

# THE ROLE OF PT GAPURA ANGKASA IN GIVING REWARDS TO CHILDREN OF ACHIEVEMENT EMPLOYEES

I Putu Ardiasa <sup>1</sup>, Agus Putu Abiyasa <sup>2</sup>

Universitas Pendidikan Nasional, Denpasar Jl. Bedugul No.39, Sidakarya, Kec. Denpasar Sel, Kota Denpasar, Bali 80224 <sup>1</sup> ardiasaputu2@gmail.com, <sup>2</sup> abiyasa@undiknas.ac.id

## Abstract

Rewards can indirectly increase students' motivation to learn so that they can achieve good learning achievements. In the learning process, rewards also have an important meaning. Awards reinforce the positive behavior of students. Besides that, he is also able to encourage himself to take the initiative and be enthusiastic about learning. The reward itself has meaning as a skill in providing reinforcement and a positive response to the behavior of students that allows the repetition of the behavior. outstanding employees by PT Gapura Angkasa is a form of community service carried out by PT Gapura Angkasa. This action is taken to give appreciation to children so that they are always eager to learn. **Keywords:** Employees, Rewards, Students.

# **INTRODUCTION**

The National Education University as an educational institution that prioritizes the quality of students in responding to the challenges of the world of work, assesses the need to hold street vendors. This is in line with the realization of the demands of the goals of National Education, as written in Law No. 20 of 2003 that the goal of National Education is to educate the life of the nation and fully develop Indonesian people using education, research, and community service.

The reason for implementing street vendors at PT Gapura Angkasa is that the practitioner wants to gain experience in the world of work. Besides that, the practitioner wants to add knowledge related to computer science, especially Information Systems science in actual work situations and compare it between the knowledge obtained in lectures in theory and practice during street vendors. Furthermore, the practitioner wants to know the daily activities carried out by PT Gapura Angkasa and be able to apply the theories that have been learned while in college.

PT Gapura Angkasa is a ground handling company that provides passenger services while on land and loading and unloading operations in Indonesia. Examples of services provided are passenger check-in services, boarding, baggage handling, aircraft cleaning, special passenger assistance, loading and unloading of cargo, to service of all types of aircraft. The head office of PT Gapura Angkasa is based in Jakarta which is located at the Dapenra Building Jl. Angkasa, Block B –12, Kemayoran –Jakarta. One of the branches of PT Gapura Angkasa is in Denpasar, which is located at the International Departure Hall 2nd Floor Airline Office Ngurah Rai International Airport Bali 80361 Indonesia.

Rewards can indirectly increase student motivation to learn so that they can achieve good learning achievements. In the learning process, reward also has an important meaning. Awards reinforce the positive behavior of students. Besides that, he is also able to encourage himself to take initiative and be enthusiastic about learning. The reward itself has meaning as a skill in providing reinforcement and a positive response to student behavior that allows the repetition of this behavior.

Giving rewards to children of outstanding employees by PT Gapura Angkasa is a form of community service carried out by PT Gapura Angkasa. This action is taken to give appreciation to children so that they continue to be enthusiastic about learning. Based on the description that has been described above, the author is interested in raising the title "**The Role of PT Gapura in Providing Rewards to Children of High-achieving Employees**".

#### **IMPLEMENTATION METHOD**

The method chosen in this study is a Qualitative Approach with a Description Method. According to Sugiono (2011), Qualitative data is data that is based on the post-positivism philosophy, which is used to research natural object conditions, (as opposed to experiments) where the researcher is the key instrument, sampling data sources are done purposively and snowball, data collection techniques with tri-angulation or combination, data analysis is inductive or qualitative, and the results of qualitative research emphasize meaning rather than generalization. Qualitative data is data in the form of words, sentences, gestures, facial expressions, charts, pictures, and photographs. In searching for data and information, the author uses interview techniques with employees of PT Gapura Angkasa. In addition to applying technical interviews, the authors also took data from the Human Resource Development section.

#### **RESULTS AND DISCUSSION**

Employees who wish to submit outstanding children must collect documents that have been determined, such as photocopies of ID cards, photocopies of family cards, ID cards, certificates still in school/college, and certificates of grades for the students concerned. Then the HRD will process the letter that will be sent to the center in the format that has been determined using the E-Letter. Furthermore, the files that have been collected are then scanned to be sent along with the request for the transfer of outstanding children. After the application letter is sent, the original files that have been collected by the employee concerned will be sent to the head office via expedited shipping. Furthermore, after the letter has received a reply from the reply letter center, it can be processed at the branch office by entering the reply letter into the Dosier of the employee concerned and a reward can be given.

#### CONCLUSION

Based on the discussion above about the Role of PT Gapura in Giving Rewards to Children with Achievements. The author concludes that PT Gapura Angkasa is a groundhandling company that provides passenger services while on land and loading and unloading operations in Indonesia. Those who still have concern for achieving children by giving rewards. Rewards can indirectly increase student motivation to learn so that they can achieve good learning achievements. In the learning process, reward also has an important meaning. Awards reinforce the positive behavior of students. Besides that, he is also able to encourage himself to take initiative and be enthusiastic about learning. The reward itself has meaning as a skill in providing reinforcement and a positive response to student behavior that allows the repetition of this behavior.

## REFERENCES

Reward and punishment merupakan bagian dari reinforcement (penguatan) yang diberikan guru sebagai usaha peningkatan motivasi belajar (Febianti 2018)

PT. Gapura Angkasa Cabang Denpasar merupakan salah satu

perusahaan Ground Handling yang melayani jasa penumpang selama berada di darat dan bongkar muat yang beroperasi di Indonesia.(Suardani 2014)

strategi merupakan pola- pola universal aktivitas antara pendidik serta siswa dalam

usaha memaksimalkan aktivitas belajar buat menggapai tujuan yang sudah ditentukan. (Khuliani et al. 2021)