SETNEG X

SPECIAL EDITION

SETNEG X
WHERE INNOVATIONS BEGIN

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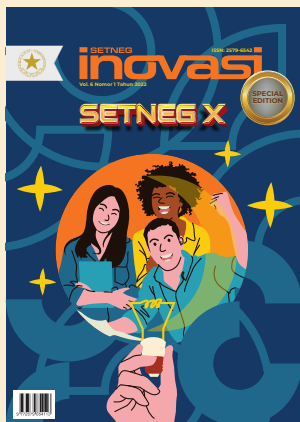
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Preface

Viva Innovation! COVID-19 pandemic that hits all countries worldwide has forced us to adapt to the challenging situation. The pandemic has also changed our way of work and study, lifestyle, public service patterns, and many other development orders. We have to be more creative and innovative in facing the pandemic with the support of technology to make our work easier.

The existence of technologies simplifying and easing the complexity of humankind's works must be supported by their ability to adapt to the advancing technologies to avoid being left behind. As part of the effort, this Majalah Inovasi (Innovation Magazine) presents a special edition specifically covering the newest program of the Ministry of State Secretariat of Indonesia, SETNEG X, in-depth.

The Setneg X launched on July 12, 2021, and ended on March 28, 2022, was a series of acceleration and incubator activities for the Ministry's employees' ideas to facilitate the creation of innovative products and the birth of innovators in the Ministry. The Setneg X collaborative platform encourages innovation for more efficient, effective, and productive work to provide excellent services.

Coming as a solution, Setneg X is expected to strengthen and expand innovation to drive work-process optimization of the apparatus and make it easier, faster, and more reliable. Moreover, Setneg X aims to grow an innovative ecosystem by facilitating innovators to create various innovative products in the Ministry, positively impacting the Ministry's advancement and transforming the Ministry into an exemplary and leading institution in Indonesia.

We, the editorial team, would like to thank all innovators of SETNEG X and express our highest appreciation for the innovations created. For the readers, please enjoy the magazine, and may this magazine inspire you to develop future innovations. Thank you.

Chief Editor,

Eddy Cahyono Sugiarto

Head of Public Relations Bureau
the Ministry of State Secretariat

Introduction: The Publication of Setneg Inovasi of Setneg X Edition

The Ministry of State Secretariat (the Ministry) has returned with its latest edition of Setneg Inovasi Magazine after going on hiatus due to the Covid-19 pandemic spreading worldwide. However, the Ministry never stop innovating, and our spirit never dies. We continue to move forward in developing innovation and creativity for more meaningful work. We want to make use of this pandemic and turn it into an opportunity to keep forging ahead and making innovations to improve, develop,

and enhance the quality and quantity of the Ministry's performance.

The COVID-19 pandemic not only shifts and transforms the activities and habits of the society but also inspires many to create more creative and innovative ways to deal with various challenges and demands. The same occurs within the Ministry. Therefore, Setneg Inovasi comes back with a new design, presenting the first special edition, namely the **Setneg X innovation**.

As one of the priority agendas of the Ministry, the Minister of State Secretary, Pratikno, launched Setneg X virtually on Monday, July 12, 2021. This internal innovation program was launched in line with the annual agenda of the Ministry. Setneg X, which consisted of a series of activities, was held online or hybrid based on the pandemic situation. However, the entire program could still run optimally.

Setneg X has a mission to accelerate innovations to create productive, effective, and efficient work, boost employees' wellbeing, and provide excellent services for users. According to the mission, the Setneg X edition **covers various innovations made during the series of Setneg X events that can be useful for the people around**. The innovation or "idea" of the current development is made to adapt to the new habit and situation due to the pandemic and addresses the needs and work issues within the scope of the Ministry.

Background of SETNEG X

Different technologies have been created and developed in the era of development to support human activities worldwide. The existence of technologies simplifying and easing the complexity of humankind's works must be supported by their ability to adapt to the advancing technologies to avoid being left behind.

In response to this phenomenon, the Ministry created the Setneg X Program. This program serves as an accelerator and incubator lab for the Ministry's employees' ideas to facilitate the creation of innovative products and the birth of innovators in the Ministry.

