Model Design of Sales Accounting Information System for Utara Game's Store

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Abstract. Technology that is developing with various updates in all fields makes people interested in transacting. One of them is the sale of games that offer many features and are balanced with the interests of many buyers. Sellers must also have a strategy in marketing their sales and managing the goods sold. The system that occurs at Game's Utara Game's Store which is engaged in sales, still processes sales transactions manually starting from customer records to inventory, so there will be recording errors that are less effective. To overcome these problems, researchers designed a Sales Accounting Information System model that aims to apply the concept of a computerized sales and recording information system. now with the aim of overcoming the problems that occur in the Game's Utara Game's Store. The types of data used in this research are primary data and secondary data. Data collection techniques used in this study were interviews, observation and literature studies. The results of interviews and observations are used as primary data and the results of literature studies are used as secondary data. Based on the conclusions obtained in this study that this sales information system is expected to assist sellers in accessing transaction data and information on goods sold and in the application of this sales information system it is hoped that the company's performance will be better, especially in the transaction process and can help become easier and more efficient. quickly to generate sales reports effectively and efficiently.

Keywords: Design Model, Sales Accounting Information System

1. Introduction

The Ministry of Communication and Informatics (Kominfo) in collaboration with the Indonesian Institute of Sciences (LIPI) and the Indonesian Game Association (AGI) has just launched an electronic book entitled Ecosystem Map of the Indonesian Game Industry 2020 which states that games are currently experiencing rapid progress in the last three years. A good understanding of playing games is also very much needed. Based on online media. According to Semuel Abrijani Pangerapan, the Director General of Informatics Applications for the Ministry of Communication and Informatics stated that regulations, guidelines, and ratings also require an age limit for playing games that must be considered when playing games. The Ministry of Education and Culture is currently designing a curriculum about games in schools in Indonesia [1]. Of course this is one of the government's efforts to support the progress of the game which is currently growing rapidly.Utara Game's Store is one of the biggest game stores in Bandung, West Java.

At Toko Utara, lots of games are being sold, from old games to modern games. Besides being complete, Utara Game's Store is also very affordable compared to other game stores. With the development of the trading business, computerized sales accounting applications are also used to handle the sales

transaction process. The company processes sales transactions using a cash payment system so that it can be included in the category of corporate accountants. Accounting information systems are very important to support the continuity of the development of a company [2]. Economics can be defined as a science that studies human activity in economic activities to make choices by analyzing the costs and benefits of producing various types of goods and services and distributing them for consumption needs, now and in the future, to various individuals and groups [3]. The accounting function of presenting quantitative data that will be used for decision making must be considered so that the information presented is of good quality [4].

This research goes directly to the field to find out how the sales procedure is at the Utara Game;s Store and the sales flow that starts from the store to the customer.In the Utara Game's Store, this game is very complete and the price is cheaper than other stores. But unfortunately, in the sales procedure at the Utara Game's Store, this game still records manually. Where at the time of this recording, the process of recording sales was carried out in a sales recap book. If things like this happen continuously, it will become a loophole for fraud and errors in recording financial reports and suffer substantial losses because the recording process has not been computerized properly.

2. Method

The research method used in this study is a descriptive research method, in which the author analyzes and describes events that occur today with the intention of overcoming the problems that occur at the Utara Game's Store [5]. The types of data used in this research are primary data and secondary data. Data collection techniques used in this study were interviews, observation and literature study. The results of interviews and observations are used as primary data and the results of literature studies are used as secondary data. The use of the prototyping model aims to gather information about user needs quickly by presenting aspects of the software that will be displayed to customers or users [6]. Figure 1. Describes the stages of the prototyping system development model.

