

Skema Pendanaan : Tunggal

LAPORAN PENELITIAN



The Sensation of Children’s Song Animation as One of The Electronic Literature and also the Creative Economy Product, The Study of: “Sikat Gigi by Budi dan Lulu and “Gosok Gigi”by Upin & Ipin

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**FAKULTAS EKONOMI DAN BISNIS
UNIVERSITAS BUDI LUHUR
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RINGKASAN

The information access were widely open including for children where it is impossible to restrict them to consume the material that appropriate with their ages, including song. Song is the most effective way to delivering message. Unfortunately the regeneration of composer as if stalled. It is a challenge for everybody who concern with children's growth. An animation is one of sophisticated media of electronic literature who can solve the problem of that case. Everyone can watch animation through YouTube, TV, or their gadget which is the producer can get profit from it. The purpose of this research is to know the children's song animation as one of unraveling electronic literature and also the benefit as the one of creative economy products. The study was descriptive. The methods of this research is the study of librarianship, and the observation against the respondents, i.e. the audience as users and also the producers (animators).

The results showed that electronic literature is used an electronic media as the home, where it is produce, modified, and wrap in a package by using electronic tools. The structure is easy to understand of children. The value and the benefit as one of the creative economy product can rise up the GDP in Indonesia, and for the parents is as the media to give the lesson for their children.

Keywords : *children's song, animation, electronic literature, and creative economy.*

PRAKATA

Puji dan syukur kami haturkan ke hadirat Tuhan Yang Maha Esa yang telah mencurahkan semua karunia sehingga diberikan keyakinan dan kemudahan dalam menyusun dan menyiapkan Laporan Penelitian ini dengan judul *“The Sensation of Children’s Song Animation as One of The Electronic Literature and also the Creative Economy Product, The Study of: “Sikat Gigi by Budi dan Lulu and “Gosok Gigi” by Upin & Ipin”*

Pada kesempatan ini, peneliti ingin menyampaikan rasa terima kasih yang tak terhingga kepada:

1. Bapak Dr. Ir. Arief Wibowo, M. Kom sebagai Dekan Fakultas Ekonomi dan Bisnis, Universitas Budi Luhur.
2. Bapak Dr. Ir, Krisna Adiyarta, M. Sc. sebagai Direktur Penelitian dan Pengabdian Masyarakat, Universitas Budi Luhur.
3. Untuk semua pihak yang telah membantu penelitian ini, mohon maaf apabila ada kesalahan yang terucap dan terbersit, mohon dibukakan pintu maaf yang selapang-lapangnya.

Akhirnya dengan segala kerendahan hati, kami berharap agar penelitian ini dapat memberikan manfaat bagi peneliti, lingkungan kampus dan sekitarnya. Saran dan kritik yang membangun sangat diharapkan guna perbaikan penelitian mendatang.

Jakarta, Juni 2023

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CHAPTER 1 BACKGROUND OF THE STUDY

1. Background of the Study

Sound has some effect through human life, for the example is the sound that comes from a song. The baby inside of the mother's womb will do some reaction while hearing the mother voice and also the song. Hearing a song can stimulate the brain particularly for the right brain. The children who got stimulation from a song usually are good in art. That is why the children song should be made. The composer who arrange the children song absolutely have some aims, not also to stimulate the children's brain but also to let them know about something and of course to make them happy while singing a song.

In the era of 80's to the early of 2000's, Children's songs quite many, particularly in Indonesia. Let say, Ibu Soed, Pak Kasur, Bu Kasur, A.T. Mahmud were the famous composers who made many songs for children. Until now their song are singing by the Indonesian's children. Unfortunately, the in the Y generation is definitely a bit, unlike the era of the 90 's where the children sing songs appropriate with their ages. The songs that should stimulate according their age thus not obtained them. They are singing adult's song.

The information acces were widely open including for children where it is impossible to restrict them to consume the material that appropriate with their ages, including song. Song is the most effective way to delivering message. Unfortunately the regeneration of composer as if stalled.