Setneg X promotes the values of innovation, collaboration, and sustainable learning freedom that are entrenched in the four main pillars: Inno Program, Inno Dojo, Inno Web, and Inno Community.

Setneg X Program offers diverse training programs, mentoring and development of various innovation programs, and acceleration programs to support the incubation of newly developed innovations. This program is expected to create more convenient, affordable, nimble, and faster ways to generate maximum results.

By creating these innovative products, the Ministry shows its commitment as the center of government, providing excellent support to the President and the Vice President and becoming an exemplary and leading institution in Indonesia.

NAME, LOGO, SLOGAN, AND COLOR

Name

Setneg X is a collaborative platform to incubate ideas and accelerate innovations in the Ministry of State Secretariat. The letter "X" represents experimentation in innovation.

Color

The branding color of Setneg X, orange, symbolizes energy, warmth, excitement, and change-making for good purpose.

Logo and Slogan

Setneg X adopts the Ministry's symbol as its logo, with the slogan **"SETNEG X WHERE INNOVATIONS BEGIN"** written beside it. The slogan bears the meaning that Setneg X serves as a platform for all over the organization —cross-unit— and from any background to engage in innovations and be agile in facing the era of change. The words "WHERE INNOVATIONS BEGIN" are placed under the "SETNEG X" word.

TIMELINE OF SETNEG X
Inno Program

Launching Setneg X
12 July 2021

**Registration Process
of Participants**
12 July 2021

Self-Learning Session
13 July - 5 August 2021

**Participants Pitching
Their Ideas**
6 August 2021

Workshop Session
10 and 12 August 2021

**Refining Ideas and
Sending Video Pitch**
12-15 August 2021

Selection Process of Participants
16-22 August 2021

Matching Innovation Teams with Partners
15 September - 1 October 2021

Onboarding Incubator Partners
6 November 2021

Customer Validation Incubation and Product Validation
7 November - 17 December 2021

Report Drafting and Preliminary Assessment
20 December 2021 - 7 January 2022

Inno Bootcamp
20 - 22 January 2022

Innovation Awards
28 March 2022

Four Main Pillars of Setneg X

Inno Community (People)

The four main pillars of Setneg X, **Inno Program, Inno Dojo, Inno Web, and Inno Community** have different roles and functions. First, *Inno Community (People)* is a platform for the Ministry's employees with the same hobbies and skills to share and discuss ideas, experiences, and lessons learned to create changes and maintain the innovative ecosystem. Inno Community includes Setneg X - Agile Management, Setneg X - Digital, Setneg X - Green Ecosystem, and Setneg X - Happy, Healthy, Wealthy.

Inno Web (Digital Space)

Secondly, *Inno Web (Digital Space)* is a digital innovation center of information, inspiration, knowledge, data, etc. Several digital channels developed as the center are websites, applications, and social media (Facebook, Twitter, Instagram, Tiktok, and Youtube).

Inno Dojo (Physical Space)

The third pillar is **Inno Dojo (Physical Space)**, built as a place to formulate, design, develop, and actualize innovations. It is also where capacity building and creativity development takes place. The functions cover Talent Hub, Creative Studio, Co-working Space, Learning Space, and Digilib.

Inno Program (Activity)

The last pillar, **Inno Program (Activity)**, is a series of inspirational and creative activities to nurture the DNA of innovation in the public sector. Some are talks, podcasts, incubations, and innovation accelerations in collaboration with external partners. Inno program visualizes a road map for innovation champions, starting from the formulation of ideas, product incubation, and innovation awarding, all wrapped in the three main series, **Inno Active Learning, Inno Incubator & Accelerator Lab,** and **Inno Inspiring & Creative Events.**

Innogram Series

Features on Innovation

#Seri1

Wafa Taftazani
(Co-Founder Modal Rakyat):
Mengenal Dunia *Start Up*

In the InnoGram #1Series, broadcast live through the Instagram channel of the Ministry (@kemensetneg.ri), Setneg X presented Co-Founder Modal Rakyat, Wafa Taftazani, to share his experiences on startup.

Start-up is a business, company, or organization built to resolve a very specific issue. Most startup founders started their businesses based on their problems to create products or services to solve those problems.

A startup is usually initiated from the root of a problem. In its development, it experienced acceleration, involved technology, and was not all about profit at the beginning of its establishment. From experiences, Wafa said that every startup might have a different culture.