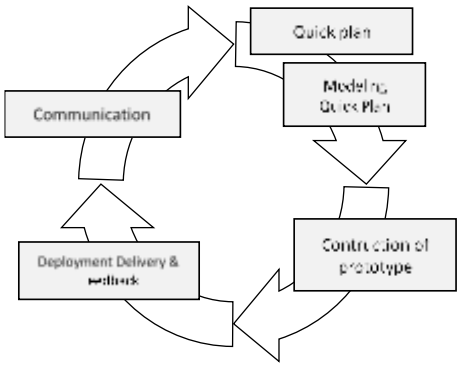

Figure 1. Prototyping Model [7]

3. Results and Discussion

The sales accounting information system application of an accounting information system is needed by companies to get good information in order to facilitate the company's business activities [8] at the Utara Game's Store has not been implemented in this store because in its management the Utara Game's Store still uses manual recording which can result in errors resulting in losses at the Game Utara Game's Store and recording daily and monthly recaps at the North Game Shop Game sales recap book North.

The design of a sales information system at Utara Game's Store begins with the stages of communication or interviews with owners, admins and employees at Game Utara Game's Store regarding the needs of the company's business processes and the needs of the system to be created. Based on the results of the interviews conducted, the system design requirements are mapped [9] in the following program menu structure.

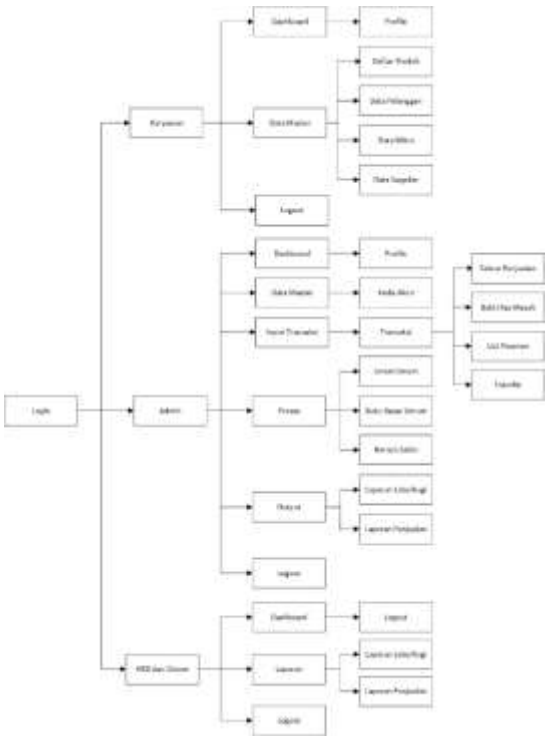

Figure 2. Program Menu Structure

The system flow in the transaction process on the information system created is as follows:

1. Buyers buy goods or products offered by Utara Game's Store employees to buyers
2. Employees will check the availability of goods whether the goods purchased are available or not
3. Admin will make a note that has been paid in advance by the buyer and record what items have been sold at the Utara Game's Store.
4. After making notes, the admin records the daily financial reports in the form of notes
5. after all transactions have been checked and rechecked, the admin will submit a summary book to HRD for review.
6. After HRD receives the daily sales book, the owner will check again if something is not right then the owner will check again with the admin, if it is correct then HRD will give the recap book to the owner

1. User Interface Design

The user interface is seen as the parts of software and the user interface [10]. Figure 3 illustrates the design of the user interface login. This login design instructs employees to differentiate between employee, admin, and owner logins.

Figure 3. User Interface: Login [11]

Figure 4 illustrates the design of the user interface dashboard. This dashboard is a display that is on the main page of employees, admin and owner.

Figure 4. User Interface: Dashboard [11]

Figure 5 illustrates the design of the user interface Sales Transaction. This sales transaction can only be opened by the admin and owner at North Game's Store.

Figure 5. User Interface: Sales Transaction [12]

Figure 6 illustrates the design of the user interface Product Data. This interface design is the display that exists on the employee user.

