

DAFTAR PUSTAKA

- [1] D. Oktafani and K. Sisilia, “Analisis Penerapan Model Unified Theory of Acceptance and Use of Technology² (UTAUT²) Pada Adopsi Penggunaan Dompot Digital Ovo Dayeuh Kolot Bandung (Studi Kasus Pada Generasi Z Sebagai Pengguna OVO),” *J. Menara Ekon.*, vol. VI, no. 1, pp. 24–36, 2020.
- [2] F. P. Kawitan and L. Sulistyawati, “Analisis Technology Acceptance Model (TAM) Pada Penggunaan Finance Technology ‘Dana,’” *J. Anal. Bisnis, Ekon. Sos. dan Polit.*, vol. 1, no. 2, pp. 148–158, 2021.
- [3] R. Mayanti, “Faktor-faktor yang Memengaruhi Penerimaan User Terhadap Penerapan Quick Response Indonesia Standard Sebagai Teknologi Pembayaran Pada Dompot Digital,” *J. Ilm. Ekon. Bisnis*, vol. 25, no. 2, pp. 123–135, 2020.
- [4] M. P. A. Achiriani and I. H. Hasbi, “Pengaruh Performance Expectancy, Effort Expectancy, Social Influence, Perceived Risk, Perceived Cost Terhadap Behavioral Intention Pada Pengguna Dompot Digital Dana Di Indonesia,” in *e-Proceeding of Management*, 2021, pp. 376–388.
- [5] M. T. Hidayat, Q. Aini, and E. Fetrina, “Penerimaan Pengguna E-Wallet Menggunakan UTAUT 2 (Studi Kasus),” *J. Nas. Tek. Elektro dan Teknol. Inf.*, vol. 9, no. 3, pp. 239–247, 2020.
- [6] L. Indrawati and M. M. Pattinama, “Brand Image , Kualitas Pelayanan Dan Kepuasan Konsumen di Dalam Pengaruhnya Terhadap Minat Ulang Penggunaan Aplikasi DANA,” *J. Bisnis dan Manaj.*, vol. 8, no. 1, pp. 16–21, 2021
- [7] A. Corry, “Laporan Buku: OVO Pimpin Pangsa Pasar ‘Mobile Wallet’ di Indonesia,” *Daily Social*, 2021. <https://dailysocial.id/post/laporan-buku-ovo-pimpin-pangsa-pasar-mobile-wallet-di-indonesia> (accessed Dec. 02, 2021).
- [8] R. H. Utari and T. K. Pertiwi, “PERSEPSI BELANJA MENGGUNAKAN APLIKASI E- WALLET (Studi Pada Pengguna E-Wallet DANA di Indonesia),” *J. Inf. Syst. Applied, Manag. Account. Res.*, vol. 5, no. 1, pp. 215–226, 2021
- [9] S. Rodiah and I. S. Melati, “Pengaruh Kemudahan Penggunaan, Kemanfaatan, Risiko, dan Kepercayaan terhadap Minat Menggunakan E-wallet pada Generasi Milenial Kota Semarang,” *J. Econ. Educ. Entrep.*, vol. 1, no. 2, pp. 66–80, 2020.
- [10] V. Viswanath, J. Y. . Thong, and Xi. Xu, “Consumer Acceptance and Use of Information Technology: Extending the Unified Theory of Acceptance and Use of Technology,” *JSTOR*, vol. 36, no. 1, pp. 157–178, 2012.

