

Development Of E-LKPD Using Liveworksheet On Quadrilateral Material

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Abstrak

Penelitian ini bertujuan untuk: (1) Untuk Mendeskripsikan proses pengembangan dan hasil E-LKPD menggunakan *LiveWorksheet* pada materi Segi empat; (2) Untuk mendeskripsikan kualitas E-LKPD menggunakan *LiveWorksheet* pada materi Segi empat. Metode yang digunakan yaitu *Research and Development (R&D)* dengan model pengembangan ADDIE yang meliputi tahap *Analysis* (analisis), *Design* (desain/perancangan), *Development* (pengembangan), *Implementation* (implementasi), dan *Evaluation* (evaluasi). Teknik penyajian data yang digunakan yaitu Observasi, pengisian angket, dan tes. Teknik analisis data yang digunakan yaitu analisis kevalidan, analisis kepraktisan, analisis keefektifan. Hasil penelitian menunjukkan bahwa: (1) Media pembelajaran yang dikembangkan memenuhi kriteria sangat valid dengan skor presentase ahli materi 86,88% dan skor presentase ahli media 90,7%. (2) Media pembelajaran yang dikembangkan memenuhi kriteria sangat praktis dengan skor presentase 94,17%. (3) Media yang dikembangkan memenuhi kriteria efektif dengan skor 88,89%. Dengan demikian E-LKPD menggunakan *LiveWorksheet* pada materi Segiempat masuk ketegori valid, praktis, dan efektif dan sangat layak digunakan untuk pembelajaran matematika.

Kata Kunci: Pengembangan, E-LKPD, *LiveWorksheet*

Abstract

This research aims to: (1) Describe the development process and results of E-LKPD using *LiveWorksheet* on Quadrilateral material; (2) To describe the quality of E-LKPD using *LiveWorksheet* on Quadrilateral material. The method used is *Research and Development (R&D)* with the ADDIE development model which includes the Analysis, Design, Development, Implementation and Evaluation stages. The data presentation techniques used are observation, filling out questionnaires, and tests. The data analysis techniques used are validity analysis, practicality analysis, effectiveness analysis. The research results show that: (1) The learning media developed meets the very valid criteria with a material expert percentage score of 86.88% and a media expert percentage score of 90.7%. (2) The learning media developed meets the very practical criteria with a percentage score of 94.17%. (3) The media developed meets the effective criteria with a score of 88.89%. Thus, E-LKPD using *LiveWorksheet* on Quadrilateral material is categorized as valid, practical, and effective and is very suitable for use for learning mathematics.

Keywords: *Development, E-LKPD, LiveWorksheet*

Pendahuluan

Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble morals and skills needed by themselves, society, nation and state (Pujihastuti, 2018). The purpose of national education in Law Number 20 of 2003 is to develop the potential of students. It aims to realize humans who are faithful, pious, noble, insightful, creative, and independent. Quality education is an important need in the era of increasingly competitive global competition. Therefore, the learning process, especially in mathematics learning, requires students to be able to think logically because the truth in mathematics is included in the truth based on logic, the truth that can solve easy to more difficult problems, not only at the school level but in everyday life of course we cannot be separated from mathematics which is pure knowledge that relies on numbers.

In learning mathematics, it will get maximum results if the learning carried out in the classroom runs effectively. Effective learning is learning that is able to involve all students actively. In order for learning to run effectively, a teaching material is needed that can help students understand the material (Asri, 2023).

LKPD (Learner Work Sheet) as one of the supporting facilities that guides students' learning activities. This is because LKPD involves more students to learn more actively and independently. LKPD is a means to help and facilitate teaching and learning activities so that effective interactions between students and educators are formed, can increase student learning activities and achievements (Umbaryati, 2016). The benefits of LKPD are to activate students in the learning process, help develop concepts, train to find and develop process skills, as a guide for educators and students in carrying out the mathematics learning process, the mathematical approach plays an important role in helping students build their mathematical knowledge, express various ideas clearly, and improve their social skill (Umbaryati, 2016).

