

ORIENTATION 1: INTRODUCTION TO VIRTUAL COMPANY INDONESIA

Objective

The students are able to:

- Learn about VCI and the objectives of VCI programs.
- Understand the types of activities to be carried out and how they are evaluated.
- Make weekly note on their activities.

Activities/Strategies

No	Activities	Duration
1	The coordinator provides printed information on Virtual Company Indonesia's program below to for the students who have been divided into groups of 4-5 students.	10'
2	Every group reads and discuss the information, and then the coordinator directs every group to draw conclusion based on their own understanding on VCI. The following are the question guide regarding the matters they they must explain in their conclusion: <ol style="list-style-type: none"> a. What is Virtual Company Indonesia? b. What are the objectives of Virtual Company Indonesia's program? c. Which activities are carried out during the implementation of Virtual Company Indonesia's programs? d. What are Virtual Company Indonesia's yearly agenda? 	20'
3	The coordinator directs every group to explain their conclusion on Virtual Company Indonesia's program.	20'

Aktifitas Internet

<http://virtualcoindonesia.org/beta/program-vci>

OVERVIEW

VIRTUAL COMPANY INDONESIA'S PROGRAMS

This program is a business simulation program initiated by *Yayasan Sekolah Belajar Aktif Indonesia* 1996 (YSAI'96) since 2008 that puts forth active learning on entrepreneurship in young generation, especially the students of vocational high schools. This program stimulates students to improve their entrepreneurship spirit, creativity, confidence, communication skills, critical thinking, cooperation and other skills and knowledge supporting them in facing the business world.

SIMULATION BANK SYSTEM NETWORK

Virtual Company Indonesia employs simulation bank system connected to European-PEN International, a German-based non-profit organization with 7500 virtual companies at schools, universities, companies and training centers in more than 40 countries all over the world.

CLASS ACTIVITIES

The students engaged in the program will create business ideas and establish virtual companies. They will be involved in all aspects in conducting a business, including human resources management, financial management, product development, production, as well as marketing and sales. To run the virtual companies, they will conduct transactions or trading virtually with other global virtual companies.

This simulation allows the students to understand how employees, work teams and departments interact with each other and cooperate to achieve the company's goals.

In this process, the students learn in such a way that they are able to improve their ability in creating ideas, managing information, making decision, working in a team, determining goal, and learning how to evaluate and solve problems.

Every virtual company established by the students consists of at least five departments, namely: Administration, Finance, Marketing, Human Resources and IT. The company is headed by a Chief Executive Officer (CEO) leading the vice president of each department. Every department will be occupied by some students as the employees.

PRODUCTS AND SERVICES

In this VCI program, the goods traded are not produced in real life, neither are the currencies used. "Virtual fund" is used electronically through a web-based banking system simulation which connect all virtual companies in the world. This is intended to prevent from stifling the students' creativity in creating products or services due to technological or fund issues.

Real products can still be produced by the students if the school participating in this program wishes to realize the product into reality. In this case, serious endorsement from the school and sponsoring company in providing the capital is required.

TEACHER ROLE

The teacher plays the role as a facilitator that accompanies the students' learning process and monitoring every assignment given to the students. Before assuming the role of a facilitator, a teacher must participate in a 5-day training to understand the concept of the program and the method classroom implementation.

YEARLY AGEND

BUSINESS PLAN COMPETITION

Business Plan Competition is a yearly event held for the program participants. Every virtual company will attend in the competition and and compete by explaining its business ideas and managerial skills in managing conducting its management. In this event we invite business experts and practitioners from various industries as the judges.

TRADE FAIR

The Event Trade Fair is a yearly event organized in the end of the program period and participated by the program participants. The participats will have exhibition stands/booths for promoting their products which become the business of their virtual companies. In this event, the participants will be trained on how to conduct promotion and marketing in an exhibiton.