- [11] C. A. Haris, B. S. WA, and A. Nasiri, "PENERAPAN MODEL UTAUT2 UNTUK MENGEVALUASI APLIKASI RUANG GURU," *J. Teknol. Inf.*, vol. 3, no. 2, pp. 192–199, 2019.
- [12] Z. Niqotaini, "ANALISIS PENERIMAAN DAN PENGGUNAAN MEDIA PEMBELAJARAN AUGMENTED REALITY DENGAN MENGGUNAKAN MODEL UTAUT-2 (Studi Kasus: SMP dan SMA MUTIARA BUNDA BANDUNG)," *J. Ilm. Technol.*, vol. 12, no. 1, pp. 4–8, 2021.
- [13] Yessica and E. M. Sutanto, "Analisis pemilihan aplikasi pembayaran DANA," *J. Bus. Bank.*, vol. 10, no. 1, pp. 53–69, 2020.
- [14] A. Andrianto, "FAKTOR YANG MEMPENGARUHI BEHAVIOR INTENTION UNTUK PENGGUNAAN APLIKASI DOMPET DIGITAL MENGGUNAKAN MODEL UTAUT2," *J. Ilm. Ekon. Bisnis*, vol. 25, no. 2, pp. 111–122, 2020.
- [15] I. Kumala and I. Mutia, "Pemanfaatan Aplikasi Dompot Digital Terhadap Transaksi Retail Mahasiswa," in *Seminar Nasional Riset dan Teknologi*, pp. 64–69.
- [16] R. S. H. Prabowo and T. Widodo, "Analisis Penerapan Model Unified Theory Of Acceptance And Use Of Technology 2 (utaut2) Pada Adopsi Penggunaan Mobile Payment Jenius (Studi Kasus Di Kota Bandung)," in *e-Proceeding of Managemenr*, 2021, pp. 4323–4339
- [17] N. Yein and S. Pal, "Analysis of the user acceptance of exergaming (fall-preventive measure) – Tailored for Indian elderly using unified theory of acceptance and use of technology (UTAUT2) model," *Entertain. Comput.*, vol. 38, p. 100419, 2021
- [18] O. A. Gansser and C. S. Reich, "A new acceptance model for artificial intelligence with extensions to UTAUT2: An empirical study in three segments of application," *Technol. Soc.*, vol. 65, p. 101535, 2021
- [19] S. Nordhoff *et al.*, "Using the UTAUT2 model to explain public acceptance of conditionally automated (L3) cars: A questionnaire study among 9,118 car drivers from eight European countries," *Transp. Res. Part F*, vol. 74, pp. 280–297, 2020
- [20] P. Ramírez-Correa, F. J. Rondán-Cataluña, J. Arenas-Gaitán, and F. Martín-Velicia, "Analysing the acceptance of online games in mobile devices: An application of UTAUT2," *J. Retail. Consum. Serv.*, vol. 50, pp. 85–93, 2019
- [21] A. Miswan, "Perkembangan dan Dampak Financial Technology (Fintech) terhadap Industri Keuangan Syariah di Jawa Tengah," *J. Stud. Keislam.*, vol. 5, no. 1, pp. 32–45, 2019.
- [22] Bank Indonesia, *PERATURAN BANK INDONESIA NOMOR 18/40/PBI/2016*. 2016.

- [23] D. Himawati and M. F. Firdaus, “Pengaruh Word Of Mouth dan Manfaat Terhadap Keputusan Menggunakan E-Wallet Dana Melalui Kepercayaan Pelanggan di Jabodetabek,” *J. Inov. Bisnis dan Manaj. Indones.*, vol. 04, no. 03, pp. 424–436, 2021.
- [24] Y. U. Salim and S. Widaningsih, “Analisis Minat Beli Konsumen Terhadap Program Kursus Bahasa Inggris Di Lembaga Kursus Bahasa Northern Light Education Center (Nlec) Bandung,” in *eProceedings of Applied Science*, 2017, pp. 521–527
- [25] Sugiyono, *Statistika Untuk Penelitian*. Bandung: Alfabeta, cv, 2011.
- [26] P. Santosa, *Metode Penelitian Kuantitatif*. Yogyakarta: ANDI, 2018.
- [27] W. Abdillah, *Partial Least Square (PLS)*. Yogyakarta: C.V ANDI OFFSET, 2015.
- [28] W. Abdillah, *Metode Penelitian Terpadu Sistem Informasi*. Yogyakarta: Andi, 2018.
- [29] T. Ramadhanti and Muslimin, “BEHAVIORAL INTENTION TO USE E-WALLET DANA AS DIGITAL PAYMENT DURING THE COVID-19 PANDEMIC,” *J. Ilm. Akunt. Perad.*, vol. VIII, no. 1, pp. 136–147, 2022.