Sharif: It depends on each generation. Like, we are the casters from the early generation and when the time comes, we'll have to let the new casters replace our position. But some casters who do well in game casting will always make the game look fun and always have viewers.

Waterfall: Just like a market shared movie. Whenever you watch it will still impress you.

Sharif: Some casters pick old games to cast and still make the viewer feel that it's fun to watch and can make viewers return to play those games. Another factor is the caster. For example, the more famous casters will have more viewers. Maybe because they can create more fun.

Q: In your description, what does a game mean?

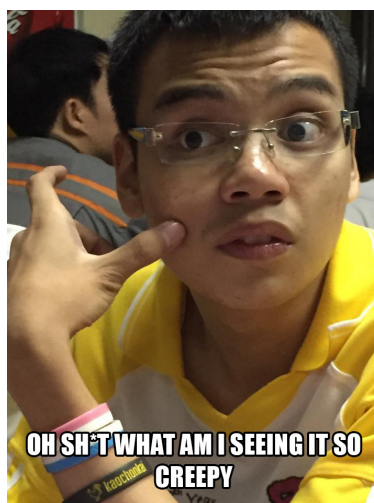
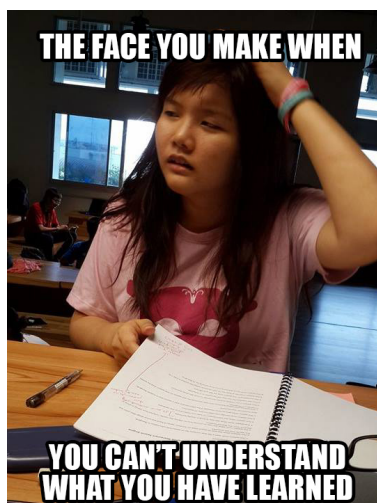
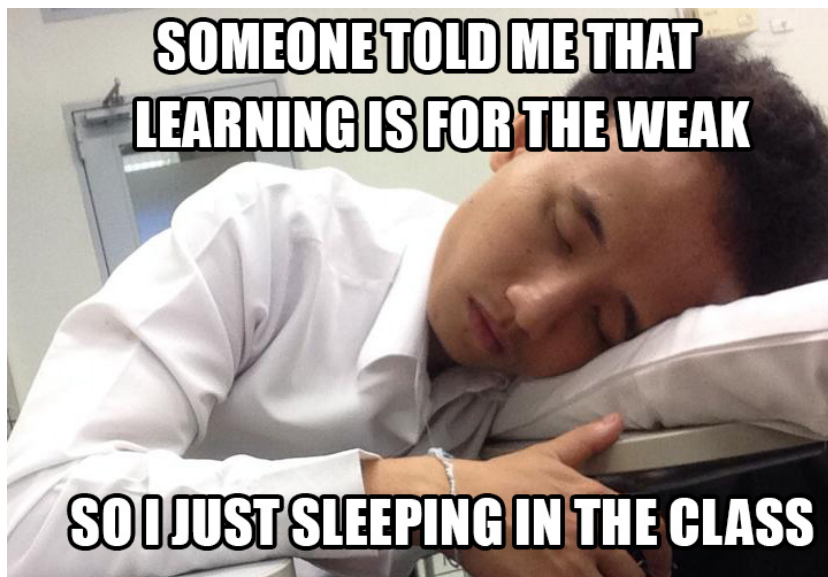
Sharif: It's like a hobby. Before I played to win only but now that I've grown up, I get to use my brain more. Or League of Legends, it's like a sport. I follow foreign countries' tournaments.

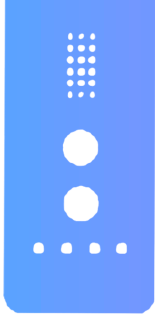
Luvi: A game is a kind of amusement

★ Continued at page 14

10

Photo GREAN





11

I just want U
to be with me



AND THEN HE SAID



FEED ME!!!!

R.I.P



MY GRADE

MY LIFE IS REAL HARD



SO I JUST WANNA FLY AWAY

MA BOI I'M JUST FABULOUS



NOTHING SUSPICIOUS HERE WE JUST DANCING



Couple :- Koy

Hello my readers, this is the second column of Couples. In this column, we came up with a couple. Let's guess who they are ...

If I hint at some details of this couple, I am really sure you will know who they are.

"One is from the Department of computer Engineering(CPE) and the other from the Department of Electrical Engineering (EE)."

If you still cannot guess, I suggest you should not miss reading this article.

The couple in this column is Koy from CPE and Ice from EE.

Now, are you interested in them ?

Start with beginning of this relationship



Their relationship began at KMUTNB's (King Mongkut's University of Technology) during a camp activity that involved creating a ghost's house, Ju-On's house. This activity ended, they connected using telephone numbers in the camp's memory book and stayed in contact for 14 months. >< >< ><

Most impressive thing?

Ice: I like her habit because she is a heart-to-heart and playful person.

Koy: He is consistent and shy person. He always takes care of me when I am sad.

How do you manage time when you are in different departments?

Koy: Normally, during the day we have to study but we will have dinner together.

Ice: Similar to Koy's answer. I usually talk with her before going to bed.

How to fill sweetness each other?

