Analisis faktor faktor yang mempengaruhi penggunaan sistem manajemen pengetahuan menggunakan unified theory of acceptance and use of technology 2 utaut 2 studi kasus net production center room PT. Astra International Tbk = Analysis of factors influencing usage of knowledge management system using unified theory of acceptance and use of technology 2 utaut 2 case study net production center room PT. Astra International Tbk

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Abstrak

[ABSTRAK
Pada tahun 2010 PT Astra International Tbk membangun sistem manajemen pengetahuan yang diberi nama NPC Room Namun pada kenyataannya penggunaan NPC Room terlihat semakin menurun Melalui penelitian ini diharapkan peneliti dapat menemukan faktor apa yang mempengaruhi penggunaan NPC Room sehingga nantinya dapat menjadi pertimbangan bagi perusahaan dalam membuat strategi yang tepat untuk meningkatkan penggunaan NPC Room Model yang digunakan untuk mencari tahu faktor faktor apa saja yang mempengaruhi penggunaan NPC Room adalah Unified Theory of Acceptance and Use of Technology 2 UTAUT 2 Pemilihan model UTAUT 2 pada penelitian ini dikarenakan model UTAUT 2 merupakan model penerimaan teknologi terkini yang menggabungkan variabel variabel yang terbukti paling berpengaruh pada delapan teori penerimaan teknologi pendahulunya Selain itu model UTAUT 2 dapat digunakan untuk membantu memahami apa yang menjadi pendorong penggunaan suatu teknologi sehingga dapat digunakan untuk mendesain strategi yang ditujukan pada populasi pengguna yang cenderung kurang dalam menggunakan suatu teknologi Mengingat jumlah responden pada penelitian ini berjumlah kurang dari seratus yakni 57 responden maka analisis statistik yang digunakan pada penelitian ini adalah Partial Least Square PLS dengan bantuan perangkat lunak SmartPLS v 3 1 3 Hasil dari penelitian memperlihatkan bahwa faktor faktor yang mempengaruhi penggunaan NPC Room adalah habit dan pengaruh lingkungan sekitar Pengaruh habit dan lingkungan sekitar terhadap penggunaan NPC Room memiliki efek paling tinggi pada pegawai dengan usia yang lebih tua dan pengalaman kerja yang lebih lama yakni pegawai dengan usia lebih dari tiga puluh tahun dan pengalaman kerja lebih dari lima tahun

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ABSTRACT<b>In 2010 PT Astra International Tbk build knowledge management system named NPC Room But in fact the use of NPC Room seen declining Expected through this study researcher can discover what factors influence the use of NPC Room so that it can help company to create the right strategy to increase the use of NPC Room Model used to find out the factors that influence use of NPC Room is Unified Theory of Acceptance and Use of Technology 2 UTAUT 2 The reason for using UTAUT 2 in this study because UTAUT 2 is the latest technology acceptance model which combines the variables that proved to be the most influential in eight predecessor technology acceptance theory In addition UTAUT 2 can be used to help understand what is driving the use of a technology so that it can be used to design strategies that are aimed at the population of users who tend to be less in using a technology Given the number of respondents in this study were less than a hundred i e 57 respondents then statistical analysis used

in this study is Partial Least Square PLS by using SmartPLS v 3 1 3 The results of the research showed that the factors that affect the use of NPC Room are habit and social influence The influence of habit and social influence on the use of NPC Room have the highest effect on older employess and employees with longer work experience i e employees with age more than thirty years and employees with work experience more than five years ;In 2010 PT Astra International Tbk build knowledge management system named NPC Room But in fact the use of NPC Room seen declining Expected through this study researcher can discover what factors influence the use of NPC Room so that it can help company to create the right strategy to increase the use of NPC Room Model used to find out the factors that influence use of NPC Room is Unified Theory of Acceptance and Use of Technology 2 UTAUT 2 The reason for using UTAUT 2 in this study because UTAUT 2 is the latest technology acceptance model which combines the variables that proved to be the most influential in eight predecessor technology acceptance theory In addition UTAUT 2 can be used to help understand what is driving the use of a technology so that it can be used to design strategies that are aimed at the population of users who tend to be less in using a technology Given the number of respondents in this study were less than a hundred i e 57 respondents then statistical analysis used in this study is Partial Least Square PLS by using SmartPLS v 3 1 3 The results of the research showed that the factors that affect the use of NPC Room are habit and social influence The influence of habit and social influence on the use of NPC Room have the highest effect on older employess and employees with longer work experience i e employees with age more than thirty years and employees with work experience more than five years , In 2010 PT Astra International Tbk build knowledge management system named NPC Room But in fact the use of NPC Room seen declining Expected through this study researcher can discover what factors influence the use of NPC Room so that it can help company to create the right strategy to increase the use of NPC Room Model used to find out the factors that influence use of NPC Room is Unified Theory of Acceptance and Use of Technology 2 UTAUT 2 The reason for using UTAUT 2 in this study because UTAUT 2 is the latest technology acceptance model which combines the variables that proved to be the most influential in eight predecessor technology acceptance theory In addition UTAUT 2 can be used to help understand what is driving the use of a technology so that it can be used to design strategies that are aimed at the population of users who tend to be less in using a technology Given the number of respondents in this study were less than a hundred i e 57 respondents then statistical analysis used in this study is Partial Least Square PLS by using SmartPLS v 3 1 3 The results of the research showed that the factors that affect the use of NPC Room are habit and social influence The influence of habit and social influence on the use of NPC Room have the highest effect on older employess and employees with longer work experience i e employees with age more than thirty years and employees with work experience more than five years]