

Judul:

Pengaruh Cognitive Absorption dan Motivational Affordance Terhadap in-Game Purchase Intention Pada Pemain Game (VALORANT) Berbasis Komputer Generasi Z di Jakarta = The Influence of Cognitive Absorption and Motivational Affordance on In-game Purchase Intention in Computer-Based Valorant Game players in Generation Z in Jakarta

Pengarang/Penulis:

Muhammad Elan Wicaksana, author

Subjek:

Motivational Affordance

Nomor Panggil:

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Penerbitan:

Fakultas Ekonomi dan Bisnis Universitas Indonesia

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