It is the new challenge in nowadays era to create good song for children. Everybody can create and produce the appropriate song. As Ms. Ratih Ibrahim the Psycholog said in the workshop of Lomba Cipta Lagu Dendang Kencana that theld by Kompas Gramedia on July 27th ,2017 at Betara Budaya, Jakarta,

“ *Music Speaks Louder Than Words!*”. The critical phenomena of children’s song is everybody concern. Everbody also can deliver the song by using shopisticated media not always by verbal.

Nowadays, as the fastest growth of technology, the literature has always been able to follow the development of the times. In primeval beginning with pictures, develop into orals, and later writings. The technology became one of the media supporting the advancement of literature. People do not have to read the novel or other literature products by buying the book at the book shop or conventional library, but now people can download them through their gadgets. One of the literature product that can reach by people even by children is the song that delivered by animation. Everybody who would like to sing a children song can open up the YouTube by typing what kind of song that they want. Animation is the one sophisticated media which has combination of literature media that delivering the picture (visual), audio, and text. Children are not the one who can enjoy the existence of animation as the media partner of literature, but also it can give any profit for the producer.

Animation in Indonesia is not really famous as Japan Anime or Malaysia Animation. Indeed as the one of creative economy production, animation has its profit to get, even it has some segmentation. In this research, the writer only compares two kind of children’s song animation which are “*Sikat Gigi*” by Budi and Lulu (Indonesian Production) and also “*Gosok Gigi*” by Upin & Ipin (Malaysian Production). What are the things that can influence the public about this case will be explain in this research. From here there are some cases that appear in public, how the animation of children song can influence the audience and also the producers. Moreover, the writer was curious to do this research that entitled by:

The Sensation of Children’s Song Animation as One of the Electronic Literature and also the Creative Economy Product, The Study of: “Sikat Gigi by Budi and Lulu and Upin & Ipin Gosok Gigi”

2. The restriction problem

In order for the discussion of the paper became more focused, then the writer limited the research at:

- a. Budi dan Lulu (Indonesian Animation) and Ipin & Upin (Malaysian Animation),
- b. The structure of children's song animation,
- c. The animation things in electronic literature and creative economy product.

3. Formulation of the problem

Based on the background of the above, the authors have some formula of the problem below:

1. What is the definition of Electronic Literature especially animation?
2. How is the structure of the story and children's songs in the animation?
3. What are the values and benefits of animation Budi dan Lulu (English Animation) and Upin Ipin & (Malaysian Animation)?

4. Research objectives

In accordance with the outline of the issue above, the researcher lays out the goals of this study, namely:

1. To know the definition of Electronic Literature especially animation
2. To know the structure of the story and of children's songs in animation
3. To know the value and benefit of animation Budi dan Lulu (English Animation) and Upin Ipin (Malaysian Animation)

5. Research methods

Research methods used in this research is deskriptive. The author uses several methods, namely the study of librarianship and observations with some parents whose the children watch animated Budi dan Lulu (English Animation) and Upin Ipin & (Malaysian Animation) in Jakarta. Some articles related to the discussion of the electronic literature, animation, the children's songs, and things related to this internet-based businesses collected by the researchers as reference material.

CHAPTER 2 LIBRARY STUDY

2. Library Study

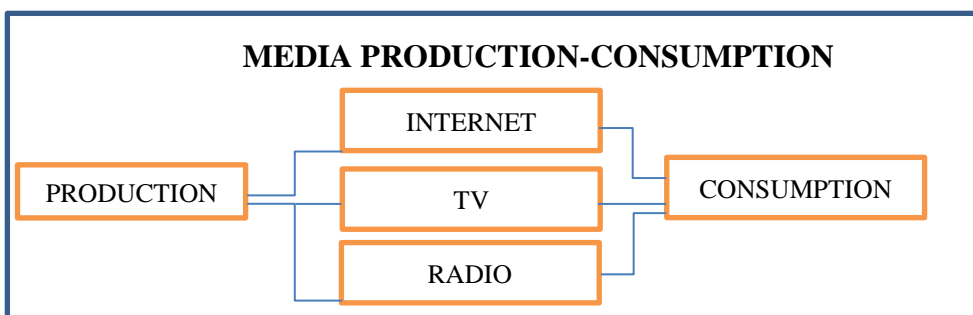
To analyze this research, the writer used some theory of textual theory, intertextual theory, contextual theory, hypertextual theory, and cybertext theory. The Textual theory used to analyze the intrinsic of the material object and formal of electronic lit. The intertextual theory used to analyze the relation between texts. The contextual theory used to analyze the extrinsic of electronic lit. While the hypertextual theory intra/inter-link internet. Last but not least, the cybertext theory used to analyze the response of the electronic lit's audience in internet.