Facts in the field based on the results of observations made by researchers, that one of the schools in Kupang City has used LKPD in the learning process. However, the media or LKPD used is less varied and there is no online-based LKPD. Thus, many students are not enthusiastic in the learning process, especially mathematics lessons. This study aims to produce E-LKPD using LiveWorksheet on Quadrangle material for grade VIII junior high school students that is valid, practical and effective.

LiveWorksheet offers a wide range of electronic worksheets, teachers can create their own worksheets or copy other teachers' worksheet templates. LiveWorksheet has a variety of question creation features that can support the creation of interactive LKPDs. And with the help of the LiveWorksheets application, it is easy to upload traditional LKPDs in the form of documents (doc, pdf, jpg, and png) into interactive online LKPDs while automatically correcting them (Salimah, 2021). By using the LiveWorksheet application, we can add material in the form of sentences, images, mp3/sound, videos, and other symbols or icons that can make the LKPD look more attractive. Some kinds of tasks that can be prepared by an educator in LiveWorksheets LKPD are multiple choice, matching, pairing, drop down, open questions, check, drag and drop, voice, and other forms of tasks according to the needs of the educator (Daryanto et al., 2022). The appearance of the LiveWorksheet application is more interesting because it looks attractive and dynamic. In

addition, after completing the task in this LiveWorksheet application, the score of the students will appear, so that students are more motivated to work seriously.

Quadrilateral material is material that requires a lot of students to find concepts, find the right principles and formulas to solve quadrilateral problems or apply in everyday life. Stating that students are not only required to calculate, but students are also required to be better able to deal with various problems regarding mathematics itself and problems from other sciences in everyday life (Kurniasih & Hakim, 2019). So it is necessary to have an E-LKPD on Quadrilateral material in accordance with everyday life, so that students will be more interested in learning mathematics. Many activities in everyday life involve quadrilateral knowledge, such as solving problems related to the concepts and properties of quadrilaterals and solving problems related to the area and perimeter of quadrilaterals. Therefore, researchers see the need for teaching materials developed on quadrilateral material.

Therefore, based on the identification and description of the problems that have been stated, the authors are interested in conducting research on mathematics teaching materials. Thus, the development research written by this researcher is entitled "**E-LKPD Development using LiveWorksheet on Quadrangle Material**".

Research Method

This research uses the Research & Development method, where the research creates a certain product, and tests its effectiveness. This research is modeled after ADDIE with five stages, namely the analyze stage, design stage, development stage, implementation stage, and evaluation stage. The product developed by researchers is in the form of E-LKPD using LiveWorksheet on Quadrangle Material with valid, practical, and effective testing limits. This research was conducted in one of the junior high schools in Kupang City. This research was conducted in the odd semester of the 2023/2024 school year.

a. Analysis of E-LKPD Validity Test Results

The analysis of the validity test results of E-LKPD Using LiveWorksheet was carried out in several steps, namely:

- 1) Score the answers with the following criteria:

SV	=	Very Valid	(Score 5)
V	=	Valid	(Score 4)
CV	=	Moderately Valid	(Score 3)
TV	=	Not Valid	(Score 2)
STV	=	Very Invalid	(Score 1)

- 2) Calculating the percentage value, namely:

$$\text{Validity Level} = \frac{\text{Score obtained}}{\text{Maximum score}} \times 100$$

3) Interpret the data based on the following table:

Table 3.3. Interpretation of E-LKPD Validity Data

No	Interval	Criteria
1	$80\% < N \leq 100\%$	Very Valid
2	$60\% < N \leq 80\%$	Valid
3	$40\% < N \leq 60\%$	Moderately Valid
4	$20\% < N \leq 40\%$	Less Valid
5	$0\% < N \leq 20\%$	Not Valid

b. Analysis of E-LKPD Practicality Test Results

The analysis of the results of the E-LKPD Practicality Test Using LiveWorksheet was carried out in several steps, namely:

1) Score the answers with the following criteria.

