

DAFTAR PUSTAKA

- APJII (2016), "Survey Internet Asosiasi Penyelenggara Jasa Internet Indonesia 2016," *Asosiasi Penyelenggara Jasa Internet Indonesia*. Available at: <http://www.apjii.or.id/survei2016>, accessed on January 4, 2018.
- Bandura, A. (1997), "Self-efficacy", *Harvard Mental Health Letter*, Vol. 13 No. 9, 4-6.
- Berry, L.L., Seiders, K. & Grewal, D. (2002), "Understanding Service Convenience", *The Journal of Marketing*, Vol. 66 No. 3, 1-17.
- Brunelle, E. (2009), "Introducing Media Richness Into An Integrated Model Of Consumer's Intentions To Use Online Stores In Their Purchase Process", *Journal of Internet Commerce*, Vol. 8 No 3, 222-45.
- Carlson, J.R. & Zmud, R.W. (1999), "Channel Expansion Theory and The Experiential Nature of Media Richness Perceptions", *The Academy of Management Journal*, Vol. 42 No. 2, 153-70.
- Daft, R.L. & Lengel, R.H. (1986), "Organizational Information Requirements, Media Richness and Structural Design", *Management Science*, Vol. 32 No. 5, 554-71.
- Davis, R. (2010), "Conceptualizing Fun in Mobile Commerce Environments", *International Journal of Mobile Communications*, Vol. 8 No. 1, 21-40
- Demangeot, C. & Broderick, A.J. (2007), "Conceptualising Consumer Behaviour in Online Shopping Environments", *International Journal of Retail & Distribution Management*, Vol. 35 No. 11, 878-94.

- Dickinger, A., Arami, M. & Meyer, D. (2008), “The Role of Perceived Enjoyment and Social Norm in The Adoption of Technology with Network Externalities”, *European Journal of Information Systems*, Vol. 17, 4-11.
- Gupta, S. & Kim, H.-W. (2007), “The Moderating Effect of Transaction Experience on The Decision Calculus in On-Line Repurchase”, *International Journal of Electronic Commerce*, Vol. 12 No. 1, 127-58.
- Hadi, F. (2017), “Transaksi Ecommerce di Indonesia pada 2016 Mencapai 489 Miliar Dolar AS,” *Tribun News*. Available at: <http://www.tribunnews.com/bisnis/2017/02/20/transaksi-e-commerce-di-indonesia-pada-2016-mencapai-489-miliar-dolar-as>, accessed on January 5, 2018.
- Hair, JR., Joseph F., William C. Black, Barry J. Babin, dan Rolph E. Anderson (2010), *Multivariate Data Analysis*, 7th edition, New Jersey: Pearson Education
- Holbrook, M.B. and Hirschman, E.C. (1982), “The experiential aspects of consumption: consumer fantasies, feeling, and fun”, *Journal of Consumer Research*, Vol. 9, 132-40.
- Hung, S.Y. & Chang, C.M. (2005), “User Acceptance of WAP Services: Test of Competing Theories”, *Computer Standards & Interfaces*, Vol. 27 No. 4, 359-70.
- Isomursu, M., Tahhti, M., Vainamo, S. & Kuutti, K. (2007), “Experimental Evaluation of Five Methods for Collecting Emotions in Field Settings with Mobile Applications”, *International Journal of Human-Computer Studies*, Vol. 65 No. 4, 404-18.

Jogiyanto, & Abdillah, W. (2014), *Konsep dan Aplikasi PLS untuk Riset Empiris*, 1st edition, Yogyakarta: BPFE

Joseph-Mathews, S., Bonn, M.A. & Snepenger, D. (2009), “Atmospherics and Consumers’ Symbolic Interpretations of Hedonic Services”, *International Journal of Culture, Tourism and Hospitality Research*, Vol. 3 No. 3, 193-210.

Katadata (2016), “Nilai Transaksi Ecommerce Indonesia 2011-2015,” *Kata Data*. Available at: <https://databoks.katadata.co.id/datapublish/2017/11/11/2011-2015-nilai-transaksi-e-commerce-indonesia-melonjak-250-persen>, accessed on January 5, 2018.