a. Theory Textual

This theory is consist of narratology and sinematograph. In this research, the writer only use the theory of Semiotics by A.S Peirce and Greimass. There are symbol, icon, and indeks. Next is sinematograph is to analyze the sinematic aspects of audiovisual electronic lit. The visual aspect consist of setting, costume, make up, lighting, choreograph, camera, and editing. While for the audio aspect is including audioverbal, audiomusical, and sound effects.

b. The Contextual Theory

It is about socio-literature: production,-consumpsion-electronic literature. The audience respoce: individual audience, response, and institutional.



Picture 1: Media of Production-consumption

c. The Hypertextual Theory

Hypertext is a text that has link to the other texts, not only in internal but also the external of the text. Landlow said, “Hypertext denote an information medium that link verbal and non-verbal information.”

d. The Cybertext Theory

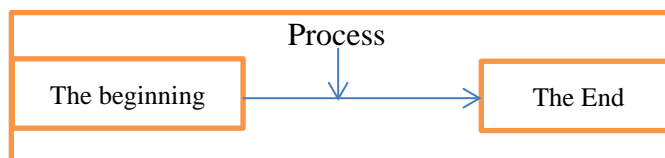
There are some responses in cybertext theory, i.e passive, active, and creative. The passive response is only the user who enjoy it, besides, the active response is the user who gives comments, critic, or analyze. While, the creative response is the user whose create the new creation.(Harsono,linkedin.com)

e. Animation

Animation is the combination between literature, technology, and art. Paul Weslls in Arief Ruslan’s book *Animasi, Perkembangan dan Konsepnya*, said,

“The animation is arguably the most important creative form of 21st C. animation as an art, an approach, an aesthetic, and an application informs many aspects of visual culture, from length films to prime-time sitcoms, from TV and web cartoons to display functions on a range of new communications technologies. In short, animation is everywhere.” (2016: 24).

- The stucture of animation are speaks about one or some subjects that supported the movement, change, the commutation that happening, so the audience will understand how and what happen in the animation. The structure as follows:



Picture 2: The Structure of Animation

- 1.) At an early stage is the first key point or subject are located, shaped, or who provides information to the observer, the spectator, or penyimak, so by that point can be understood how and what the subject line visible.

2.) Process is a form of animate (movement, change, turn, and so on) against the subject that has been shown in the beginning as a key.

3.) The final stage as a form of the suffix against a subject already animated and into final form in his movements.

The structure has beginning, process (animation), and the end plot. It will happen all the time, even by some pictures or only two pictures. (2016: 26-27).

➤ **The Components of Animation**

The components of animation are as follows: Timing and Spacing; key; contact; gesture (face and body); arc of Action; lipsync; flexibility; effect; anticipation, action, and Reaction; metamorph (shape, color), and point of view. (2016; 29-54)

➤ **Cinematography**

Peter Jarvis in Ruslan said that Cinematography is an activity and learning to make motion pictures by stringing out the cutting pictures to be unity that can deliver something or information or communicate an idea. (2016: 11) In the audiovisual language, there are some components; frame, shot, scene, and sequence.