> **"There is no room for personal ego, personal gain, personal drama, and personal conflict in a startup consisting of only a few people. The key is chemistry and culture that puts collective interest and collective gain above personal interest and personal gain."**
>
> Wafa Taftazani, Co-Founder
> Modal Rakyat

Wafa advised that amid the world experiencing intense change since the beginning of the COVID-19 pandemic, we must make the right decisions to impact the next few years by thinking about solutions to problems.

Source: https://www.setneg.go.id/baca/index/innogram_serries_1_mengenal_dunia_start_up

Robert Tan
(VP Product - Pluang):
Understanding the Product Development Concept

InnoGram #2Series called on prospective innovators of the Ministry to get to know the product development concept presented by Vice President of Product Pluang, Robert Tan.

Pluang is an investment application for millennials to invest easily and at an affordable price. Robert explained that product development has two main stages: how to define a problem and the literacy process to produce product requirements. Product development also has three main issues: how to keep innovating, accelerate the business process to provide better services to customers, and make sustainable improvements.

Robert Tan highlighted three important things in product development: empathy to the user, team, and project management. Making assumptions about the user is not allowed in product development. Do check the data, then review and research it. In addition, do not work alone; instead, work in a team because all teams work on the product.

Robert Tan called on all prospective innovators of Setneg X who aspire to build business development to start it from yourselves and your family. Do brainstorming and write the problems down. Think about it and we will be able to think of a big problem. Then, start validating.

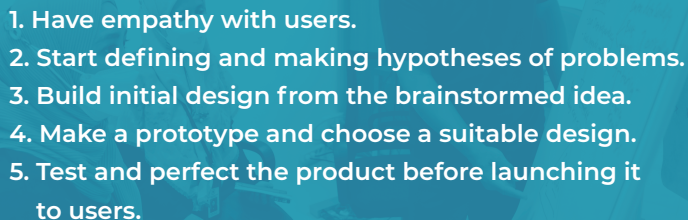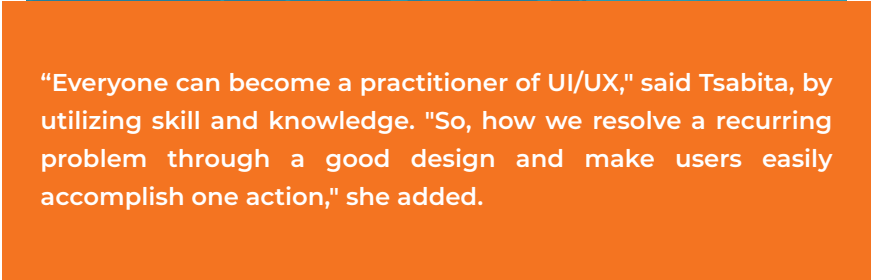**Source:** https://www.setneg.go.id/baca/index/innogram_series_2_mengenal_konsep_product_development

#Seri3

Tsabita Vera Cyavrilla
(Head of Marketing - Generation Girl):
Understanding UI/UX Concepts

InnoGram #3Series was held by inviting the Head of Marketing of Generation Girl, Tsabita Vera Cyavrilla. In this 30-minute live session on the Instagram channel of the Ministry, the presented material aimed at introducing the UI/UX concept.

UI/UX is an acronym in Information Technology (IT). UI or user interface highlights the aesthetic side of the application's appearance. Conversely, UX or user experience focuses on the users' feelings while experiencing when using a web or mobile application. UI/UX, being in the middle between IT and Design, bridges over the existing techniques in creating a product incorporating design and aesthetics so that users can use the application effortlessly.

Tsabita explained the required basic concept from the side of UI/UX, namely, design thinking. There are five stages in the design thinking;

1. Have empathy with users.
2. Start defining and making hypotheses of problems.
3. Build initial design from the brainstormed idea.
4. Make a prototype and choose a suitable design.
5. Test and perfect the product before launching it to users.

"Everyone can become a practitioner of UI/UX," said Tsabita, by utilizing skill and knowledge. "So, how we resolve a recurring problem through a good design and make users easily accomplish one action," she added.

