

Game PIGO: Sebuah Integrasi Active Learning dengan Pendidikan Entrepreneurship dalam Pembelajaran Akuntansi Biaya

Poster paper

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Abstract: *One of the methods applied in the Accounting Department of X University is an active learning that is named Accounting Active Learning (AAL). That method is integrated with entrepreneurship education. Through this method, students are expected to be easier to learn the subject in a sense of excitement. If the student has a sense of excitement in learning, it could be assumed that competencies established in the curriculum could be achieved easily. Cost Accounting subject is one of the basic subjects that must be taught in an Accounting Department of university. The researcher is one of the teachers in the subject of Cost Accounting and Entrepreneurship. Through this research, researcher aim to explain in depth about active learning that is integrated with entrepreneurship education from one of the topics in Cost Accounting subject using Pigo game. The deep exposure delivered starting from the preparation of the games to reflect on the implementation of the game. This research was conducted using qualitative descriptive method. The result of this study is students feel happy to get the learning by using Pigo game. They expressed that it is easier to understand the subject and can immediately apply the subject into entrepreneurship learning. An important finding in this study is that the students want a learning method that combines the method of active learning, entrepreneurship education, and methods of teacher center.*

Keywords: *active learning, entrepreneurship education, cost accounting*