CHAPTER 3

DISCUSSION

3. Discussion

Hybrid lit is a combination between written and oral literature which is delivered in written literature or written literature that delivered orally. There is also mixing between oral literature and electronic lit that delivered written electronically or the written of electronic literature. This the reciprocal relationship between genre or cross-genre as Siswo Harsono said in his book (2000). The electronic Literature have a lot of media such as radio, CD-ROM, social media, email, internet, graphic novel, electronic comic, animation, etc. In this paper, the writer will be focus on animation only. In this part of the paper, the writer will be explain about the definition of electronic literature, the structure, the value, and the benefit of animation as one of the creative economy product.

3.1. The Definition of Electronic Literature

Electronic Lit is literature in electronic media, where it is produce, modified, and wrap in a package by using electronic tools. It can be classified into three genres, i.e audio lit, audiovisual lit, and multimedia lit. Electronic lit can be anything, but one of them is animation. Animation was becoming trend since a long time ago.

The way to communicate visually is important as the way the message delivered as the communication through visual thing. Particularly in animation, which is not only talking about the movement, but also all of the simbols, that delivered textually, the sound, an also the pictures. In animation movie, seems like animation is ageless, even though the characters can be for an adult not for childrens. Animation is one part of electronic lit since it has combination between written, oral, audio, and picture in one electronic media.

In this paper, the writer is only discussing two product of animation that comes from different country. The Character from Indonesia is Budi dan Lulu, while, the character from Malaysia is Ipin & Upin. Both are them are different types of animation. Ipin & Upin were 3D and Budi dan Lulu is 2D. Public know more about Ipin & Upin, because they already exist in TV and YouTube since 2007. Les' Copaque is the company who produce them. Furthermore, Budi dan Lulu is a local animation that produced by Rumah Animasi Budi Luhur, Universitas Budi Luhur, Jakarta.

3.2 The Structure of Animation

In this paper the writer using textual theory, namely naratology (from Greimas and Peirce), cinematography, and also the audiovisual.

a). The Structure in “Sikat Gigi” Budi dan Lulu

- Type of Animation : 2D and comic
- Character : Budi (a boy, 10 y.o) and Lulu (A girl, 10 y.o)
- Characterization : Budi and Lulu is a cheerfull kids
- Theme : Brushing teeth
- Setting : House (Bedroom, dining room, mouth)
- Plot : Lulu telling the audience to brush teeth 3 times a day.
- Symbol : Teeth, tooth brush, germ
- Icon : Lulu
- Index : Lulu explain about the dangerous disease if somebody is not brushing teeth.

Lulu > Teeth < Audience
Teeth Brush > Teeth < Germ

Picture 3: The Greimass Structure of Budi dan Lulu

- Cinematography : long shoot and close up
- Costume : Budi appearance (using blue shirt and hat) while Lulu using pink tanktop and blue pants, ponytail hair)
- Audi verbal : singing a song and gesture
- Audio Musical : Acoustic
- Lighting : daylight, nitelight, shiny teeth.
- Structure song : always repeating, “*sikat gigi tiga kali sehari, setelah makan dan sebelum tidur, and diputar-putar*”
- The Story : Lulu let the audience know about the the important of brushing teeth, when they have to brush, and how to brush teeth in a good way. In the beginning it shows the cheerfull situation until Lulu is coming and showing the way to brush teeth. There are some germ as the cruel character and the end they are gone because Lulu brushing her teeth regularly after eating and before sleeping for two minutes.

b). The Structure in “Gosok Gigi” Ipin & Upin

- Type of Animation : 3D

- Character : Ipin and Upin (Twins 5 y.o)
- Characterization : Ipin is more ignorant than his brother Upin, loves to eat fried chicken; Upin is more mature than Ipin.
- Theme : Brushing teeth
- Setting : School, house, rest room.
- Plot : A doctor telling to the students brushing their teeth regularly
- Symbol : Teeth, tooth brush, the dentist.
- Icon : Ipin & Upin
- Index : The Dentist explain about the way to brush teeth

