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LAMPIRAN

Lampiran 1**BIODATA****Identitas Diri**

Nama : Rahmat Arief Hidayatullah
Tempat,Tanggal Lahir: Makassar, 27 Juli 2001
Jenis Kelamin : Laki-laki
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**Riwayat Pendidikan**

- TK Ihya Al Ulum : Tahun 2006 – 2007
- SDN 47 LAMARUNG : Tahun 2007 – 2013
- SMPN 1 MARIORIAWA : Tahun 2013 – 2016
- SMAN 6 SOPPENG : Tahun 2016 – 2019
- Universitas Hasanuddin : Tahun 2019 – sekarang

Lampiran 2

Kuesioner Penelitian

Perkenalkan, saya Rahmat Arief Hidayatullah, mahasiswa jurusan Manajemen Fakultas Ekonomi dan Bisnis di Universitas Hasanuddin. Saat ini saya sedang dalam proses mengerjakan tugas akhir skripsi dengan judul “PENGARUH *HUMOR ADVERTISEMENT* DAN *MUSIC EFFECT* TERHADAP *PURCHASE INTENTION* GENERASI Z PADA *ONLINE VIDEO ADVERTISEMENT TIKTOK* DIMEDIASI OLEH *CONSUMER EMOTION*. Tujuan dari penelitian ini adalah untuk mengetahui pengaruh konten iklan yang mempunyai unsur humor dan efek dari musik terhadap minat beli para penonton atau konsumen melalui emosi konsumen.

Adapun karakteristik responden dalam penelitian ini adalah:

1. Responden yang berusia 20 sampai dengan 23 tahun.
2. Responden merupakan pengguna aktif aplikasi TikTok.

Apabila memenuhi kriteria tersebut, maka saya memohon kesediaan Anda untuk mengisi dan menjawab kuesioner penelitian ini. Adapun data yang terkumpul hanya digunakan untuk kepentingan akademik dan akan terjaga kerahasiaannya.

Atas kesediaannya dalam meluangkan waktu untuk mengisi kuesioner ini, saya ucapkan terimakasih. Semoga sehat selalu dan dilancarkan segala urusannya.

Identitas Responden

1. Nama Lengkap :
2. Email :
3. Jenis Kelamin :
 - a. Laki-laki
 - b. Perempuan
4. Usia :
 - a. 20 Tahun
 - b. 21 Tahun
 - c. 22 Tahun
 - d. 23 Tahun

Petunjuk Pengisian Kuesioner

Semua item pernyataan membutuhkan jawaban berupa opini atau pandangan yang diukur dengan skala 1-5. Tidak ada jawaban benar atau salah, Anda cukup memilih salah satu jawaban yang sesuai dengan persepsi Anda.

Ket : 1 = Sangat Tidak Setuju (STS)

2 = Tidak Setuju (TS)

3 = Netral (N)

4 = Setuju (S)

5 = Sangat Setuju (SS)

HUMOR ADVERTISEMENT (X1)

Pada bagian ini berisi item-item pernyataan tentang konten iklan video *online* di TikTok yang menggunakan unsur humor baik yang dilakukan oleh *brand* itu sendiri maupun yang dilakukan oleh *endorser/influencer*.

No	Pernyataan	STS	TS	N	S	SS
1	Konten iklan yang mengandung unsur humor mampu menarik perhatian saya untuk menonton iklan tersebut.					
2	Konten iklan yang mengandung unsur humor mampu membuat perasaan saya menjadi lebih baik					
3	Saya melakukan share konten iklan tersebut ke orang lain jika mampu membuat saya tertawa.					
4	Saya mengingat merek/produk tertentu jika dalam konten iklannya mempunyai daya tarik humor yang menarik.					

MUSIC EFFECT

Sama halnya dengan *Humor Advertisement*, dalam bagian ini terkait tentang efek musik atau *backsound* yang digunakan dalam konten iklan di TikTok baik musik yang digunakan oleh brand itu sendiri (*jingle*) ataupun musik yang sedang populer/viral dikalangan netizen.