As for the golden rules in designing an interface, Tsabita said that we should strive for consistency, add shortcuts (a shorter path to a certain feature), and offer informative feedback. The next step is designing a dialogue to yield information about the process status taken by the users. Then, prevent any error by providing an information menu to the user about the correct format. Finally, adding the permit reversal of action where if something goes wrong, there is a way for the user to return to the previous menu (undo action).

According to Tsabita, finding out, keep exploring your interests and learning, and improving the experience will lead you to success. Of course, working in a field of interest is very exciting.

#Seri4

Liris Maduningtyas
(CEO - Jala Tech) : *How To Pitch Your Idea*

Based on experiences, pitching is "an art to express our passion to people." Art is our way of telling great inspirational stories that aim to make those who get pitched interested in our story.

Pitching is not only for entrepreneurs but also for competition, ideas, and the public. Pitching is effective if it leaves a memorable or lasting impression. Tips and tricks in pitching are understanding and mastering the proposed concepts during the pitching. There are five key strategies in pitching: one-liner pitch or using the first one sentence to describe your idea; utilizing a good storyline when pitching; why are you doing pitching?; why does it have to be you?; and call for action. The last three are complementary strategies.

You can utilize several tools while doing the pitching. For example, one should prepare a pitch deck or business proposal before pitching to the entrepreneurs. The pitch deck only contains supporting materials for your presentation. Since the art of pitching aims to make the audience enthusiastic about the story and storyline, the tips and tricks for preparing the pitch deck using the PowerPoint presentation are to use only about 30% words and more pictures. It is important to utilize the pitch deck while pitching to the clients.

According to Liris, the pitch deck needs to add a slide about the team at the beginning or end. In this slide, we can tell people who we are, our background, and who is involved in striving to make these ideas come true. If we have worked with a big company and obtained great achievements, the slide about the team should be put at the beginning.

Then, it is normal to take some trial and error in pitching, with or without a pitch deck. The trial and error aim is to have a test drive (pitching practice) with the people around you, so we can get feedback to improve our pitching.

Liris conveyed several messages to the audience about dos and don'ts in pitching. It started from how we present ourselves with nice outfits and adjusted gestures,
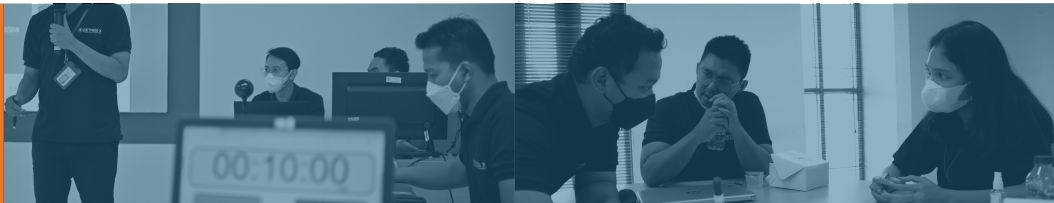
such as body language, eye contact, and open hand. Besides gestures, we have to take notice of the talking tempo so that the audience can figure out the ideas we presented and get the main points in our pitching.

In the live event, Liris also showed 1-minute pitching in English to give an example to the audience that the key to success in pitching is through training. Pitching training can be conducted in 1.3.5.7.and 10 minutes by keeping notes on the important points since it will be very helpful in pitching. Not all people are born natural speakers, and there are people without outstanding communication skills. Thus, taking notes is one of the ways to achieve successful pitching.

Curated Youtube Videos

3:35 / 1:17:35

Kementerian Sekreariat Negara

Launching Program Setneg X
3,616 views | Streamed live on Jul 12, 2021

Kementerian Sekreariat Negara

Minister of State Secretary Keynotes at Setneg X Launching
427 views | Jul 12, 2021
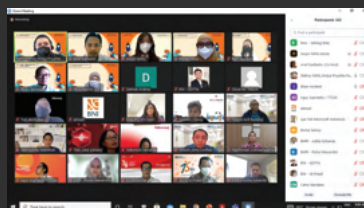
Next >

