

DAFTAR PUSTAKA

- Ajzen, I. (1991). The theory of planned behavior. *Organizational Behavior and Human Decision Processes*, 50(2), 179-211.
- Abraham, C., Boudreau, M.C., Junglas, I. dan Watson, R. (2013). Enriching our theoretical repertoire: the role of evolutionary psychology in technology acceptance. *European Journal of Information Systems*, 22(1), 56-75.
- Badan Pusat Statistik. (2020). Statistik Pemuda Indonesia 2020. Tersedia di: <https://www.bps.go.id/publication/2020/12/21/4a39564b84a1c4e7a615f28b/statistik-pemuda-indonesia-2020.html> diakses 8 Agustus 2021.
- Saunders, M. N. K., Lewis, P., & Thornhill, A. (2019). *Research Methods For Business Students, Eighth Edition*. Pearson Education, New York.
- Coursera. (2021). Global Skills Index 2021. Tersedia di: <https://www.coursera.org/global-skills-report> diakses 8 Agustus 2021.
- DailySocial. (2020). Edtech Report 2020. Tersedia di: <https://dailysocial.id/research/edtech-report-2020> diakses 8 Agustus 2021.
- Davis, F., Bagozzi, P. dan Warshaw, P. (1989). User acceptance of computer technology a comparison of two theoretical models. *Management Science*, 35(8), 982-1003.
- Dinneen, D. (2017). Foreign Language Learning Critical Skills for a FastMoving World. Tersedia di: <https://www.nafsa.org/blog/foreign-language-learning-critical-skills-fastmoving-world> diakses 2 Oktober 2020.
- E27. (2020). Cakap bags US\$3M in Series A+ funding to expand its language learning platform in Indonesia. Tersedia di: <https://e27.co/cakap-bags-us3m-in-series-a-funding-to-expand-its-language-learning-platform-in-indonesia-20201223> diakses 24 Januari 2021.
- GSMA. (2021). The Mobile Economy 2021. Tersedia di: <https://data.gsmaintelligence.com/research/research/research-2021/the-mobile-economy-2021> diakses 2 Oktober 2020.
- Hair, J.F., Black, W.C., Babin, B.J., dan Anderson, R.E. (2014). *Multivariate Data Analysis*. Pearson Education, England.
- Hair, J.F., Hult, G. T. M., Ringle, C. M., dan Sarstedt, M. (2014). A primer on

partial least squares structural equation modeling (PLS-SEM). SAGE Publications, California.

Hellon, M. (2019). Youth on Tech: Technology's impact on education and jobs. Tersedia di: <https://www.researchworld.com/youth-on-tech-technologys-impact-on-education-and-jobs/> diakses 25 October 2020.

HolonIQ. (2020). HolonIQ Southeast Asia EdTech 50. Tersedia di: <https://www.holoniq.com/notes/holoniq-southeast-asia-edtech-50/> diakses 27 October 2020.

International Labour Organization. (2021). World Economic and Social Outlook: Trends 2021. Tersedia di: https://www.ilo.org/global/research/global-reports/weso/2021/WCMS_795453/lang--en/index.htm diakses 8 Agustus 2021.

Kier, L. (2020). Council Post: Remote Work: The Ultimate Equalizer For Talent Acquisition And Employee Experience. Tersedia di: <https://www.forbes.com/sites/forbescommunicationscouncil/2020/08/10/remote-work-the-ultimate-equalizer-for-talent-acquisition-and-employee-experience/> diakses 8 Agustus 2021.

Kunz, R. dan Santomier, J. (2019). Sport content and virtual reality technology acceptance. *Sport, Business and Management: An International Journal*, 10(1), 83-103.

Kuimova, M., Burleigh, D., Uzunboylu, H. dan Bazhenov, R. (2018). Positive effects of mobile learning on foreign language learning. *TEM Journal*, 7(4), 837-841.

Lehner, F., dan Nosekabel, H. 2002. The role of mobile devices in E-Learning first experiences with a wireless E-Learning environment. *IEEE International Workshop on Wireless and Mobile Technologies in Education*, 103-106.

Lu, X., dan Viehland, D. (2008) Factors Influencing the Adoption of Mobile Learning. *ACIS*, 56.

Park, H., Yoon, H. dan Hwang, J. (2016). Prospect of the next-generation digital content industry: three perspective approach to the user acceptance of the realistic content technology. *Proceedings of the 18th International Conference on Advanced Communication Technology, IEEE, Pyeongchang*, 675-680.

- Ratcheva, V., Zahidi, S., Chan, Q. dan Jesuthasan, R. (2019). Strategies for the New Economy Skills as the Currency of the Labour Market. *World Economic Forum*. 1-2.
- Ryza, P. (2019). Layanan Squaline Ganti Nama Produk Jadi “Cakap by Squaline”. Tersedia di: <https://dailysocial.id/post/squaline-ganti-nama-cakap> diakses 2 Oktober 2020.
- Ryza, P. (2020). Cakap UpSkill Diluncurkan, Perluas Cakupan Materi Pengembangan Diri. Tersedia di: <https://dailysocial.id/post/cakap-upskill-diluncurkan-perluas-cakupan-materi-pengembangan-diri> diakses 2 Oktober 2020.
- Sitar-Taut, D.-A., dan Mican, D. (2021). Mobile learning acceptance and use in higher education during social distancing circumstances: an expansion and customization of UTAUT2. *Online Information Review*, 45(5), 1000-1019.
- Tarhini, A, Masa’deh, R., Al-Busaidi, K. A., Mohammed, A. B. dan Maqableh, M. (2017). Factors influencing students' adoption of e-learning: A structural equation modeling approach. *Journal of International Education in Business*, 10(2), 164-182.
- Tan, G. W. H., Ooi, K. B., Leong, L. Y. dan Lin, B. (2014). Predicting the drivers of behavioral intention to use mobile learning: A hybrid SEM-Neural Networks approach. *Computers in Human Behavior*, 46, 198-213.
- Venkatesh, V., Davis, F.D. dan Morris, M.G. (2007). Dead or alive? The development, trajectory and future of technology adoption research. *Journal of the Association for Information Systems*, 8(4), 267-286.
- Venkatesh, V., Morris, M. G., Davis, G. B. dan Davis, F. D. (2003). User acceptance of information technology: Toward a unified view. *MIS Quarterly*, 27(3), 425-478.
- Venkatesh, V., Thong, J. Y. L. dan Xu, X. (2012). Consumer acceptance and use of information technology: Extending the unified theory of acceptance and use of technology. *MIS Quarterly*, 36, 157-178.
- Venkatesh, V. dan Zhang, X. (2010), Unified theory of acceptance and use of technology: US vs China. *Journal of Global Information Technology Management*, 13(1), 5-27.
- World Economic Forum. (2020). The Future of Jobs Report 2020. Tersedia di: <https://www.weforum.org/reports/the-future-of-jobs-report-2020> diakses 8 Agustus 2021.