No	Pernyataan	STS	TS	N	S	SS
1	Konten iklan yang menggunakan music yang populer mampu menarik perhatian saya untuk menonton iklan tersebut.					
2	Saya merasakan kegembiraan selama menonton konten iklan yang menggunakan music populer.					
3	Saya menikmati menonton konten iklan yang menggunakan music yang populer					
4	Saya mengulangi konten iklan tersebut jika menggunakan music yang populer					

CONSUMER EMOTION

Dalam bagian ini terkait tentang *Consumer Emotion* atau perasaan para konsumen/penonton terkait tentang konten iklan di TikTok yang menarik dan unik.

No	Pernyataan	STS	TS	N	S	SS
1	Saya merasa senang menonton konten iklan yang menarik dan unik.					
2	Saya merasa nyaman menonton konten iklan yang menarik dan unik.					
3	Saya merasa semangat ketika menonton konten iklan yang menarik dan unik.					
4	Konten iklan yang menarik dan unik mampu membuat saya menontonnya dari awal sampai akhir.					

PURCHASE INTENTION

No	Pernyataan	STS	TS	N	S	SS
1	Konten iklan yang mempunyai unsur humor atau music populer mampu mendapatkan perhatian saya terhadap produk yang diiklankan.					
2	Konten iklan yang mempunyai unsur humor atau music populer mampu membuat saya tertarik untuk memiliki produk tersebut.					
3	Konten iklan yang mempunyai unsur humor atau music populer mampu membuat saya ingin membeli produk tersebut.					

Lampiran 3

Tabulasi Data Kuesioner

Variabel *Humor Advertisement* (X_1)

Humor Ads					
No.	P1	P2	P3	P4	TOTAL
1	4	3	3	4	14
2	5	5	4	4	18
3	4	4	5	5	18
4	4	3	3	4	14
5	3	3	3	3	12
6	3	4	5	5	17
7	4	3	3	3	13
8	3	3	4	3	13
9	5	5	4	5	19
10	5	5	5	5	20
11	4	4	3	4	15
12	5	3	3	5	16
13	3	3	5	3	14
14	4	3	3	3	13
15	5	4	3	5	17
16	4	3	3	4	14
17	4	3	3	4	14
18	4	5	5	5	19
19	4	4	4	4	16
20	4	4	4	4	16
21	4	4	4	4	16
22	5	4	4	4	17
23	4	4	4	4	16
24	4	4	3	4	15
25	5	4	4	4	17
26	4	5	4	4	17
27	4	4	4	4	16
28	3	4	4	5	16
29	5	5	3	4	17
30	3	3	2	4	12
31	4	4	5	5	18
32	4	4	4	4	16
33	3	3	4	3	13
34	5	5	3	4	17
35	4	4	3	4	15

36	4	4	3	5	16
37	4	4	4	4	16
38	5	5	4	4	18
39	4	4	4	4	16
40	3	3	4	3	13
41	5	4	4	4	17
42	4	4	4	4	16
43	5	4	5	4	18
44	4	4	4	4	16
45	3	4	5	4	16
46	5	5	4	5	19
47	5	5	4	4	18
48	5	4	3	3	15
49	4	4	4	3	15
50	4	4	3	4	15
51	4	3	3	4	14
52	5	5	3	4	17
53	4	5	4	4	17
54	3	2	3	4	12
55	4	4	4	4	16
56	5	5	5	5	20
57	3	3	4	4	14
58	4	5	4	4	17
59	4	4	4	4	16
60	4	4	4	5	17
61	3	4	4	4	15
62	4	4	4	3	15
63	4	4	4	3	15
64	5	5	5	5	20
65	4	4	5	4	17
66	4	4	3	4	15
67	4	5	4	3	16
68	4	3	3	4	14
69	5	4	3	5	17
70	4	3	3	4	14
71	3	3	3	3	12
72	4	5	5	5	19
73	3	3	3	3	12
74	5	5	5	3	18
75	4	3	4	4	15
76	4	4	4	4	16
77	4	4	4	4	16

78	4	4	4	4	16
79	3	3	3	3	12
80	4	4	3	4	15
81	4	4	4	4	16
82	4	4	4	4	16
83	4	4	3	4	15
84	4	3	4	4	15
85	4	3	3	4	14
86	4	3	3	4	14
87	4	4	4	4	16
88	5	4	4	4	17
89	4	4	4	4	16
90	3	3	3	3	12
91	4	4	4	4	16
92	4	4	4	4	16
93	4	4	4	4	16
94	5	4	4	4	17
95	4	3	4	4	15
96	4	4	4	4	16
97	4	4	4	3	15
98	4	3	3	4	14
99	5	3	4	4	16
100	5	4	4	4	17