Dentist > The Student < Audience
Teeth Brush > Teeth < Caterpillar

Picture 4: The Greimass Structure of Ipin & Upin

- Cinematography : long shoot, middle shoot, and close up
- Costume : using daily costume, pijamas, uniform.
- Audi verbal : singing a song and gesture
- Audio Musical : stereo
- Lighting : daylight, nitelight, shiny teeth.
- Structure song : always repeating, “*Bulat-bulat*”.
- The Story : At the beginning of the story there is one character appear, Ipin who woke up from bed. After woke up the twins are ready to take bath and brushing teeth. In the middle of the story they are go to school and there is information from the dentist about the important things of brushing teeth. In this story the character is so many, and in the end shows that how shiny the teeth of the dentist because of he regularly brushing his teeth.

c) The Sensation of Children’s Song Animation

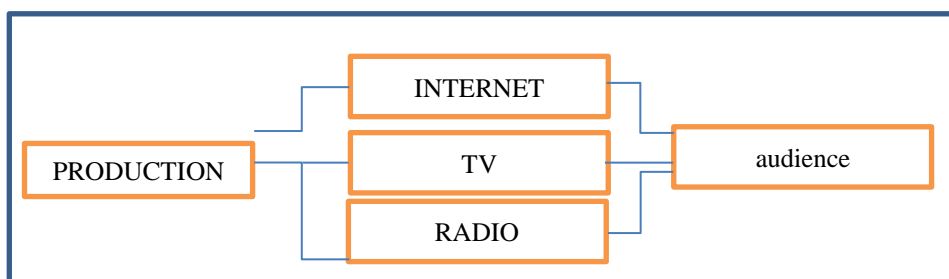
The writer already observed children or parents whose the children ages is under 7 years old by showing the children’s song animation of Budi dan Lulu and also Ipin & Upin. Children under 5 years can following the movement and also the song, where children up to 5 years old is only watching and following the story. The parents said, the kids is no longer loves to watched Ipin & Upin, they were bored, and always looking for the new one animation. Yet, when watching Budi dan Lulu the parents can teach the children about the important of brushing teeth. They have to accompany their kids in order the kids will be not getting bored.

The sensation of children’s song animation is not only gets by the children but also to the foreign students who would like to learn about bahasa Indonesia. From the audiovisual, the students will understand what its talking about. The audio was supported by the visual, the visual are the pictures and the text below.

d) The contextual

It is about socio-literature: production,-consumpsion-electronic literature. The audience respoce: individual audience, response, and institutional.

MEDIA PRODUCTION-CONSUMPTION



Picture 5: Media of Production-consumption

	Budi dan Lulu	Ipin & Upin
Genre	Animation, education, comic	Animation 3D, comedy,
Language	Indonesia	Malay and English
Media	YouTube (Internet)	Internet, TV, Radio
Viewer	45,642	9.609.995
Culture	Modern Indonesian Children	Local Malaysian Children
Production	Rumah Animasi Budi Luhur	Las’ Copaque
Hypertext	Sikat gigi tiga kali sehari	Bulat-bulat-bulat
Cybertext	Only two responce active, 12 dislike, and 58 likes	A lot of active rensponce, 9k Likes, and 4k dislike

3.3 The Value and the Benefit

On July 3, 2014 is housed in the Grand Hall of the Ministry of tourism and creative, through Plenary Meetings of study and Creative economic planning, discusses in detail about each sub sector of the industry that built the creative economy in Indonesia. Talking of animation, is a result of creative work that is tolerated by many people, be it from among children, teenagers as well as adults. Current developments for the animation is absolutely so fast, of course, also coupled with technological advances that exist at the moment. Because of it had been quite a lot of people who are interested to dive in it, therefore the animation including being one of the drivers of the creative economy in Indonesia. In the subsector of animation, "the financing isn't just limited to the provision of funds but also associated with the efforts of creation of business models that make the animation industry can develop in a sustainable way," said Ahmad Rofiq from the subsector of animation. In the FGD Ahmad Rofiq delivered a "vision of the animation is to change the character of the HRD, creating a reliable, dynamic industries, as well as a conducive industry environment." he said. "For the animation problem in education is the barriers are the lack of synchronization between the education curriculums with the industry," he continued.

