Title of Your Manuscript
(ARIAL 15 fonts, center, bold)

1 space

Name (ARIAL 11 fonts, center, bold)[1,2,3]
Organization/Affiliation[1,2,3]
Complete address, post code, Country (11 fonts, center)
Correspondence Email: write just one email
ORCID ID: Correspondence author's ORCID ID

2 spaces

ABSTRACT (ARIAL 11 fonts, center, bold)

1 space

This section is for abstract and you are required to have an abstract of 150-200 words. Please make just one paragraph. Abstract usually includes your research **introduction, significance of the research, research goal, findings, results, and suggested implications**. ARIAL 11 pt font; no indent, justified text.

(Font size 11)

1 space

Keywords: 5-7 keywords in alphabetical order that are specific and reflect what is essential about the article.

Keywords should be provided after the abstract. (ARIAL 11 FONTS, BOLD)

Note

1. Please make sure you write down only 150-200 words !!
2. The title should be written following the guideline
3. Abstract consist only: introduction, significance of the research, goal, finding, result, implication or conclusion
4. Abstract in full paper should be same 100% to the abstract you send (we will put the abstract in proceeding book)
5. The organization affiliation is only 1 institution for each author!! If you work for 2 institution then choose only one institution
6. ORCID id: please register to https://orcid.org/ (it is free of charge)

Below is the example of the incorrect and correct abstract

INCORRECT ABSTRACT SAMPLE

ANALYSIS OF THE IMPACT OF MARKETING, OSH CULTURE, AND MOTIVATION ON EMPLOYEE PERFORMANCE (A CASE STUDY ON AN INDONESIAN COMPANY)

Rudy Joyo, Fadah Rini, Usman[1,2,3,4]

[1] Student of the Doctoral Program in Management Science, Faculty of Economics, Universitas Terbuka

[2] Promotor Team For Doctoral Program in Management Science, Faculty of Economics xxxx university

[3] Lecturer of Management Science Doctoral Program, Faculty of Economics, xxxx xxxx xxxx xxxx

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ORCID ID: Correspondence author's ORCID ID

This research aims to analyze the determinants of company compliance in reporting WLKP by using theory of planned behavior and theory of institutional.

The research method is explanatory research. The population in this research were companies in South Kalimantan Province that had been registered in the WLKP system by taking 135 samples based on the method purposive sampling. Data were analyzed using the Structural Equation Modeling (SEM) method based on Partial Least Square (PLS) with the Smart-PLS 02 program.

The results showed that the attitude and perceived behavior control had a significant effect on the intention to comply. Normative pressure has a marginally significant effect on intention to comply and the intention to comply has a marginally significant effect on compliance behavior. The results also showed that subjective norms, coercive pressure, and mimetic pressure had no effect on the intention to comply, while perceived behavior control had no effect on compliance behavior.

Keywords: Compliance, mandatory employment reports in the company, Theory of Planned Behavior, Institutional Theory

COMMENT

1. Make sure you write the title based on the author guideline -- no need to make all capital !!
2. You only need to write down the name of university name
3. The numbering is after the institution
4. Register to ORCID id to orcid.org
5. Make sure you write 200 words and in 1 paragraph

ABSTRACT SAMPLE

Development of Interactive Learning Media Based On Adobe Flash CS6 To Improve Students' Representation Skill and Learning Interest

Amalia Safaatin[1], Yuyun Yunarti [2], Pika Merliza[3], Henry Kurniawan[4]
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ABSTRACT

This study aims to develop and produce an interactive mathematics learning media based on Adobe Flash CS6 that is valid, practical and effective in number pattern material for class VIII junior high school students. This type of research is research and development with the ADDIE development model which includes 5 stages, namely Analysis, Design, Development, Implementation, and Evaluation. The subject in this study was conducted on 10 students of class VIII.1 at SMP Negeri 5 Metro. The research instruments used were validation sheets, response questionnaire sheets, interest questionnaire sheets, and test question sheets. The results of this study are: (1) The results of developing interactive learning media based on Adobe Flash CS6 are included in the category with an average value of 4.66, (2) Interactive learning media based on Adobe Flash CS6 is considered practical because it received a positive response from filling out student response questionnaires on aspects of media use with an average value of 3.88 which is included in; category, (3) Adobe Flash CS6-based interactive learning media is considered effective for improving mathematical representation skill, this can be seen from the percentage of students; mastery after using interactive learning media that is 90%, (4) Adobe Flash CS6-based interactive learning media is considered effective for increasing interest in learning, this can be seen from the average interest questionnaire score of 3.98 which is in the category.

Keywords: Interactive Learning Media, Adobe Flash CS6, Mathematics, Learning media, Student' skills