Variabel Music Effect (X₂)

Music effect					
No.	P1	P2	P3	P4	TOTAL
1	4	3	3	4	14
2	5	5	5	4	19
3	3	3	3	3	12
4	4	4	4	3	15
5	3	3	3	3	12
6	5	5	5	4	19
7	4	3	3	3	13
8	4	4	3	3	14
9	5	3	3	3	14
10	4	4	3	3	14
11	4	4	4	3	15
12	4	4	4	5	17
13	3	2	2	3	10
14	3	2	2	3	10

15	4	4	4	3	15
16	3	3	3	3	12
17	4	3	3	3	13
18	4	4	4	4	16
19	3	3	3	3	12
20	4	4	4	4	16
21	4	4	4	5	17
22	4	3	4	4	15
23	4	3	4	4	15
24	4	4	4	4	16
25	3	3	3	3	12
26	4	4	4	3	15
27	4	4	4	4	16
28	5	4	3	3	15
29	4	4	4	4	16
30	2	2	2	2	8
31	3	4	4	3	14
32	3	3	3	3	12
33	4	4	4	3	15
34	4	4	5	5	18
35	4	4	4	4	16
36	3	2	3	2	10
37	3	4	4	3	14
38	4	4	4	4	16
39	4	4	4	4	16
40	4	3	3	3	13
41	4	4	4	4	16
42	3	3	3	3	12
43	4	5	5	4	18
44	5	4	4	4	17
45	4	4	4	5	17
46	5	5	5	5	20
47	4	4	4	3	15
48	4	4	4	3	15
49	4	3	3	3	13
50	4	4	4	4	16
51	4	3	3	3	13
52	4	4	4	4	16
53	5	5	5	5	20
54	4	5	3	2	14
55	4	4	4	4	16
56	5	5	5	5	20

57	4	4	4	4	16
58	5	4	4	4	17
59	4	4	4	4	16
60	5	4	5	3	17
61	4	4	4	4	16
62	5	5	5	5	20
63	4	3	3	3	13
64	5	5	5	3	18
65	4	4	4	4	16
66	5	4	4	4	17
67	4	3	3	3	13
68	4	4	4	3	15
69	4	4	4	3	15
70	4	4	4	4	16
71	3	3	3	3	12
72	5	5	5	5	20
73	4	5	4	4	17
74	3	4	4	4	15
75	4	3	4	3	14
76	4	4	4	4	16
77	4	4	4	3	15
78	4	4	3	4	15
79	4	4	3	3	14
80	4	4	4	4	16
81	4	4	4	4	16
82	4	4	3	3	14
83	4	4	4	4	16
84	4	3	3	3	13
85	4	3	3	3	13
86	4	3	3	3	13
87	4	4	4	4	16
88	4	4	3	3	14
89	4	4	4	4	16
90	4	4	4	4	16
91	4	4	4	4	16
92	4	4	4	4	16
93	3	3	3	2	11
94	5	4	4	4	17
95	4	4	4	4	16
96	4	3	3	3	13
97	4	4	4	4	16
98	4	4	4	4	16

99	5	4	4	3	16
100	5	4	4	3	16

Variabel Consumer Emotion (M)

Consumer Emotion					
No.	P1	P2	P3	P4	TOTAL
1	3	4	4	3	14
2	4	4	4	4	16
3	5	4	4	4	17
4	4	4	3	4	15
5	3	3	3	3	12
6	5	5	5	4	19
7	3	3	3	4	13
8	3	3	3	3	12
9	4	4	4	5	17
10	5	5	5	4	19
11	4	4	3	5	16
12	4	4	4	4	16
13	4	4	4	4	16
14	4	3	3	5	15
15	5	5	5	5	20
16	4	4	3	4	15
17	4	3	4	4	15
18	4	5	5	5	19
19	4	4	3	4	15
20	4	4	4	4	16
21	4	4	4	4	16
22	4	4	4	4	16
23	3	4	4	4	15
24	5	4	4	5	18
25	4	4	4	5	17
26	4	4	4	4	16
27	4	4	4	4	16
28	5	4	4	5	18
29	4	4	4	4	16
30	4	3	2	5	14
31	5	5	4	4	18
32	3	3	3	3	12
33	2	2	3	3	10
34	4	5	4	5	18
35	4	4	4	4	16
36	3	3	2	2	10

