



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk mengubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

Copyright and reuse:

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

DAFTAR PUSTAKA

- Cheney, T. (2006). An Acceptance Model for Useful and Fun Information Systems. *Human Technology: An Interdisciplinary Journal on Humans in ICT Environments*, 2(2), 225–235. doi: 10.17011/ht/urn.2006520
- Davis, F. D. (1989). *Perceived usefulness, Perceived ease of use*, and User Acceptance of Information Technology. *MIS Quarterly*, 13(3), 319. doi: 10.2307/249008
- Davis, F. D., Bagozzi, R. P., & Warshaw, P. R. (1992). Extrinsic and Intrinsic Motivation to Use Computers in the Workplace1. *Journal of Applied Social Psychology*, 22(14), 1111–1132. doi: 10.1111/j.1559-1816.1992.tb00945.x
- DeLone, W. H., and McLean, E. R. "Information Systems Success: The Quest for the Dependent Variable," *Information Systems Research* (3:1), 1992, pp. 60-95.
- Gu, J.-C., Fan, L., Suh, Y. H., & Lee, S.-C. (2010). Comparing Utilitarian and Hedonic Usefulness to User Intention in Multipurpose Information Systems. *Cyberpsychology, Behavior, and Social Networking*, 100722182519069. doi: 10.1089/cpb.2009.0167
- Hair JR, J. F., Black, W. C., Babin, B. J., & Anderson, R. E. (2010). *Multivariate Data Analysis*. Pearson Prentice Hall.
- Heijden, V. D. (2004). User Acceptance of Hedonic Information Systems. *MIS Quarterly*, 28(4), 695. doi: 10.2307/25148660
- Ho, C. T., & Yang, C. H. (2015). A study on behavior *intention to use* live streaming video platform based on TAM model. *The Asian Conference on Psychology and Behavioral Sciences 2015 Official Conference Proceedings*.

Keppels, J. (2016). The Online Streaming Music Market and the Chance of Adoption of a New Online Streaming Music Service. *Mathematics and Computer Science*.

Lee, Velma and Lin, Shin-jeng, (2008). Podcasting Acceptance on Campus: An extension of the UTAUT Model. *DIGIT 2008 Proceedings*. 3.

Lee, Y., Kozar, K. A., & Larsen, K. R. (2003). The Technology Acceptance Model: Past, Present, and Future. *Communications of the Association for Information Systems*, 12. doi: 10.17705/1cais.01250

Lin, C.-P., & Bhattacherjee, A. (2008). Elucidating Individual *Intention to use* Interactive Information Technologies: The Role of Network Externalities. *International Journal of Electronic Commerce*, 13(1), 85–108. doi: 10.2753/jec1086-4415130103

Lind, D. A., Marchal, W. G., & Wathen, S. A. (2012). *Statistical Techniques In Business & Economics*. United States: McGraw-Hill Irwin.

Lin, J. C.-C., & Lu, H. (2000). Towards an understanding of the behavioural *intention to use* a web site. *International Journal of Information Management*, 20(3), 197–208. doi: 10.1016/s0268-4012(00)00005-0

Maharidho et al, T. W. (2018). *Pengaruh Technology Acceptance Model (Tam) Terhadap Corporate Credibilty Dan Behavioral Intention Pada Aplikasi Streaming Musik Spotify*. Semarang: Jurnal Unpand.

Malhotra et al. (2010). *Marketing Research (6th ed.)*. s.l.: s.n.

Merhi, M. I. (2015). Factors influencing higher education students to adopt podcast: An empirical study. *Computers & Education*, 83, 32–43. doi: 10.1016/j.compedu.2014.12.014

Pal, D., & Triyason, T. (2018). User Intention towards a Music Streaming Service: A Thailand Case Study. *KnE Social Sciences*, 3(1), 1. doi: 10.18502/kss.v3i1.1393

Praveena, K., & Thomas, S. (2014). Continuance *Intention to use* Facebook: A Study of *Perceived enjoyment* and TAM. *Bonfring International Journal of Industrial Engineering and Management Science*, 4(1), 24–29. doi: 10.9756/bijiems.4794

