

Innovative Approach on Education about Standardization Through Development of The Monopoly SNI Game

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Abstract

National Standardization Body (BSN) is a non-ministerial government institutions Indonesia with the main task to develop and foster standardization activities in the country of Indonesia. In order to promote the development and implementation of standards, BSN has been working with relevant stakeholders, one of which is the university. At present, there has been cooperation with 28 universities through the signing of a Memorandum of Understanding (MOU). One form of cooperation is to teach the subject of standardization in the university. Universitas Surabaya (UBAYA) as one of the University who has been working with BSN, has also taught courses standardization in the Department of Industrial Engineering as a compulsory subject in the field of Performance Management and Quality.

This paper presents the work of students and a lecturer in the Standardization for the year 2011, a game of Monopoly SNI development as an innovative learning media standardization. The game is played for senior high school students in the form of Standardization Game Competition. The results of the implementation of the game, then do a survey to students relating to the application of this game and an understanding of the SNI standard. The majority of respondents who tried the game, stating that the game is to help them in: understanding the standards, know the benefits of standards and know that there are different types of SNI. In addition, respondents also said that this game is very interesting and helpful in increasing their knowledge related to standards.

Keywords: standardization, development of the Monopoly SNI Game