- SV = Very Valid (Score 5)
- V = Valid (Score 4)
- CV = Moderately Valid (Score 3)
- TV = Not Valid (Score 2)
- STV = Very Invalid (Score 1)

2) Calculating the percentage value, ie:

$$\text{Validity Level} = \frac{\text{Score obtained}}{\text{Maximum score}} \times 100$$

3) Interpret the data based on the following table:

Table 3.4. Interpretation of E-LKPD Practicality Data

No	Interval	Criteria
1	$80\% < N \leq 100\%$	Very Practical
2	$60\% < N \leq 80\%$	Practical
3	$40\% < N \leq 60\%$	Practical Enough
4	$20\% < N \leq 40\%$	Less Practical
5	$0\% < N \leq 20\%$	Not Practical

Source: (Desti, 2020)

c. Analysis of E-LKPD tool Effectiveness Test results

The effectiveness test is carried out by measuring the level of student learning completeness after using the developed learning media. The completeness value used at SMPK St. Yoseph-Naikoten Class VIII is 27 students, with the completeness value being ≥ 70 . Furthermore, many students who are complete are converted into a percentage to be analyzed using the formula:

$$PT = \frac{\text{Number of learners who are complete}}{\text{Total number of learners}} \times 100\%$$

Description:

PT = Percentage of students who are complete

Learning media is said to be effective if the percentage of students who are complete is greater than or equal to 80% of all trial subjects reaching the completion score.

Results And Discussion

The product in this research is E-LKPD using Liveworksheets on Quadrilateral material to be applied to students in one of the junior high schools in Kupang City.

The E-LKPD development model is ADDIE, namely Analysis, Design, Development, Implementation, Evaluation. The purpose of this study is to describe the development process and results of E-LKPD using LiveWorksheet on Quadrangle material and to describe the quality of E-LKPD using LiveWorksheet on Quadrangle material.

1. Analysis

a. Needs Analysis

In this study, a needs analysis was carried out at school, namely in class VIII students. Based on the results of observations in general, students follow learning activities quite well. Learning that uses the lecture method and assignments, makes students less independent and less active in learning. To make students more active, the effort made by the teacher is to give questions from the Learner Worksheet (LKPD) used, and appoint students who will work on the problem or give students the opportunity to work on the board. Many students are still less enthusiastic about doing the assignments or problems given, only the same students who want to come forward and do the problems given. LKPD given to students is still traditional in the form of sheets of paper and has not been able to provoke students to be enthusiastic in reading and working on problems. In the learning process, LKPD is not always used by the teacher.

b. Curriculum Analysis

Based on the curriculum used by the school, namely the Merdeka curriculum. In the Merdeka Curriculum, teaching tools used by educators in achieving the Pancasila Learner Profile and Learning Outcomes (CP) include teaching modules, LKPD, and textbooks.

2. Design

In this second stage, the activities carried out are preparing reference books and learning media related to Quadrilateral material. After preparing reference books and learning media, the next activity is to develop a design or overview of the application that is tailored to the material that will be used in learning. One view of the plan can be seen in the following figure.

Kelas	LKPD
	Materi LKPD
Nama :	
Kelas :	
Mata Pelajaran :	
Gambar benda-benda dalam kehidupan sehari-hari yang berbentuk Segiempat.	
Nama penyusun	

Figure 1. One of the Plans on the E-LKPD

Preparation of E-LKPD Validity Instruments and User Response Questionnaires E-LKPD validity instruments include instruments for material and media experts. Instruments for material experts researchers adapted from (Asri 2023). While the instrument for media experts was adapted from (Asri 2023). Both instruments have been declared valid so that researchers do not validate the instrument. In the learner response questionnaire, the researcher adapted from the instrument compiled by (Asri 2023).

3. Development

The next stage of design is development. This stage is the process of realizing the blue-print or design into reality. The product produced in this development research is E-LKPD using LiveWorksheet. Here are some views of E-LKPD using LiveWorksheet on Quadrilateral material:



Figure 1. Cover page



Figure 2. E-LKPD Work Instructions Page



Figure 3. Material page in the E-LKPD



Figure 4. Problem page in E-LKPD

After the product is finished, a validation test will be carried out by media experts and material experts. Validation is carried out to obtain information about the feasibility of the material and products developed.

a. E-LKPD Product Validation Test

1) Material Expert

At this stage, researchers conducted product feasibility tests on material expert validators. The results of this validation are in the form of quantitative data in the form of scores for each aspect item and description of suggestions. Based on the assessment results from the first material expert, the final value of learning media validation (P) is 73.75%, where for the interval of determining the level of validity of the media is in the valid category ($60\% < P \leq 80\%$) and is feasible to use with revision and the second material expert obtained the final value of learning media validation (P) is 100%, where for the interval of determining the level of validity of the media is in a very valid category ($80\% < P \leq 100\%$) and is feasible to use without revision. Then the data will be analyzed and input suggestions are used as a revision of quadrilateral material products.

