

DAFTAR ISI

LEMBAR PENGESAHAN	ii
LEMBAR ORISINALITAS	iii
ABSTRAK	iv
ABSTRACT	v
KATA PENGANTAR.....	vi
UCAPAN TERIMA KASIH	vii
DAFTAR ISI.....	ix
DAFTAR TABEL	xiv
DAFTAR GAMBAR.....	xv
DAFTAR LAMPIRAN	xvi
DAFTAR ISTILAH.....	xvii
BAB I PENDAHULUAN.....	1
1.1 Latar Belakang.....	1
1.2 Rumusan Masalah.....	4
1.3 Tujuan Tugas Akhir	5
1.4 Manfaat Tugas Akhir	5
1.5 Batasan dan Asumsi Tugas Akhir	6
1.6 Sistematika Laporan	7
BAB II LANDASAN TEORI	9
2.1 Literatur	9
2.2 Pemilihan Metode / Kerangka Kerja	15
2.2.1 Analisis Penerimaan.....	15
2.2.2 <i>Technology Acceptance Model</i>	15
2.2.3 PT. Kereta Api Indonesia	16
2.2.4 <i>Face Recognition</i>	16
2.2.5 Kuesioner	16

2.2.6	Penyusunan Kuesioner	17
2.2.6.1	<i>Subjective Norm</i>	17
2.2.6.2	<i>Experience</i>	18
2.2.6.3	<i>Voluntaries</i>	18
2.2.6.4	<i>Image</i>	18
2.2.6.5	<i>Job Relevance</i>	18
2.2.6.6	<i>Output Quality</i>	19
2.2.6.7	<i>Result Demonstrability</i>	19
2.2.6.8	<i>Computer Self-efficacy</i>	19
2.2.6.9	<i>Perception of External Control</i>	19
2.2.6.10	<i>Computer Anxiety</i>	19
2.2.6.11	<i>Computer Playfulness</i>	19
2.2.6.12	<i>Perceived Enjoyment</i>	19
2.2.6.13	<i>Objective Usability</i>	19
2.2.6.14	<i>Perceived Ease of Use</i>	20
2.2.6.15	<i>Behavioral Intention</i>	20
2.2.6.16	<i>Perceived Usefulness</i>	20
2.2.6.17	<i>Use Behavioral</i>	20
2.2.7	Hipotesis.....	20
2.2.8	Uji Hipotesis.....	20
2.2.9	<i>Path Coefficient</i>	21
2.2.10	<i>T-Statistik</i>	21
2.2.11	<i>R-Square</i>	21
2.2.12	<i>P-Value</i>	22
2.2.13	Teknik Pengambilan Sampel.....	22
2.2.14	Uji Validitas	23
2.2.15	Uji Reliabilitas	23
2.2.16	<i>Structural Equation Modelling-Partial Least Square (SEM-PLS)</i>	24
2.2.17	Uji Validitas Konvergen.....	24
2.2.18	<i>Outer Loading</i>	25
2.2.19	<i>Average Variance Extracted (AVE)</i>	25

2.2.20	Uji Validitas Diskriminan	25
2.2.21	<i>Fornell-Larcker Criterion</i>	25
2.2.22	<i>Cross Loading</i>	26
2.2.23	Smart-PLS.....	26
BAB III METODE PENYELESAIAN MASALAH		27
3.1	Sistematika Penyelesaian Masalah	27
3.1.1	Diagram Alir Penelitian.....	27
3.1.2	Identifikasi Masalah	27
3.1.3	Studi Literatur	28
3.1.4	Pembentukan Hipotesis	28
3.1.5	Penyusunan Kuesioner	30
3.1.6	Menentukan Populasi dan Sampel	39
3.1.6.1	Populasi	39
3.1.6.2	Sampel	39
3.1.7	Pengumpulan Data	40
3.1.8	Uji Validitas Konvergen	40
3.1.9	Uji Validitas Diskriminan.....	40
3.1.10	Uji Reliabilitas	40
3.1.11	Hipotesis	41
3.1.12	Uji Hipotesis	41
3.1.13	<i>Output</i>	41
BAB IV PENGOLAHAN DATA DAN ANALISIS HASIL		42
4.1	Pengumpulan Data dan Analisis Data.....	42
4.2	Perancangan.....	43
4.2.1	<i>Subjective Norm</i>	43
4.2.2	<i>Experience</i>	43
4.2.3	<i>Voluntariness</i>	43

4.2.4	<i>Image</i>	44
4.2.5	<i>Job Relevance</i>	44
4.2.6	<i>Output Quality</i>	45
4.2.7	<i>Result Demonstrability</i>	45
4.2.8	<i>Computer Self-efficacy</i>	45
4.2.9	<i>Perception of External Control</i>	46
4.2.10	<i>Computer Anxiety</i>	46
4.2.11	<i>Computer Playfulness</i>	47
4.2.12	<i>Perceived Enjoyment</i>	47
4.2.13	<i>Objective Usability</i>	47
4.2.14	<i>Perceived Ease of Use</i>	48
4.2.15	<i>Behavioral Intention</i>	48
4.2.16	<i>Perceived Usefulness</i>	49
4.2.17	<i>Use Behavioral</i>	49
4.3	Pengembangan.....	49
4.3.1	Usia	49
4.3.2	Asal Kecamatan	50
4.3.3	Pengguna Aplikasi Access by KAI.....	51
4.3.4	Pengolahan Data.....	52
4.3.4.1	Pembuatan Model Struktural.....	53
4.3.5	Uji Validitas Konvergen	54
4.3.5.1	<i>Outer Loading</i>	54
4.3.5.2	Average Variance Extracted (AVE).....	56
4.3.6	Uji Validitas Diskriminan.....	58
4.3.7	Uji Reliabilitas	69
4.3.8	Uji Hipotesis.....	70
4.3.8.1	Uji R-Square	70

4.3.8.2	Path Coefficient.....	71
4.3	Hasil.....	78
4.6	Implikasi Tugas Akhir	79
BAB V KESIMPULAN DAN SARAN		81
5.1	Kesimpulan.....	81
5.2	Saran.....	82
DAFTAR PUSTAKA		83
LAMPIRAN.....		86