Indonesian Traditional Game, an Innovatively Fun Media for Students Learning Management Control Systems

by Rony Wardhana & Immah Inayati
Management Control System

E³ditional Macos

Enterprise

Traditional

Entertainment

Education
Management Control System Course

Management control learning course emphasized on efforts to reach company’s goal by motivation that is formed through the environment management Control System Structure where in include numerous centers of accountability and proper criteria to measure the effectiveness of each center of accountability.
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Management Control System learning method

→ Company Formation in Class
→ Student Center Learning (SCL)
→ Company Visit
→ Traditional Game
  • Gobak Sodor
  • Bentengan

Output

Student’s comprehension in 6th level towards Management Control System course
SCL and company formation

Company Formation in Class

Commisioner (Lecturer/Facilitator)

Director (Class Chief)

Operational Manager (Student)

Financial Manager (Student)

Administration Manager (Student)

Public Relation Manager (Student)

Logistic Manager (Student)

Human Resource Manager (Student)

Operational div. Employee (Student)

Financial Div. Employee (Student)

Administration Div. Employee (Student)

Public Relation Div. Employee (Student)

Logistic Div. Employee (Student)

Human Resource Div. Employee (Student)
SCL and company formation

Student Center Learning (SCL)

Lecturer or Commisioner involve students in the process of giving the study material which will form a learning experience. Lecturer or Commisioner in this part is acting as facilitator, therefore there is a stage that involves emotion, thoughts, fun learning activities. Models used are case study that has to be solved by the company in class.
Company Visit

Each Company Manager in class propose a real company name to the director for the purpose of company visit. Destined company must be a well establed or go public company. Each Manager prepare all things needed for the company visit, coordinating with the Director.
Traditional Game – Gobak Sodor

- Gobak sodor is played by two teams.
- One is the defender team and the other one is attacker.
- The winner of the game is when the team can break through the opponent’s defense.
- The basic concept are team work, mutual aid, strategy, agility, reflex, hard work, togetherness, risk measurement with vision and mission to avoid opponent’s hurdle to get to the finish line.
Gobak Sodor Formation

Note:

- : steppable line for defend team
- : attacker
- : defend team player
- AB Line : Opponent’s base line
- CC Line : Line of Sodor
Gobak Sodor Formation
Traditional Game – Bentengan

- There is an add on of fortress in the center of arena which is understood as a market that has to be won.
- There are two goals in this game that are to take over opponent’s fortress and the center fortress.
- This game tests the bravery, agility, strategy, vision to take over opponent’s fortress
Bentengan Formation

Figure 4 Bentengan Traditional Game Formation
Bentengan Formation

http://m.youtube.com/watch?v=Wt2_/_kDiit-M
Conclusion

This method can:

- Escalate the enjoyment and student’s comprehension of the subject.
- Practice the theory
- Strategy evaluation and best solution
- Mimic the real company environment
Thank You

Narotama University
Arief Rahman Hakim St. Number 51 Surabaya, East Java Indonesia
Rony.wardhana@narotama.ac.id