Kementerian Sekreariat Negara

INNOVATION TALKS & MUSIC

3,173 views | Streamed live on Aug 5, 2021

Setneg X

Compilation of Setneg X Activities

30 views | Oct 10, 2021

Kementerian Sekreariat Negara

SETNEG X INNO BOOTCAMP

301 views | Jan 22, 2022

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ONE YEAR JOUR

Institutional Setup

Expert Consultation

Workplan Formulation

Physical & Digital Inno-Hub Development

Program Implementation

NEY TRACK

Resource Gathering

Team Making

Setneg X Launching

Network Development

Inno Expo & Awarding

Learning & Reflection

Inno Bootcamp

DAY 1

In the series of Setneg X that one step away from the highlight of the event, Assistant Deputy for Policy Material Administrator as the Setneg X' Organizing Committee held Innovation Bootcamp Setneg X at the Multipurpose Hall of the Competence Development Center of the State Apparatus of the Ministry of State Secretariat on Thursday, January 20, 2022.

In his remarks on the first day of the Setneg X's Innovation Bootcamp, Adi Pradana, Assistant Deputy for Policy Material Administrator as the Setneg X' Organizing Committee Chief for Batch 1, said 15 teams attended the Innovation Bootcamp. "This event was attended by 15 teams defeating 252 competitors divided into 58 teams in the incubation stage along with the partners, and these 15 teams were selected then," said Adi, his nickname.

The Innovation Bootcamp Setneg X is an offline event observing the health protocols. This aimed to let the participants interact, convey their ideas clearly, and present them perfectly before the judges in the upcoming assessment.

Not only focusing on delivering ideas, a workshop about idea pitching and communication skills presented by Founder & CEO DailySocial.id, Rama Mamuaya, was also on the agenda of the event. Before the assessment stage, the innovators were taught how to convey ideas and perfectly present them.

Rama Mamuaya explained the importance of structured communication in delivering an idea or innovation to the preferred stakeholder. He further pointed out three factors to create a successful idea or innovation: a good idea, executed by a good team, and launched at the right moment.

"A good idea or innovation will not be accepted by the society when the timing is bad and execution by a less qualified team," Rama said while explaining the strategy in actualizing an idea.

After the idea pitching workshop, all participants were given time to make a presentation in their classes and present it the following day. Afterward, the participants had time to rehearse the idea presented before the judges in groups.

DAY 2

In this event, fifteen teams selected for the Setneg X incubation presented the concept of innovation they were creating. The participants were also taught idea pitching and communication skills to prepare the presentation of incubation results before the judges' team, delivered by Rama Mamuaya, CEO DailySocial.id.

The Setneg X Program that accommodated cross-unit innovators to actualize a simpler, faster, and more reliable work process through various innovative solutions had entered the final round. Located at the Competence Development Centre of state Apparatus of the Ministry of State Secretariat, fifteen innovator teams that had passed the Setneg X incubation went into the presentation stage before the board of jury on Friday, January 21, 2022.

The juries gave more competitive challenges in this stage to select the worthy winner from the team's innovation presentation.

The board of jury acting as the assessor team in this presentation consisted of Gogor Oko Nurharyoko, Deputy for Institutional and Community Relations; Rika Kiswardani, Deputy for Palace Administration and Management; Nanik Purwanti, Deputy for Apparatus Administration; and Widya Priyahita Pudjibudojo, Special Staff to the Minister of State Secretary for Institutional Transformation and Human Resources.

Fifteen teams took part in the presentation and assessment phase of the first batch of the Innovation Bootcamp, promoting their innovation programs respectively, namely Digivet MR, Arena, Data Lab, HAI ISTAGOR, Chatbot GTK, SEA PR, E-R0R, Playbook, HI SEPHIA, VMS, Smart & Green Space, Talent Scorecard, BDA PUU 2.0, Manajemen Data, and PINTAS.

Rika Kiswardani, one of the juries, explained that the mechanism built out of the respective teams' programs potentially expedites the human resources management for the Ministry and the public. "Moreover, selecting the best innovation from one of the teams will make the human resources management better and on target towards the current issues," Rika said.

During the event, all teams prepared their innovative programs well amid their hectic main work. Many hardships did not dispirit them from actualizing the innovation programs they made.

Setneg X Innovation Bootcamp could improve collaboration through the creative ideas of the respective employees and become a sustainable value creation activity. "The Setneg X Innovation Bootcamp encouraged us to collaborate not only with a work unit but also with external partners or institutions of the Ministry.

