ABSTRACT

ANALYSIS FACTORS AFFECTING THE USAGE ACCEPTANCE OF MICROSOFT TEAMS APPLICATIONS USING SELF-EFFICACY AND TAM INTEGRATION
(CASE OF STUDY: STUDENT OF INSTITUT TEKNOLOGI TELKOM PURWOKERTO)

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The Industrial Revolution 4.0 or known as the digital revolution has become a major element in human activities, including the field of education. In the field of education, the digital revolution has changed the conventional learning system into an all-digital learning system. One of the technologies used as learning media today is the Microsoft Teams application. The role of Microsoft Teams in this research is as a learning alternative for ITTP students. Problems that occur with ITTP students when using the Microsoft Teams application include difficulty logging in, delays often occur, some features are difficult to understand, the application is quite heavy to use, some devices do not support background features. In addition, 81.8% of students experienced difficulties the first time they used the Microsoft Teams application. Based on these problems, research was carried out with the aim of analyzing the factors of acceptance of the use of the Microsoft Teams application as a learning medium using the Technology Acceptance Model (TAM) which consists of variables perceived usefulness, perceived ease of use, attitude toward using, actual system use, and variables external self-efficacy. This research was conducted using quantitative methods and the data obtained was in the form of primary data of 117 respondents. Calculation of the results of hypothesis testing on the influence of one variable on another variable where the path coefficient calculation of the seven hypotheses produces values in the range 0 to 1 and the calculation of the P-Values of the seven hypotheses produces a value of <0.05. The conclusion from this study is that the seven hypotheses are stated to have a significant positive effect, meaning that the Microsoft Teams application can be accepted by students and can be used as an application recommendation as a learning medium in the ITTP environment.

***Keyword**: Microsoft Teams, PLS-SEM, Revolution, Technology Acceptance Model*