

Cirebon Gaming Esport Club Management

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Abstract

Electronic Sport abbreviated as Esport has a general meaning: an agility contest between individuals or groups that are not limited to physical activities and is carried out using tools that perform their functions electronically. This qualitative research aims to analyze the planning system (Planning), analyzing the organizing system (Organizing), analyzing the implementation system (actuating), analyzing the surveillance system (Controlling). This research uses a descriptive qualitative approach. The subjects in this study were administrators, coaches, and athletes at the Cirebon Gaming Esport club. This study uses data collection techniques with methods of observation (observation), interviews (interviews), and documentation. Data analysis techniques using data triangulation, namely data collection, data reduction, data presentation, and concluding. The results of this study are that the Cirebon Gaming Esport club has run proper organization management. In planning the Cirebon Gaming club, Esport plans activities for a period. In organizing the management together, carry out their respective duties and responsibilities. In the implementation of all members of the Cirebon Gaming Esport club together, help each other in carrying out activities that have been planned at the management meeting. At the supervision of the Cirebon Gaming Esport club conduct an evaluation after the activity is finished, the evaluation conducted will be reported at the end of the activity and sealed in the management.

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INTRODUCTION

Sport is an essential and strategic component in all aspects of human life, including in increasing the competitiveness of nations with other nations. Sports come from two words, namely "if" which means to process, improve, perfect "body" meaning body, physical or physical, so sports means to cultivate or perfect physical or physical (Sukirno, 2012).

Achievement sports, sports that are contested, or competed at both national and international levels such as at the PON, the Asian Games Olympiade, following agreed rules (Sukirno, 2012). Whereas the 1945 Constitution of the Republic of Indonesia No. 3 of 2005 concerning the National Sports system explains that achievement sports are sports that foster and develop athletes in a planned, tiered, and sustainable manner through competitions to achieve achievements with the support of sports science and technology. Achievement sports are good if they are developed and applied to young people from an early age to adolescents of school productive age. For a student to pursue sports in the field of achievement is certainly not an easy matter, because students must be required to excel in academics, students who are active in the field of achievement sports must also continue to develop their abilities in the field of sports they have practiced (Candra Adiska, 2016).

Esport stands for Electronic Sport, electronic means something that works by using many small components, especially microchips and transistors, which controls an electric current and Sport means a physical activity and dexterity carried out by individuals or groups that competition between individuals or between groups to entertainment (Putra, 2017). Electronic Sport abbreviated as Esport has a general meaning: an agility contest between individuals or groups that are not limited to physical activities and is carried out using tools that perform their functions electronically (Bayu, 2011). The term Esport itself has been known since 2000 in the world, and this hobby activity can be a promising industry (Liang, 2017). Mega (2018) Esport is only a game both on a smartphone and on a PC,

but many things related to physical play an important role to be the best.

In the early 2000s, the term Esport emerged and became a trending topic almost all over the European and American continents. Initially, Esport was a competition that was only held by developed countries in the Americas and Europe. However, with the development of computer technology and video games, Esport matches are also increasingly found in developing countries, especially Indonesia. The term Esport itself does not yet have a specific definition or definition. E comes from the word "electronic" which means everything that uses electrical devices in its operating system and "sport" which means a term for physical activity or sports. Esport can be interpreted as an electronic sport where there is an organized and organized video game competition activity, especially for professional game players (Hartanto, 2016).

In Indonesia, Esport has been quite developed as evidenced by the existence of several national-scale tournaments held in various places and the recognition of the Indonesian Esport Association (IeSPA) as the Esport Indonesia organization in 2014 yesterday helped to shed light on the development of this sport in Indonesia (Wiguna, 2016).

The rapid growth of the Esport industry in the world, various countries have been encouraged to form an institution that holds a key role in this field, in several countries such as Sweden, Taiwan, China, Korea, and Singapore, which the Esport industry has advanced has an association that receives full recognition and support from the government through its ministries (Soewandhi, 2018).

Indonesia Esport Association (IeSPA). This association was formed to foster and advance digital sports in Indonesia. The Gaming community from various circles initiated IeSPA, both from the game provider, game community forums, and also some Gaming clans in Indonesia. This association will be a place for the Indonesian gamers community, especially those who are interested in developing themselves and achieving the highest achievements in Esport, the association chaired by Eddy Lim has a

management body that has been spread in various provinces such as West Java, Central Java, Riau, North Sumatra, West Papua, North Sulawesi, West Kalimantan, and others. IeSPA played an active role in seeking support from the Indonesian Olympic Committee (KOI) to include Esport as one of the recognized sports at the Olympics (Soewandhi, 2018).

The results of the initial interview with one of the Cirebon Gaming management, Esport developed in almost all cities in Indonesia, including the city of Cirebon in the province of West Java, in the city of Cirebon, the Esport club which has more achievements, namely Cirebon Gaming Esport. The club was founded in 2009, and until now, has had many achievements, such as winning the Yamisok national tournament.

Achievement of good performance from the sport of Esport can be achieved with several factors, including proper management, adequate equipment, coaches, motivation, how to train, budget, and moral support from all parties. Therefore management is an integral part of the activities of an organization of an Esport club. The management referred to here is management in which there are four principles, namely planning, organizing, movement, and supervision, G.R Terry (Harsuki, 2012).