This event also provided dedicated and structured resources for the teams so that our selected innovative idea could be actualized," said Yan Adikusuma, one of the Talent Team Scorecards from the Secretariat of the Presidential Staff Office.

The assessment result based on the pleno meeting of the board of jury to decide the winner from one of the teams would go through various processes of consideration. It was expected that the chosen innovation program would bring better changes, not only in the Presidential Office but also in society.
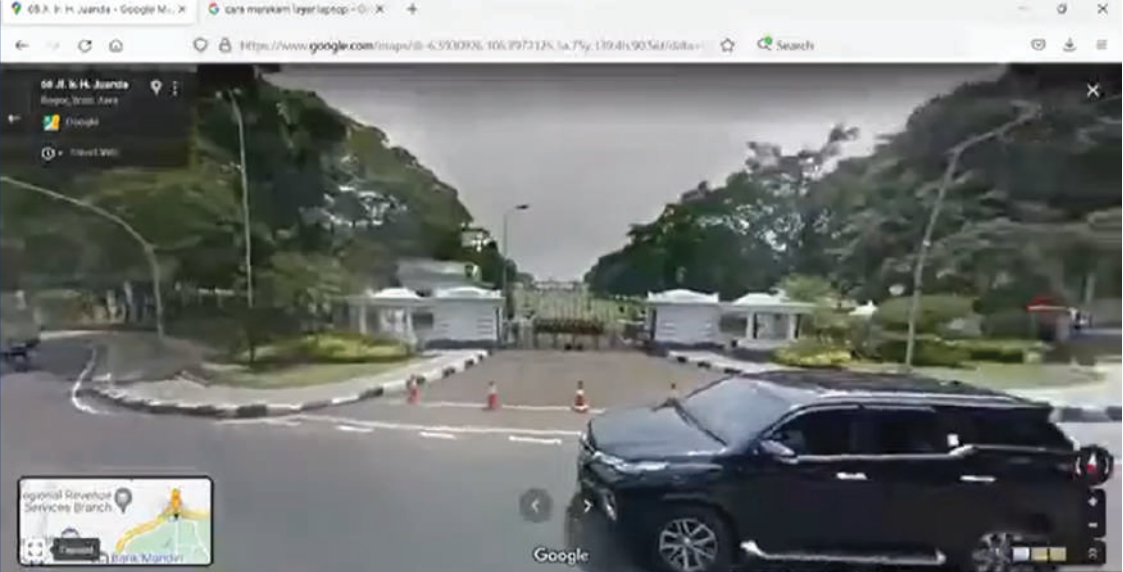
Innovator Teams of Setneg X

Hai Istagor (In partnership with Telkom)

by Sheba Bilqis, Andreina Ariyanti, and Ridhaal

Hai Istagor is an **official website of the Bogor Presidential Palace** containing information about activities and collections at the Bogor Presidential Palace. It has five menus: Homepage displaying highlights of presidential activities at the Bogor Palace, Vision, Mission, and Organizational Structure, Onsite and Virtual Visit Forms, Online Souvenir Purchases, Collection of Animals, Plants, Art Objects, and Variety of Buildings.

This website was created to give access for Indonesian people to experience visiting the Bogor Presidential Palace virtually and find out about the president's activities and the collections at the Presidential Palace. This website also serves as an educational platform for communities, especially students, to learn about the history of the Bogor Presidential Palace.

Humas Kemensetneg 2022

Hi Sephia (In partnership with Telkom)

by Nita Wulansari, Dede Mulyadi, and Ichwansyah Abdul Hadi

Setneg Personal Help Intelligent Assistant or SEPHIA is an **artificial intelligence-based middleware** acting as a personal assistant for every employee. In the early stages, SEPHIA incorporates four features, namely:

- Attendance Reminders;
- Assistance and Automation of Leave Processes;
- Schedule Reminders; and
- FAQ of OKR Helpdesk.

Employees can contact SEPHIA through the chat application. SEPHIA facilitates the employees to obtain information and take over several administrative tasks. It can also be integrated with Big Data, Machine Learning, SuperApp, and People Analytics.