37	4	4	4	4	16
38	5	5	5	5	20
39	4	4	4	4	16
40	4	5	3	3	15
41	5	4	4	4	17
42	4	4	4	4	16
43	4	4	4	5	17
44	5	4	4	5	18
45	4	4	4	4	16
46	4	4	5	5	18
47	4	4	4	4	16
48	4	4	4	4	16
49	4	4	4	4	16
50	4	4	4	4	16
51	3	3	3	3	12
52	4	4	4	5	17
53	5	5	4	5	19
54	2	3	2	3	10
55	5	4	4	4	17
56	5	5	5	5	20
57	4	4	4	4	16
58	5	4	4	5	18
59	4	4	4	4	16
60	4	4	4	4	16
61	4	4	4	4	16
62	5	5	5	5	20
63	4	4	3	3	14
64	5	5	4	4	18
65	5	4	4	5	18
66	4	4	4	3	15
67	4	4	4	5	17
68	3	4	4	4	15
69	4	4	3	4	15
70	4	4	4	4	16
71	5	5	5	5	20
72	5	5	5	5	20
73	3	3	3	2	11
74	5	4	4	4	17
75	4	4	4	4	16
76	4	4	4	4	16
77	4	4	4	2	14
78	4	4	4	4	16

79	4	3	3	3	13
80	4	4	4	4	16
81	4	4	3	4	15
82	4	3	4	4	15
83	4	4	4	4	16
84	4	3	3	3	13
85	4	4	3	3	14
86	4	4	4	4	16
87	4	4	3	4	15
88	4	4	4	3	15
89	4	4	4	4	16
90	3	4	3	3	13
91	5	4	4	4	17
92	5	4	4	4	17
93	3	4	3	3	13
94	5	4	4	4	17
95	5	4	5	5	19
96	5	4	4	4	17
97	4	4	4	4	16
98	5	4	4	4	17
99	5	5	4	4	18
100	5	5	4	3	17

Variabel Purchase Intention (Y)

Purchase Intention				
No.	P1	P2	P3	TOTAL
1	4	3	2	9
2	4	4	3	11
3	4	4	5	13
4	3	3	3	9
5	3	3	3	9
6	4	3	5	12
7	3	3	3	9
8	2	3	2	7
9	4	4	3	11
10	3	3	3	9
11	4	3	3	10
12	4	4	4	12
13	3	4	4	11
14	4	3	2	9
15	5	4	3	12
16	3	3	3	9

17	3	3	3	9
18	5	5	5	15
19	3	3	3	9
20	4	4	4	12
21	4	4	4	12
22	3	3	3	9
23	3	3	2	8
24	5	4	3	12
25	3	4	3	10
26	3	4	3	10
27	4	4	4	12
28	4	4	3	11
29	4	4	4	12
30	2	2	2	6
31	3	3	3	9
32	4	4	3	11
33	3	3	3	9
34	4	4	4	12
35	4	4	4	12
36	3	4	2	9
37	4	4	3	11
38	5	4	3	12
39	3	3	3	9
40	3	3	3	9
41	4	4	4	12
42	4	4	3	11
43	5	4	4	13
44	4	4	3	11
45	3	3	3	9
46	4	3	3	10
47	4	3	3	10
48	4	4	4	12
49	3	3	3	9
50	3	3	3	9
51	4	4	4	12
52	4	4	4	12
53	3	3	3	9
54	3	3	3	9
55	4	4	4	12
56	5	5	5	15
57	4	4	4	12
58	4	5	4	13