Ice:(Smile :))

Koy: Commonly, we go to read books, go to temple for making a merit, travel if we have enough money. We also send joking pictures or stickers together. And we will post funny gags on Facebook.

If you compare your love to a game, what type of game do you think it is?

Koy: It looks like the adventure game because we don't know that next mission or what will happen next.

Ice: Let me think.. FIFA because love is like a ball. It can be changed to any directions if you want.

Last...

Koy: I am very excited and surprised because it is my first time for being interviewed about my relationship with my girlfriend from our department.

While interviewing of this couple, I see the cuteness and friendliness of this couple.



Py & Ice



Ekkapon
Lumsuay
Aof

up with the theme- "Games" - and we interviewed an interesting couple.

Department of Electrical Engineering(EE) "

Technology North Bangkok) engineering camp. Before the camp finished, there
activity was the first time that they got to know each other. After KMUTNB's camp
book. And they decided to be lovers. Up to now, they have been in a relationship

on.
then I go to extra-class although it is a long distance.

partment?
together in the evening.

ough time, go to the cinema and other things same as normal lovers. We often

ick it would be?

I happen so we have to take care of our teammate.
ou don't take kick it well.

ut this topic. Last, don't miss this magazine then you will know what happens in

le. I think they will be the most jealous couple in out department...!!!!

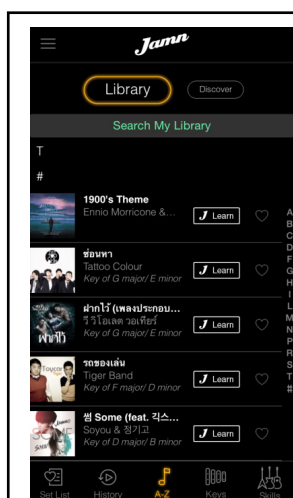


JAMN PLAYER

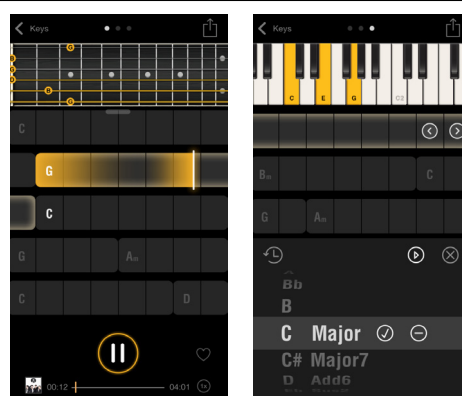
a music player for someone who plays an instrument

Price : Free

“Jamn Player” can find the chords of songs. I am not joking. This is a player that can find out the chords of music directly from your iTunes songs, regardless of the language or the type of song. Plus its simple interface makes it a good alternative music player even if you do not use its chord analysis mechanism.



Chords for the song ซ่อนหา (Thai song) and guideline for guitar finger positioning. There are two more guidelines, for piano and for ukulele.



As you are playing a song, the screen automatically scrolls down. You are able to slow down the song speed. I have no question about changing chords or the duration of chords. It does this as well.

Interview with 40Box From page 8

which has its own rules. It's not necessarily just computer games. For me, most games nowadays tend to give fun in just a short time. While in the past, board games used more time, consciousness and thought because you must follow the rules.

Nak Gamer: For me, a game is one way of communication. It's like a channel to receive and send the messages to player. From the sender who's the game creator to the receiver which is player. So games, offline or online, single or multiplayer, are a way of communication. In the Communication Arts sense.

Waterfall: I think games are like another world! Waiting for you to explore. Each world will be different and have its own tales.

Is it good or bad to perform recreational dance?

Recreational dance is an activity where you have to dance a choreographed routine. This might be a small combo about 30 minutes long or a large combo that lasts about an hour. All the songs that are used in this activity must be short and easy to remember so when the leader starts to sing the song you can easily notice it and be ready to make a move. This activity is mostly played in camps in between the main activities.

But what do people think about it? Do they think it is good? Do they think it is bad? Or is it necessary to perform it? After we asked many people we have concluded that they thought that this activity is good and everyone should do it because the activity is meant to break the ice between the participants. Also it can be used for exercise, and for entertainment to decrease boredom. Finally this activity can be used to release stress. This activity can encourage people to join the activity to make it more enjoyable.

Everything is just like a coin with two sides, an advantage side and disadvantage side. That is true of this activity, too. In our opinion we think that this activity is not very necessary, because you can break the ice with another activity that is more comfortable than this one. One example is rally games that divide participants into smaller groups. There is competition in this activity so, everyone can enjoy it. Base games and rally games can be enjoyable and also can be used for exercise, more than the recreational dance. As far as relieving the boredom we think that recreational dance is not really effective in that way because this dance must be practiced before you performing it. If you want people who never practice to do it, they will think that this activity is bad. They will be against the activity before they do it. We also think this activity is not effective for breaking ice between participants, because some participants are shy, or not in the mood to do this activity and there is not any clear objective. The same is true regarding the release from stress. There are many ways to encourage people to join activities that will produce a better result than just dancing without any sense of fun.

We conclude that recreational dance can be used just for relaxing sometimes, but it does not give the real results that participants should get. We think that there are many activities that give a better result than this activity. By far everything depends on your decision to perform the activity, so choose wisely.