MANAJEMEN DATA

Humas Kemensetneg 2022

Data Management of the Ministry of State Secretariat

(In partnership with Telkom)

by Elis Nurzanah, Ayu Setiarini, and Azis Puryono

The Ministry of State Secretariat's Data Management is a One Data policy including:

- The Ministry of State Secretariat's One Data Organizer;
- The Ministry of State Secretariat's One Data Implementation;
- The Ministry of State Secretariat's One Data Portal;
- Data Access Management;
- Participation and Cooperation; and
- Funding

The policy implementation will result in accurate, up-to-date, integrated, and accountable data, as well as accessible and easily shared within the Ministry and between the central and the regional agencies under the Indonesian One Data principle as stipulated in the Presidential Decree No. 39 of 2019.

p.i.n.t.a.s

Innovation breakthrough into modern bureaucracy

Pintas (In partnership with Telkomsel)

by Egi Dilianda, Rangga Kurnia Sakti, and Imam Sartono

Pintas is a **licensing portal for foreign workers who will work in Indonesia within the framework of technical cooperation.**

Pintas provides fast, close, and easy services for all international development partners of the Indonesian Government. The application submission process is done online, and users can access the document tracking feature to monitor the application status. For the officers in charge of processing the application, the collaboration feature can cut bureaucratic procedures, so there is no need for a stratified disposition. These features can shorten the permit issuance time from 7 days to 1 business day.

Pintas assists the International Development Partners to focus more time, energy, and cost resources on ongoing programs and projects to support the efforts to achieve the Sustainable Development Goals more optimally.

SILANG TIKA

(In Partnership with Telkomsel)

by Karina Almisaning Dyah, Yenni Serefina, and Mashluch

The self-service system of Degree, Decoration, and Honorary Mark, or SILANG TIKA, is an artificial intelligence-based chatbot adopting Degree, Decoration, and Honorary Mark (GTK)-related knowledge. It can be accessed through a web browser or integrated with online chat platforms like WhatsApp and Telegram. The features include Information on Proposal Requirements, Proposal Process Checking, Submission for Certificate of GTK Ownership, etc.

SILANG TIKA provides easy access to information, minimizes human error, and improves information services' effectiveness and efficiency. SILANG TIKA also offers a user-friendly interface that is easy to use by people of all ages.

Arena (In Partnership with Bank Mandiri)

by Djen Rinanto, Hariyadi, and Ganda

Arena is a **digital platform that can fulfill the needs of sports enthusiasts** pursuing their hobbies and interests in sports online, such as joining communities, consulting, and practicing their favorite sports.

Arena offers easy access for sports enthusiasts to get related information, join the sports communities, and get training and consultation from professional coaches so that sports will be much more fun. Arena can also boost the potential for additional state revenue and become a unifying sports application for the nation.

E-ROR (red: *iror*)

(In Partnership with Bank Mandiri)

by Muhammad Hasan Suryana, Ary Setyoningrum, and Sapto Adi Sayogo

Electronic Request of Repair atau E-ROR (red: *iror*) is a **solution for digitally reporting and handling damages to the facilities and infrastructure.**

This application is available on the Google Play Store for download. The reporting features of this application cover the building, mechanical, electrical, and landscape damages.

The benefits of this application include: accelerating the process of reporting and handling damages to the facilities and infrastructure, facilitating reporting monitoring, and easiness to use anytime and anywhere. Since this is a paperless, cloud-based, and responsive application, it can be utilized as evidence.

SEA PR (In Partnership with Bank BNI)

by Wenny Aulia and Annas Priyo Nurcahyo
(si pi ar)

Simple Easy and Accountable Planning and Reporting or SEA-PR is an **innovation in monitoring the progress of the proposed budget amendment of the working unit and preparing the required report data in one application.**

SEA-PR has a check and balance mechanism feature among users and integrated, detailed, and reliable performance data and budget realization from trusted data sources. This application can also generate relevant strategic data quickly and in real-time.

sistem pencahayaan
sistem proteksi kebakaran

Smart and Green Outdoor

(In Partnership with Bank BNI)

by Purwandari Dyah Hapsari, Andi Firdaus, and Handini Damayanty Putri

Smart and Green Outdoor Space or SnG is an **innovative open space design that can be used multi-functionally and equipped with a smart and eco-friendly system.**

Provision of facilities utilizes smart technologies, such as building automation systems, smart screens for meetings, touchless ID cards, vending machines with non-cash transactions, wireless charging stations, and wi-fi. Meanwhile, eco-friendly technology is utilized in lighting features with LEDs, natural ventilation, waste sorting and processing, reforestation, and solar panels as alternative energy sources.