2) Ahli Media

The results of this validation are in the form of quantitative data in the form of loyal scores of aspect points and description of suggestions. Based on the assessment results from the first media expert, the final value of learning media validation (P) is 91.3%, where for the interval of determining the level of validity of the media is in a very valid category ($80\% < P \leq 100\%$) and is feasible to use without revision and the second material expert obtained the final value of learning media validation (P) is 90%, where for the interval of determining the level of validity of the media is in a very valid category ($80\% < P \leq 100\%$) and is feasible to use without revision. Then the data will be analyzed and input suggestions are used as revisions to Electronic LKPD products.

4. Implementation

The next stage of the development stage is the implementation stage. Implementation is a real step in testing the developed product. At the implementation stage, researchers conducted trials by looking at the responses of students to the LKPD that had been developed to determine the practicality and effectiveness of the LKPD.

a. Practicality test of learning media

After completing the test, then students must fill out a response questionnaire after using the E-LKPD. From the questionnaire sheet that has been filled in by 27 students, the average assessment is calculated. Based on the results of the analysis of students' responses, the final value (P) of the response results is 94.17% towards the use of E-LKPD that has been developed, where in the criteria for media practicality is in the practical category ($80\% < P \leq 100\%$).

b. Test the effectiveness of learning media

E-LKPD using LiveWorksheet on Quadrilateral material for grade VIII students who have been validated by material experts and media experts are then tested on students. The results of the effectiveness assessment of the learning media were measured using a test with a total of 10 multiple choice questions. Based on the test results, there were 24 students who passed the KKM, namely those who got a score ≥ 70 , so that the percentage of graduation obtained was 88.89%.

5. Evaluation

This stage aims to evaluate the development process and results of E-LKPD using LiveWorksheet on Quadrilateral material and to evaluate how the quality of E-LKPD using LiveWorksheet on Quadrilateral material. In its development, researchers use the ADDIE model with Analyze, Design, Development, Implementation, and Evaluation.

In this first stage, researchers took two steps, namely needs analysis and curriculum analysis. The needs analysis conducted in the first step of the research aims to find out what kind of teaching materials are used and needed in mathematics learning schemes by educators and students. Activities carried out in this needs analysis step include class observations. The information obtained from this observation is that educators only use educators' handbooks in teaching and the LKPD used by educators is still traditional, there is no online LKPD. This is like the findings (Inayah, 2023) In general, educators still use the lecture method and use learning resources in the form of package books. Curriculum analysis which aims to find out the applicable curriculum and is being used by educators. In developing LKPD, curriculum analysis needs to be done so that the teaching materials to be developed are appropriate and in accordance with learning objectives, achievement indicators. The curriculum used is the Merdeka Curriculum.

In the design stage, the activity carried out by the researcher is to design the design of learning media products, both content design and display design. The content design is made to compile the learning media framework, namely the parts displayed in the media. The content design made in this Storyboard, first designed before the appearance design, in order to know the outline of the material to be made.

At the design stage, researchers carried out two activities, namely making E-LKPD designs, compiling E-LKPD validation instruments and compiling user response questionnaires. Making the E-LKPD design is the first step in the design stage. In this process, researchers compiled quadrilateral material tailored to the seven learning objectives and learning outcomes. The parts of the E-LKPD consist of cover, introduction, learning objectives, E-LKPD instructions, problems in life related to the material, material content and summarizing, sample questions, and practice questions.

In this stage, the E-LKPD validity instrument and user response questionnaire were also prepared. The E-LKPD validity instrument includes instruments for expert validators. Instruments for material validators researchers adapted from (Asri, 2023). While the instrument for media experts was adapted from (Asri, 2023). Both instruments have been declared valid so that researchers do not validate the instrument. For the learner response questionnaire, the researcher adapted from the instrument prepared by (Asri, 2023). The student response questionnaire with an assessment of four aspects, namely aspects of interest in E-LKPD, mastery of material, appearance, and implementation, has been declared feasible, so that the student response questionnaire instrument is declared feasible for use by researchers without the need for revision. The validation process of this E-LKPD design uses a 4-level Likert scale with the choices of agree, strongly agree, disagree, and strongly disagree.