From that article, it is show that Indonesia has ability to compete with other country in animation sector. According to the article of solopos.com in the late of five years, the growth of subsetor films, animation, and video experience fluctuating until 2015 increase in figure 6.68%. and video experience fluctuating but until 2015 increase in Figure 6.68%. The Director of Regulation Harmonization and Standarization Bekraf, Sabartua Tampubolon said, "We hope Indonesia increasingly competent animators so subsector movies, animation, and video continues to grow. His coaching donations GDP [gross domestic product] of this subsector can be increased because it is currently still around 0.16% or Rp852 trillion and this year is expected to reach Rp 1,000 trillion," he said to reporters at the Hotel Megaland, Friday (15/9/2017).

Indonesian animation maybe not really famous as other, yet in this paper, the Indonesian children are gets what their need in their ages. They can singing a children song, understanding the story as they do regularly things every day by watching animation. From the pictures, the children are not only following the movement or the song but also good for the parents using animation as the media of education. Even though, the viewer of Budi dan Lulu is not as much Ipin & Upin, at least the Indonesian already proofed that they can compete in creatice economy industry. There is no profit from Budi dan

Lulu financially. Yet around 20 communities that join in the production and its already used as the basic exercise book in Ministry of Education and Culture in film department.

In this case, Animation of Ipin & Upin got a lot of benefit not only the profit from the royalty but also they ever get the best cartoon animation in 2015. At the beginning they only want to educate the children about many things in Ramadhan, yet the response from the audience is unpredictable. Ipin & Upin is going faster, and no longer as the one of animation product, but also produce in games, application, merchandise, and many more. Same like Budi dan Lulu or Ipin & Upin, the value that audience can get is not only learning something from the message in every episode they have delivered, but also can influence the children to do what they do in their show.

CHAPTER 4

CONCLUSION

Literature is always following the trend and growing up faster than ever. The variety media offering places for literature to effloresce. In this sophisticated era, everything can be fast acces as long as the technology can support it. Literatures already have the home in it, as people called electronic literature. Electronic literature is used an electronic media as the home, where it is produce, modified, and wrap in a package by using electronic tools. Animation was become the one of electronic literature media.

Animation world is like timeless world, every body who watch it will feel more happyness, addicted, escapism, and chatarsis. The structure of the animation is same like other literature master piece. There are setting, plot, character, etc. The sequence is also has beginning, middle, and ending. There are also the sender, the subject, the helper, the object, the opposite, symbol, icon, and index as the structure of te story.

Every one who involved in animation will get the benefit. Not only the children who loves to watch animation but also the parents who can gives their children lesson of life from the stories in animation. As the one of economy creative product, animation particularly, can compete in other sector like film and photography. From the GDP, animation sectore can rise up to 0,16%, it is means that animation has an influence in the development of creative economy industry.

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<https://www.duniaku.net/2014/07/04/rapat-pleno-studi-dan-perencanaan-ekonomi-kreatif-animasi-dapat-merevolusi-industri-secara-cepat/>

<https://www.slideshare.net/siswoharsono/penelitian-sastra-elektronik>

Anggota Pelaksana

A. Identitas Diri

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B. Riwayat Pendidikan

	S1	S2	S3
Nama Perguruan Tinggi	Universitas Diponegoro	Universitas Diponegoro	-
Bidang Ilmu	Sastra Inggris	Ilmu Susastra	-
Tahun Masuk-Lulus	2010-2012	2012-2014	-

C. Pengalaman Pengabdian Kepada Masyarakat (5 tahun terakhir)

Pengalaman PKM 5 Tahun Terakhir				
NO	Tahun	Judul	Pendanaan	
			Sumber	Jumlah (Rp)
1	2015/1	Pelatihan Bahasa Indonesia Untuk Mahasiswa Jepang	Mandiri	-
2	2015/4	Kontes Robot Indonesia Regional 3	Kemendikbud Dikti	-
2	2016/1	Pelatihan Bahasa Indonesia Untuk Mahasiswa Jepang	Mandiri	-
3	2017/1	Pelatihan Bahasa Indonesia Untuk Mahasiswa Jepang	Mandiri	-
4	2018/8	Pengenalan Budaya Internasional (Jepang) kepada siswa-siswi SD Budi Luhur, Volunteer Abroad Program between Universitas Budi Luhur and MeijiUniversity	Mandiri	-