The SnG location is in the West Wing Building of the Ministry of State Secretariat, between the canteen and motorcycle parking area. The SnG can be used as an alternative area for working, meeting, collaborating, and relaxing outdoors for the Ministry's employees and visitors.

Data Lab (In Partnership with Microsoft)

by Apriliana, Agung Darmawan, and Tiara Asri Satria

Data Lab is a **platform to increase access to data sources and the data literacy of employees.**

The Data Lab facilitates a continuous learning process. It can be utilized to create data sets, process data, and visualize them on a dashboard connected to an integrated and collaborative storage media.

The Data Lab is useful for providing convenient access to data quickly and easily processed and visualized by data visualization tools. At the same time, it also encourages enhancing employee data processing and visualization skills through training, sharing knowledge, and continuous self-learning.

Setneg X Champions

2022

Setneg Playbook
(In Partnership with Microsoft)

by Mohammad Harris Pratama, Idham Minaldi, and Gamal Akbar Adzanni

Setneg Playbook is a **learning hub platform** integrating and unifying thousands of online training from various Massive Open Online Courses providers both locally and globally in one access, which is easy to learn and use.

The benefit of the Setneg Playbook is to provide easy access to information about online training available from various providers according to user needs to get a digital-based competency development experience.

Digivet MR

(In Partnership with Bank BNI)

by Ferdi Sjaiful and Raden Danang Hadiyandaru

Digital Veterinary Medical Record or Digivet MR is a **web-based application for medical records and animal rearing**. This application has three features: Animal Data, Medical Records, and Maintenance. We can register and view the already available animal data on the Animal Data menu. In the Medical Records, we can view and add details of animal medical records. In the Maintenance menu, we can add and view animal rearing activities. On the homepage, we can also see a dashboard displaying data on the types and health of these animals.

With Digivet-MR, the management office of medical records and animal rearing at the Cipanas Presidential Palace can search for medical records quickly, manage medical records and animal rearing with standard data, and monitor animal health conditions.

Setneg Talent Scorecard

(In Partnership with Bank Mandiri)

by Yan Adikusuma, Andie Noegroho, and Auzi Maulana

The Setneg Talent Scorecard or STS application is a **system that can display employees' talent information based on their skill set and level.** The skill set and level are determined based on data on certification, training, education, position history, and work team experience. The colleagues' recommendations data from a 360-degree assessment also support information about employees' talents. In addition, by formulating performance data and competency tests, the Talent Scorecard can display employees' talent mapping based on a nine-box matrix. It can be employed to find talents matching the organization's needs, prepare succession plans, and form working teams. Moreover, each employee will get a mapping of their three main abilities according to their position clusters and levels.

Visitor Management System

(In Partnership with Bank BNI)

by Drajat Jiwandono and Dedy Setiawan

The Visitors Management System or VMS is a **form of digital transformation of the guest management system within the Presidential Palace.** There are three main features.

First pre-registration where guests can register their visits online and receive an e-ticket if their registrations are successfully validated. The second feature is Tracking Position, and security officers can track guests' positions online if guests have not checked out. Third, Dashboard monitoring aims to display statistical data on the visit history and a list of guests who will come to visit.

Through the VMS implementation, guest management will be much more effective, efficient, secure, and modern based on digital technology.

BDA PUU 2.0

(In Partnership with Telkom)

by Bayu Panji Pangestu, Kristiani Roulina, and Andryan Dwi Fauzie

Big Data Analytics in Laws and Regulations (BDA PUU) 2.0 is an **update of the existing BDA PUU and aims to accelerate the drafting of laws and regulations.**

BDA PUU 2.0 consists of three updating features: integration of compilation data, reminder system, and laws and regulations anatomical features. These three features generally aim to transform the working procedures for drafting laws and regulations to be more effective and efficient.

This innovation is expected to optimize the preparation of regulatory draft analysis that all stakeholders in the Ministry can utilize, especially the Deputy for Legislation and Legal Administration.

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