The next stage in the product development process is in the form of interactive E-LKPD on quadrilateral material. The process at this stage of development is the manufacture and validation of E-LKPD using Liveworksheet on quadrilateral material. Making E-LKPD includes material, images, illustrations, audio and video contained in the E-LKPD design that has been declared valid by the material expert. First, making the

cover design, formulas, and overall layout of the E-LKPD using Microsoft Office Word 2010 and Microsoft power point 2010. Second, creating images, animations, and backgrounds on each page using the Canva application. Third, taking and uploading learning videos related to quadrilateral material taken from the YouTube application.

Validation was conducted by E-LKPD material and media experts before the E-LKPD was uploaded and tested on the liveworksheets site. Data on the results of the feasibility of E-LKPD by material experts obtained a total percentage of 86.88% with decent criteria. While the E-LKPD validity data of media experts obtained a total percentage of 90.7% with criteria

The discussion of this research is about the learning media developed in the form of E-LKPD using LiveWorksheet. This learning media can be used on cellphones with the Android system. In accordance with (Edriati et al., 2021) The android operating system is used by various smartphone and tablet devices. This learning media is also included in the category of mobile learning or m-learning based learning media, where this is corroborated by the theory put forward by (Sabaruddin, 2016) m-learning is related to learning using mobile devices such as one of them, namely mobile phones or commonly referred to as cellphones / mobile phones. The purpose of this research is to describe the development process and results of E-LKPD using LiveWorksheet on Quadrilateral material and to describe the quality of E-LKPD using LiveWorksheet on Quadrilateral material.

The product was developed in this study using the stages of the ADDIE model, consisting of the stages of Analysis (analysis), Design (design), Development (development), Implementation (implementation), and Evaluation (evaluation). The final result of this product is in the form of E-LKPD used on android phones, where in the E-LKPD there are teaching materials, videos, audio, questions, exercises, and tasks. Where this is an embodiment of the results of using Microsoft Power point, Microsoft Wordq, Canva, and Youtube, which is in accordance with the theory presented (Prasetyo, 2018) that Microsoft Power point can support the learning process through multimedia that is displayed which includes text, images, animations, and videos. So that the development of the resulting product is in accordance with the needs of students and educators. The development of E-LKPD begins with the researcher collecting all the references needed by the researcher starting to make the design of the E-LKPD. Furthermore, researchers began to collect the materials needed so that the designed E-LKPD could be realized such as animated images, text, video, audio, and materials. Products that have been developed are tested by previously validating the media by experts. This is in line with the results of previous research conducted by (Maghfiroh et al., 2023), that product trials are carried out after the product has been validated by experts.

Conclusions

In conclusion, based on the results of research and discussion regarding the development of E-LKPD using LiveWorksheet on quadrilateral material for class VIII students of SMPK St. Yoseph Naikoten which has been developed is based on media development using the ADDIE model with stages namely Analysis, Design, Development, Implementation, and Evaluation produced E-LKPD using LiveWorksheet for quadrilateral material for class VII students at SMPK St. Yoseph Naikoten which is very valid, this can be

seen based on the final value of validation from material experts 86.88% and the final value of media expert validation is 90.7%. While for the response of students obtained a final value of 94.17% so that it is in the very practical category, as well as the test results of students obtained a passing percentage of 88.89% this shows that the learning media used is effective. Meanwhile, the response from students obtained a final score of 94.17% so that it entered the very practical category, and the test results from students obtained a passing percentage of 88.89%, this shows that the learning media used is effective.

Based on the research that has been done, the researcher provides suggestions, namely for further researchers to inform students to continue to provide paper in working on questions contained in E-LKPD, because the E-LKPD developed has weaknesses in working on questions. This is because the LiveWorksheet used only has 15 pages in each meeting on the E-LKPD. Researchers suggest that future researchers explain in advance how to use E-LKPD, even though there are already work instructions. This is done because

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