Kim, C., Mirusmonov, M. & Lee, I. (2010), “An Empirical Examination of Factors Influencing The Intention To Use Mobile Payment”, *Computer in Human Behavior*, Vol. 26 No. 3, 310-22.

Koo, D.-M. & Ju, S.-H. (2010), “The Interactional Effects of Atmospherics and Perceptual Curiosity on Emotions and Online Shopping Intention”, *Computers in Human Behavior*, Vol. 26 No. 3, 377-88.

Kotler, P. & K.L.Keller (2012), *Marketing Management*, 15th edition, Upper Saddle River, NJ: Pearson Education.

Lee, G.Y. & Yi, Y. (2008), “The Effect of Shopping Emotions and Perceived Risk on Impulsive Buying: The Moderating Role of Buying Impulsiveness Trait”, *Seoul Journal of Business*, Vol. 14 No. 2, 67-92.

- Li, Min., Z.Y. Dong, & Chen, Xi., (2012) “Factors Influencing Consumption Experience of Mobile Commerce: A Study From Experiential View”, *Internet Research*, Vol. 22 Issue:2, 120-141.
- Luarn, P. & Lin, H.-H. (2005), “Toward An Understanding of The Behavioral Intention To Use Mobile Banking”, *Computers in Human Behavior*, Vol. 21 No. 6, 873-91.
- Mahatanankoon, P. (2007), “The Effects of Personality Traits and Optimum Stimulation Level on Text-Messaging Activities and M-Commerce Intention”, *International Journal of Electronic Commerce*, Vol. 12 No. 1, 7-30.
- Mathwick, C., Malhotra, N. & Rigdon, E. (2001), “Experiential Value: Conceptualization, Measurement and Application in The Catalog and Internet Shopping Environment”, *Journal of Retailing*, Vol. 77, 39-56
- Newberry, B. (2001), “Media Richness, Social Presence and Technology Supported Communication Activities in Education,” *Learn Gen*. Available at: http://learngen.org/resources/module/lgend101_norm1/200/210/211_3.html, accessed on December 29, 2017.
- Nylander, J. (2017), “Indonesia Just Became The Fastest-Growing M-Commerce Market,” *Atimes*. Available at: <http://www.atimes.com/article/indonesia-just-became-fastest-growing-m-commerce-market/>, accessed on October 8, 2017
- Prasatya, A. (2017), “5 Prediksi Tren Ecommerce Indonesia di Tahun 2017,” *Tech in Asia*. Available at: <https://id.techinasia.com/talk/5-prediksi-tren-ecommerce-indonesia-di-tahun-2017>, accessed on January 4, 2018.

- Sekaran, U. & Bougie, R. (2016), *Research Methods for Business: a Skill Building Approach*, 7th edition, Chichester, West Sussex, UK: John Wiley and Sons.
- Taylor, S. & Todd, P.A. (1995), "Understanding Information Technology Usage: A Test of Competing Models", *Information Systems Research*, Vol. 6 No. 2, 144-76.
- Wakefield, R.L. & Whitten, D. (2006), "Mobile Computing: A User Study on Hedonic/Utilitarian Mobile Device Usage", *European Journal of Information Systems*, Vol. 15, 292-300.
- Ya-Ling Wu, Eldon Y. Li, "Marketing Mix, Customer Value, and Customer Loyalty in Social Commerce: A Stimulus-Organism-Response Perspective", *Internet Research*.
- _____ (2017), "Indonesia is the World's Fastest Growing Mobile-Commerce Market," *Better Than Cash Alliance*. Available at: <https://www.indonesia-investments.com/id/business/business-columns/indonesia-is-the-world-s-fastest-growing-mobile-commerce-market/item7802>, accessed on October 8, 2017.
- _____ (2017), "Top Sites in Indonesia," *Alexa*. Available at: <https://www.alexa.com/topsites/countries/ID>, accessed on December 18, 2017.