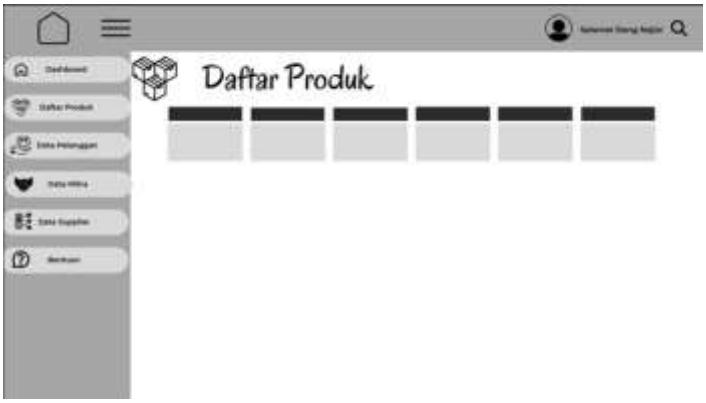

Figure 6. User Interface: Product Data

Figure 7 illustrates the design of the user interface General Ledger. The general ledger user interface can only be opened from the admin and owner users

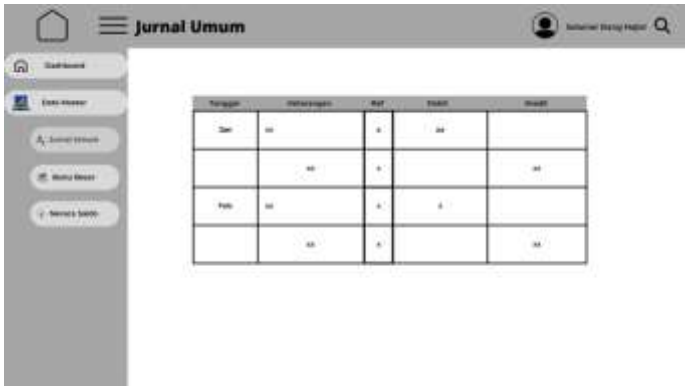

Figure 7. User Interface: General Ledger

Figure 8 illustrates the design of the user interface General Ledger. The ledger user interface can only be opened from the admin and owner users

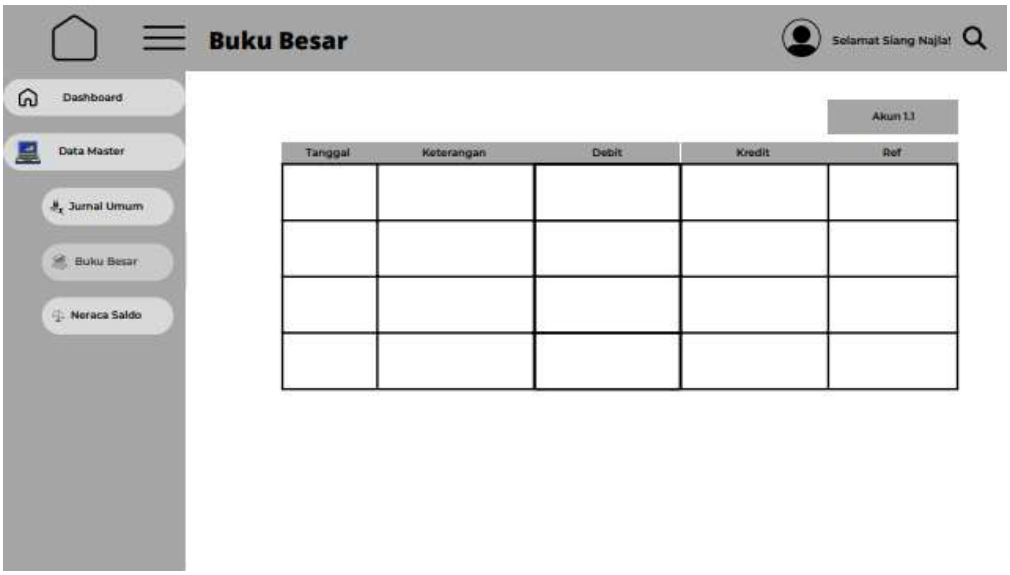

Figure 8. User Interface: Ledger

Figure 9 illustrates the design of the user interface Trial balance. The trial balance user interface can only be opened from the admin and owner users