59	4	4	4	12
60	4	4	4	12
61	3	3	3	9
62	3	3	2	8
63	4	3	3	10
64	4	3	3	10
65	5	5	5	15
66	3	3	3	9
67	3	4	4	11
68	4	4	4	12
69	4	3	2	9
70	3	3	3	9
71	3	3	3	9
72	4	4	4	12
73	4	3	2	9
74	5	3	3	11
75	4	3	3	10
76	3	3	3	9
77	4	2	2	8
78	4	4	3	11
79	4	4	3	11
80	4	4	3	11
81	4	4	3	11
82	4	4	3	11
83	4	4	4	12
84	4	4	4	12
85	4	4	4	12
86	4	4	4	12
87	3	3	3	9
88	4	3	2	9
89	3	3	3	9
90	4	4	4	12
91	4	4	3	11
92	4	4	3	11
93	3	3	3	9
94	4	4	4	12
95	5	4	5	14
96	5	4	5	14
97	5	4	5	14
98	4	4	5	13
99	5	4	4	13
100	5	4	4	13

Lampiran 4

Hasil Olah Data SPSS

Uji Validitas dan Reliabilitas Variabel *Humor Advertisement (X₁)*

		Correlations				
		X1	X2	X3	X4	TOTAL
X1	Pearson Correlation	1	.548**	.113	.360**	.700**
	Sig. (2-tailed)		<,001	.263	<,001	<,001
	N	100	100	100	100	100
X2	Pearson Correlation	.548**	1	.456**	.363**	.843**
	Sig. (2-tailed)	<,001		<,001	<,001	<,001
	N	100	100	100	100	100
X3	Pearson Correlation	.113	.456**	1	.244*	.650**
	Sig. (2-tailed)	.263	<,001		.014	<,001
	N	100	100	100	100	100
X4	Pearson Correlation	.360**	.363**	.244*	1	.663**
	Sig. (2-tailed)	<,001	<,001	.014		<,001
	N	100	100	100	100	100
TOTAL	Pearson Correlation	.700**	.843**	.650**	.663**	1
	Sig. (2-tailed)	<,001	<,001	<,001	<,001	
	N	100	100	100	100	100

** . Correlation is significant at the 0.01 level (2-tailed).

* . Correlation is significant at the 0.05 level (2-tailed).

Reliability Statistics

Cronbach's Alpha	N of Items
.682	4

Uji Validitas dan Reliabilitas Variabel *Music Effect (X₂)*

		Correlations				
		X1	X2	X3	X4	TOTAL
X1	Pearson Correlation	1	.631**	.606**	.445**	.777**
	Sig. (2-tailed)		<,001	<,001	<,001	<,001
	N	100	100	100	100	100
X2	Pearson Correlation	.631**	1	.811**	.559**	.888**

	Sig. (2-tailed)	<,001		<,001	<,001	<,001
	N	100	100	100	100	100
X3	Pearson Correlation	.606**	.811**	1	.666**	.915**
	Sig. (2-tailed)	<,001	<,001		<,001	<,001
	N	100	100	100	100	100
X4	Pearson Correlation	.445**	.559**	.666**	1	.800**
	Sig. (2-tailed)	<,001	<,001	<,001		<,001
	N	100	100	100	100	100
TOTAL	Pearson Correlation	.777**	.888**	.915**	.800**	1
	Sig. (2-tailed)	<,001	<,001	<,001	<,001	
	N	100	100	100	100	100

** . Correlation is significant at the 0.01 level (2-tailed).

Reliability Statistics

Cronbach's Alpha	N of Items
.867	4

Uji Validitas dan Reliabilitas Consumer Emotion (M)

		Correlations				
		M1	M2	M3	M4	TOTAL
M1	Pearson Correlation	1	.653**	.611**	.541**	.853**
	Sig. (2-tailed)		<,001	<,001	<,001	<,001
	N	100	100	100	100	100
M2	Pearson Correlation	.653**	1	.661**	.424**	.813**
	Sig. (2-tailed)	<,001		<,001	<,001	<,001
	N	100	100	100	100	100
M3	Pearson Correlation	.611**	.661**	1	.533**	.846**
	Sig. (2-tailed)	<,001	<,001		<,001	<,001
	N	100	100	100	100	100
M4	Pearson Correlation	.541**	.424**	.533**	1	.778**
	Sig. (2-tailed)	<,001	<,001	<,001		<,001
	N	100	100	100	100	100
TOTAL	Pearson Correlation	.853**	.813**	.846**	.778**	1
	Sig. (2-tailed)	<,001	<,001	<,001	<,001	
	N	100	100	100	100	100