Hasibuan (2011) management is the art of regulating the process of human resources and other resources effectively and efficiently to achieve specific goals. Terry (2006) management includes activities to achieve goals, carried out by individuals who contribute their best efforts through deliberate actions. Reksodiprojo (Nugroho, 2016) management is an effort to plan, organize, direct, coordinate, and supervise activities within an organization so that organizational goals can be achieved effectively and efficiently. Siswanto (2015) management is intended as a way to implement a program so that goals and objectives can be achieved following a pre-planned design.

Planning used by managers to evaluate various implementation plans (Hidayat Nurseta, 2017). To be able to achieve the management of the Esport sports coaching program, good management is needed, high-achieving Esport

athletes, and earning a lot of medals in each championship that is followed is one of the effects of the Esport sports coaching program management activities.

The existence of "Cirebon Gaming Esport Club Management" aims to analyze the implementation process of the Cirebon Gaming Esport club management.

METHODS

The design approach used in this study is a descriptive-analysis qualitative approach. The use of this design uses data obtained in the form of words, pictures, behaviors not in the way of numbers or statistical figures, but instead set out in a qualitative form which has a richer meaning than just numbers or frequencies. This study is focused on examining management issues at the Cirebon Gaming Esport. The subject or respondent in this study is Cirebon Gaming Esport, which includes administrators, athletes, coaches. Location This research was conducted at the Cirebon Gaming Esport Bootcamp located at Jl. Cendana, Cirebon City, West Java Province.

Data collection techniques used in this study were observation, interviews, and documentation. Sources of research data are administrators, coaches, athletes.

Analysis of data in qualitative research, namely data reduction, data display, and conclusion/verification.

RESULTS AND DISCUSSION

The results of the Cirebon Gaming Esport club management research based on the objectives of the study include planning systems, organizing systems, actuating systems, and controlling systems.

The planning results of the Cirebon Gaming Esport club include management, human resources, facilities, and infrastructure. The results of the management are the planning of the management of the Cirebon Gaming Esport club following the program that will be done later in the Cirebon Gaming Esport club.

Administrators work together and motivate each other in completing work programs. The results of human resources, namely human resources contained in the Cirebon Gaming Esport club, come from people who like games. The human resources included in the Cirebon Gaming Esport club are open. The results of the advice and infrastructure are the facilities and infrastructure available in the Cirebon Gaming Esport club, for now, is quite good because it is adequate and has quite a lot of them including places or commonly called boot camps, smartphones, modems, laptops, headphones, break rooms and spaces practice. The results of the activity program that is the activity program have been arranged and planned carefully made by the Cirebon Gaming Esport club management. The agenda of activities and events in 2019 going well, working on time, firmly from the discipline of participants, the discipline of the management, and the results have been maximized. Funding results, namely funding or budget owned by the Cirebon Gaming Esport club, come from sponsors, donors, and prizes from winning a competition or tournament.

The results of the organization (organizing) include management, human resources, facilities, and infrastructure. The results in the management of the organization that is in the Cirebon Gaming Esport club is well structured, and all the managers have been listed in the management of the Cirebon Gaming Esport club. The result of human resources is people gathered together in the Cirebon Gaming Esport club work together to run a program of activities that have been decided together. The results of the advice and infrastructure, namely the facilities and infrastructure of the Cirebon Gaming Esport club, are already good for the Esport club and have been taken care of maximally by the management, athletes, and coaches of the Cirebon Gaming Esport club. The results of the activity program are all activities carried out by the Cirebon Gaming Esport club following the management meeting. Funding results are the process of submitting funds conducted by the Cirebon Gaming Esport club to

sponsors through proposals, donations from donors, and prize competitions that are followed.

The results of the actuating of the Cirebon Gaming Esport club management system work according to their respective roles. The division of labor is carried out based on management meetings, and the most important thing is good communication between management so that the activities can proceed according to plan. Communication is the main capital in carrying out tasks following the existing structure in the Cirebon Gaming Esport club. With good communication, humanistic communication is established, which makes the management able to run the program sincerely according to the vision and mission of the Cirebon Gaming Esport club.

The results of supervision (controlling) supervision is the finding and application of ways and tools to ensure that the plan/program activities are carried out in accordance or not with what is applied. The management of the Cirebon Gaming Esport club in terms of supervision carried out by the management in terms of work that has been made, and the training of athletes that have been maximized, administratively in terms of documents and program design activities are good enough seen from the documents that can already be quite complete, it's just that the implementation and supervision must be maximized.

CONCLUSION

The planning of the Cirebon Gaming Esport club has a perfect plan because it is clear who does it, it is clear what it does, it is clear when it is done, it is clear where to do it, and clearly how it is done. Also, the Cirebon Gaming Esport club has jointly planned and decided together at the management meeting.

Organizing the Cirebon Gaming Esport club in its organization is very good because it has fulfilled five categories in the organization of sports organizations, namely complete management, there is an activation mechanism, clear job descriptions, there are routine activities

(activities, events, competitions, meetings), and there are talks at the beginning of the year.

Actuating in the management of the Cirebon Gaming Esport club is in a good category because it fulfills four categories in implementation namely, because of implementing the program, there are achievements, program implementation, completing 5 M (man, money, method, materials, and machine). Most of the planned activities have been carried out and get good results.

Controlling and evaluation carried out both by the management in activities and championships. A good evaluation is based on a vision and mission in the management that is always upheld. The evaluation will be reported at the end of the activity and discussed in the management.

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