



### **Highlight Economy Outlook**

BI 7-Day RR  
16-07-2020  
4 %

Inflation (yoy)  
Jul 2020  
1.54 %

Target Inflation  
2020  
3% ( $\pm 1\%$ )

Source: Central Bank  
of Indonesia (BI)

### **About Megaxus**

Founded in 2006,  
Megaxus  
Infotech is a  
leading game  
company in  
Indonesia and  
Southeast Asia  
with more than  
14 years of  
experience in the  
gaming industry  
and has a total  
of 24,5 million  
registered users.

Until now,  
Megaxus has  
successfully  
launched 11 PC  
online games  
and 9 mobile  
games.

### **Megaxus kembangkan game Covid-19 sebagai langkah tanggung jawab sosial**

PT Megaxus Infotech mengembangkan game bertema Covid-19 dalam rangka mensosialisasikan protokol kesehatan kepada masyarakat. Sebagai langkah tanggung jawab sosial perusahaan dalam mengantisipasi penyebaran covid-19, perusahaan siap mengedukasi serta menghibur masyarakat lewat sebuah game yang mengajarkan tata cara protokol kesehatan sehari-hari.

### **Kemenparekraf dan Megaxus sosialisasikan Covid-19 lewat game**

Kementerian Pariwisata dan Ekonomi Kreatif (Kemenparekraf) menetapkan 7 pengembang game lokal untuk difasilitasi dalam kegiatan Game Lokal Kreasi Indonesia (GELORA) 2020 dalam rangka mengkampanyekan pencegahan Covid-19 melalui game kreatif.

Megaxus sebagai perusahaan penerbit dan pengembang game Indonesia terpilih menjadi salah satu perusahaan yang juga mengembangkan Gelora dan berpartisipasi dalam kampanye sosialisasi pencegahan Covid-19 bersama dengan Kemenparekraf.

### **Megaxus developed the Covid-19 game as a corporate social responsibility**

In order to socialize health protocols PT Megaxus Infotech has developed a game with the theme of Covid-19. As a form of corporate social responsibility in anticipating the spread of Covid-19, the company is ready to educate and entertain the public through games that teach health procedures or protocols in people's daily lives.

### **Kemenparekraf and Megaxus socialize Covid-19 through games**

The Ministry of Tourism and Creative Economy (Kemenparekraf) appointed 7 local game developers to be facilitated in the Indonesian Creative Game (GELORA) 2020. This activities also in order to campaign for the prevention of Covid-19 through creative games.

Megaxus as an Indonesian game publisher and developer company was chosen to be one of the companies that also developed Gelora and later participated in the Covid-19 socialization campaign together with the Ministry of Tourism and Creative Economy.

\*External link: [Siaran Pers : Kemenparekarf Dukung Sosialisasi Pencegahan COVID-19 Melalui Game Kreatif](#)

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