** . Correlation is significant at the 0.01 level (2-tailed).

Reliability Statistics

Cronbach's Alpha	N of Items
.837	4

Uji Validitas dan Reliabilitas *Purchase Intention* (Y)

		Correlations			
		Y1	Y2	Y3	TOTAL
Y1	Pearson Correlation	1	.615**	.516**	.824**
	Sig. (2-tailed)		<,001	<,001	<,001
	N	100	100	100	100
Y2	Pearson Correlation	.615**	1	.665**	.872**
	Sig. (2-tailed)	<,001		<,001	<,001
	N	100	100	100	100
Y3	Pearson Correlation	.516**	.665**	1	.869**
	Sig. (2-tailed)	<,001	<,001		<,001
	N	100	100	100	100
TOTAL	Pearson Correlation	.824**	.872**	.869**	1
	Sig. (2-tailed)	<,001	<,001	<,001	
	N	100	100	100	100

** . Correlation is significant at the 0.01 level (2-tailed).

Reliability Statistics

Cronbach's Alpha	N of Items
.807	3

Analisis Regresi

Model Summary^b

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.651 ^a	.423	.411	1.67507

a. Predictors: (Constant), Music Effect, Humor Advertisement

b. Dependent Variable: Consumer Emotion

ANOVA^a

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	199.670	2	99.835	35.581	<,001 ^b
	Residual	272.170	97	2.806		
	Total	471.840	99			

a. Dependent Variable: Consumer Emotion

b. Predictors: (Constant), Music Effect, Humor Advertisement

Coefficients^a

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Collinearity Statistics	
		B	Std. Error	Beta			Tolerance	VIF
1	(Constant)	3.124	1.531		2.040	.044		
	Humor Advertisement	.565	.101	.481	5.601	<,001	.806	1.240
	Music Effect	.262	.082	.275	3.197	.002	.806	1.240

a. Dependent Variable: Consumer Emotion

Model Summary^b

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.441 ^a	.194	.169	1.63427

a. Predictors: (Constant), Consumer Emotion, Music Effect, Humor Advertisement

b. Dependent Variable: Purchase Intention

ANOVA^a

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	61.758	3	20.586	7.708	<,001 ^b
	Residual	256.402	96	2.671		
	Total	318.160	99			

a. Dependent Variable: Purchase Intention

b. Predictors: (Constant), Consumer Emotion, Music Effect, Humor Advertisement

		Coefficients ^a					Collinearity Statistics	
Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.	Tolerance	VIF
		B	Std. Error	Beta				
1	(Constant)	3.811	1.526		2.498	.014		
	Humor Advertisement	.106	.113	.110	.938	.351	.609	1.642
	Music Effect	.106	.084	.135	1.256	.212	.729	1.371
	Consumer Emotion	.228	.099	.278	2.307	.023	.577	1.734

a. Dependent Variable: Purchase Intention

Uji Normalitas

One-Sample Kolmogorov-Smirnov Test

		Unstandardized Residual
N		100
Normal Parameters ^{a,b}	Mean	.0000000
	Std. Deviation	1.65806793
Most Extreme Differences	Absolute	.080
	Positive	.079
	Negative	-.080
Test Statistic		.080
Asymp. Sig. (2-tailed) ^c		.119
Monte Carlo Sig. (2-tailed) ^d	Sig.	.121
	99% Confidence Interval	.112
	Lower Bound	
	Upper Bound	.129

a. Test distribution is Normal.

b. Calculated from data.

c. Lilliefors Significance Correction.

d. Lilliefors' method based on 10000 Monte Carlo samples with starting seed 926214481.

One-Sample Kolmogorov-Smirnov Test

		Unstandardized Residual
N		100
Normal	Mean	.0000000

Parameters ^{a,b}	Std. Deviation	1.60932206
Most Extreme Differences	Absolute	.064
	Positive	.064
	Negative	-.049
Test Statistic		.064
Asymp. Sig. (2-tailed) ^c		.200 ^d
Monte Carlo Sig. (2-tailed) ^e		.400
99% Confidence Interval	Lower Bound	.387
	Upper Bound	.413

a. Test distribution is Normal.

b. Calculated from data.

c. Lilliefors Significance Correction.

d. This is a lower bound of the true significance.

e. Lilliefors' method based on 10000 Monte Carlo samples with starting seed 1314643744.