Rodrigues, L. F., Oliveira, A., & Costa, C. J. (2016). Does ease-of-use contributes to the perception of enjoyment? A case of gamification in e-banking. *Computers in Human Behavior*, 61, 114–126. doi: 10.1016/j.chb.2016.03.015

Saeed, N., Yang, Y., & Sinnappan, S. (2009). Effects of Cognitive Style on User Acceptance of Blogs and Podcasts. *2009 Ninth IEEE International Conference on Advanced Learning Technologies*. doi: 10.1109/icalt.2009.83

Sim, J.-J., Tan, G. W.-H., Wong, J. C., Ooi, K.-B., & Hew, T.-S. (2014). Understanding and predicting the motivators of mobile music acceptance – A multi-stage MRA-artificial neural network approach. *Telematics and Informatics*, 31(4), 569–584. doi: 10.1016/j.tele.2013.11.005

Venkatesh, V. (2000). Determinants of *Perceived ease of use*: Integrating Control, Intrinsic Motivation, and Emotion into the Technology Acceptance Model. *Information Systems Research*, 11(4), 342–365. doi: 10.1287/isre.11.4.342.11872

Zikmund, W. G., Babin, B. J., Carr, J. C., & Griffin, M. (2013). Business Research Methods. Australia/New Zealand: Cengage

Admin, W. by I. (2019, February 26). Definisi Pembawa Acara Podcast atau Podcaster. Retrieved from <http://indovoiceover.com/menyelami-podcaster-definition-secara-teori-dan-prakteknya/>

Ario, D. (2019, Mei 28). Kebangkitan Podcast di Indonesia dan Kurangnya Podcast Musik Lokal. Retrieved from <https://billboardid.com/kebangkitan-podcast-di-indonesia-dan-kurangnya-podcast-musik-lokal/>

Armenia, R. (2018, April 1). Podcast, Masa Depan Penyiaran yang Belum Pasaran di Indonesia. Retrieved from <https://www.cnnindonesia.com/hiburan/dan-informasi/20180401031240-241-287315/podcast-masa-depan-penyiaran-yang-belum-pasaran-di-indonesia>.

Bintoro, A. (2017, Mei 10). Apa Kabar FJB Kaskus? Ini Jawaban 'Mimin'. Retrieved from <https://www.cnnindonesia.com/teknologi/20170509171901-185-213546/apa-kabar-fjb-kaskus-ini-jawaban-mimin>

Eka, R. (2018, August 27). Laporan DailySocial: Penggunaan Layanan Podcast 2018: Dailysocial. Retrieved from <https://dailysocial.id/post/laporan-dailysocial-penggunaan-layanan-podcast-2018>.

Kaskus. (n.d.). KASKUS Podcast - Program Hobi dan Komunitas. Retrieved from <https://podcast.kaskus.co.id/>

Kemp, S. (2019, January 30). Digital 2019: Global Digital Overview - DataReportal – Global Digital Insights. Retrieved from <https://datareportal.com/reports/digital-2019-global-digital-overview>

Mari. (n.d.). NOICE. Retrieved from <http://noice.id/>

Mulligan, M. (2019, October 29). Spotify Podcasts Q3 2019: Solid Start. Retrieved from <https://www.midiaresearch.com/blog/spotify-podcasts-q3-2019-solid-start/>.

Musik untuk semua orang. (n.d.). Retrieved from <https://www.spotify.com/id/>

Saraswati, D. P. (2019, September 8). Podcast Si Pendatang Baru yang Digandrungi. Retrieved from https://hot.detik.com/music/d-4697657/podcast-si-pendatang-baru-yang-digandrungi?_ga=2.73800855.445251571.1568294867-891389641.1556451303.

Yusuf, O. (2019, August 2). Pendengar Podcast di Spotify Naik 50 Persen. Retrieved from <https://tekno.kompas.com/read/2019/08/02/08050027/pendengar-podcast-di-spotify-naik-50-persen>.

Zaenudin, A. (2017, August 11). Hikayat Podcast. Retrieved from <https://tirto.id/hikayat-podcast-cufm>

LAMPIRAN