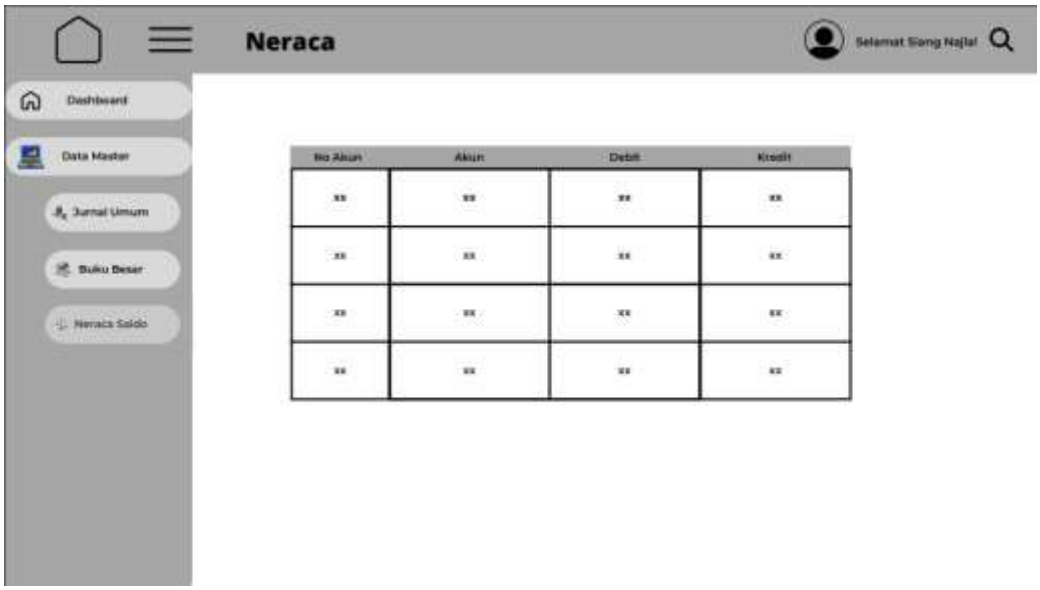

Figure 9. User Interface: Trial balance

Figure 10 illustrates the design of the user interface Income Statement. This interface design is the display that exists on the employee user.

Figure 10. User Interface: Income Statement

2. Database Design

The database design resulted from the process of normalizing company transaction documents [13]. Table 1 displays the design of the goods data table.

Table 1. Goods data table design

No	Column	Data Type	Index
1	item_code	VARCHAR (10)	PRIMARY
2	item_name	VARCHAR (50)	-
3	item_price	BIGINT	-
4	item_unit	VARCHAR (10)	-

Table 2 shows the customer data table design.

Table 2. Customer data table design

No	Column	Data Type	Index
1	customer_code	VARCHAR (10)	PRIMARY
2	customer_name	VARCHAR (50)	-
3	customer_address	TEXT	-
4	customer_contact	VARCHAR (12)	-

Table 3 displays the design of the sales transaction table.

Table 3. Design of sales transaction table

No	Column	Data Type	Index
1	invoice_number	VARCHAR (10)	PRIMARY
2	Date	DATE	-
3	Quantity	INT	-
4	Amount	BIGINT	-

Table 4 displays the sales detail table design.

Table 4. Sales detail table design

No	Column	Data Type	Index
1	invoice_code	VARCHAR (10)	PRIMARY
2	invoice_number	VARCHAR (10)	-
3	item_code	DATE	-

4. Conclusions

The system currently running at Toko Utara Game is constrained in the process of making sales reports and financial reports such as human errors, risks in storing goods data and takes longer time because reports are still manually generated which can result in delays in reporting sales data of sales and finance. So that it has an impact on delays in information to leaders needed for decision making, and results in losses that cannot be offset such as operational costs that are always increasing and financial miscalculations that are not appropriate. Then the Sales Accounting System is explained to make it easier for Utara Game's Stores and Admin Staff to manage financial transactions in order to produce accurate and faster financial reports. This research resulted in a sales information system design where users can manage goods data, user data, manage sales transactions, create sales reports and profit and loss reports. However, this research can still be developed further in further research with other system development methods so that the designed system can meet user needs and provide optimal benefits for solving problems faced by users.

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