5	2019/8	Pengembangan Industri Kreatif Melalui Pelatihan Teknik Sulam Pita pada Anggota Komunitas Tailor Indonesia Wilayah Tangerang, Banten	Universitas Budi Luhur	Rp. 4.242.000
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6	2020/3	Penyuluhan Wirausaha Berbasis Teknologi Untuk Pemberdayaan Masyarakat Menghadapi Pandemi Covid-19 Bagi Warga Kecamatan Grogol Petamburan Kotamadya JakartaBarat	Universitas Budi Luhur Suku Dinas PPAPP	Rp 1.700.000,- Rp 2.800.000,-
7	2022/0	Pil Samas (Pilah Sampah Dapat Emas) : Optimalisasi Pengelolaan, Pengembangan Dan Pelatihan Penggunaan Website Bank Sampah Budi Luhur	Universitas Budi Luhur	Rp. 4.500.000

D. Publikasi Artikel Ilmiah dalam Jurnal (5 tahun terakhir)

No	Judul Artikel Ilmiah	Nama Jurnal	Vol/No/Tahun
1.	The Role of The Villain as A Determinant of The Existence of The Main Character	E-Structural Universitas Dian Nuswantoro	Vol 01 (2018)/ 01/June 2018
2.	Digital Media Literacy toMinimize Narcissistic Personality Disorder as a Cyber Culture (Case Study: WhatsApp Group of Lecturers, Students, and Families)	Scopus-indexed proceedings of the STRUKTURAL International Seminar Universitas Dian Nuswantoro 2019.	2019

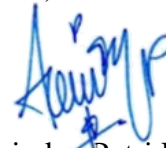
E. Pemakalah Seminar Ilmiah (5 tahun terakhir)

No.	Nama Temu Ilmiah/Seminar	Judul Artikel Ilmiah	Waktu dan Tempat
1.	Seminar Nasional Universitas Budi Luhur. Jakarta	Model Kewirausahaan di Abad 21, Suatu Tinjauan Deskriptif dari Sisi Pandang Supir GoRide (GOJEK) dan Grab Bike di Jakarta	Mei 2017, Universitas Budi Luhur, Jakarta
2.	Seminar Nasional, Universitas Dian Nuswantoro, Semarang	Propaganda "Ahli Bahasa Karbitan" Melalui Aplikasi Telepon Seluler dan Media Sosial	10 November 2018, Universitas Dian Nuswantoro, Semarang
3.	Seminar Internasional, Universitas Dian Nuswantoro, Semarang	Digital Media Literacy to Minimize Narcissistic Personality Disorder as a Cyber Culture (Case Study: WhatsApp Group of Lecturers, Students, and Families)	30 November 2018, Universitas Dian Nuswantoro, Semarang
4.	10th UNNES Virtual International Conference on English Language Teaching, Literature, and Translation	Environmental Issues and Politics in Indonesian and American Song Lyrics	14-15 Agustus 2021, Universitas Negeri Semarang, Semarang
5.	Seminar Nasional Multi Disiplin Ilmu IX, Universitas Budi Luhur	"Pengaruh Ekspor, Impor, Cadangan Devisa, Suku Bunga Bank Sentral dan Tingkat Inflasi Nilai Tukar IDR terhadap USD dari Januari 2019 hingga Desember 2021, dibandingkan dengan Studi dari Januari 2011 hingga Desember 2013 per Kasus Dari Indonesia".	31 April 2022, Universitas Budi Luhur, Jakarta

F. Perolehan HKI (10 tahun terakhir)

No.	Judul/Tema HKI	Tahun	Jenis	Nomor P/ID
1.	-	-	-	-

Jakarta, 26 Juni 2023



Anindya Putri Pradipta, M. Hum

