

**TITLE: UNDERSTANDING THE DETERMINANTS OF S-COMMERCE  
ADOPTION: FROM UNIFIED THEORY OF ACCEPTANCE AND USE OF  
TECHNOLOGY (UTAUT) PERSPECTIVE**

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## **Abstract**

Social commerce has become a new trend of inquiry for researchers to investigate the behaviour of consumer in online shopping. LinkedIn, Facebook and Twitter is a popular social networking that opened opportunities for new business models. The combination between Web 2.0 social media technologies and infrastructure had support online interactions and user to the acquisition of product and services. To understanding the user's social shopping intention, this study conducted an empirical study based on questionnaire that had develop to investigate what is the factors affect the user's intention of participation in social commerce. This research proposed unified theory of acceptance and use of technology (UTAUT) to study actual use of social commerce. This study will examine four direct effects on social commerce adoption such as Performance Expectancy (PE), Effort Expectancy (EE), Social Influence (SI), and Facilitating Condition (FC).

**Keywords:** social commerce, UTAUT, Performance Expectancy(PE), Effort Expectancy(EE), Social Influence (SI), Facilitating Condition(FC).

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## TABLE OF CONTENT

<b>Permission to Use</b>	<b>i</b>
<b>Abstract</b>	<b>ii</b>
<b>Acknowledgment</b>	<b>iii</b>
<b>Table of Contents</b>	<b>iv</b>
<b>List of Tables</b>	<b>vi</b>
<b>List of Figures</b>	<b>vii</b>
<b>List of Appendices</b>	<b>viii</b>
<b>Glossary of Terms</b>	<b>ix</b>
<b>List of Abbreviations</b>	<b>xi</b>

### **CHAPTER 1 INTRODUCTION**

1.0	Introduction	1
1.1	Problem Statement	2
1.2	Research questions	3
1.3	Research objectives	3
1.4	Research Hypotheses	4
1.5	Research Model	6
1.6	Significance of research	6
1.7	Scope of the study	8

### **CHAPTER 2 LITERATURE REVIEW**

2.0	Introduction	9
2.1	E-Commerce	9
2.2	Social Media	11
	2.2.1 Social Media Functionality	12
	2.2.2 Social Media in Business	15
2.3	Social Commerce	16
	2.3.1 Type of Social Commerce	17
	2.3.2 Characteristic of Social Commerce	19
	2.3.3 Evolution of Social Commerce	20
	2.3.4 Social commerce concept	22
	2.3.5 Difference between Social Commerce and E- Commerce	23
	2.3.6 Social Commerce Marketing	25
2.4	Previous research studies	26
	2.4.1 A research framework with an integrated view of S- Commerce	26
2.5	Unified Theory of Acceptance and Use Of Technology (UTAUT)	30
	2.5.1 UTAUT Model	30
	2.5.2 UTAUT construct description	31

## **CHAPTER 3 RESEARCH METHODOLOGY**

3.0	Introduction	33
3.1	Research Design	34
3.2	Data Collection Technique	34
	3.2.1 Web survey	35
	3.2.2 Sampling	36
3.3	Data Analysis Structural Equation Modelling (SEM)	37
	3.3.1 Partial Least Square (PLS)	38
3.4	Measurement for Evaluating and Structural Models for Partial Least Square	39
	3.4.1 Measurement Model	39
	3.4.1.1 Internal Consistency	39
	3.4.1.2 Indicator Reliability	40
	3.4.1.3 Convergent Reliability	40
	3.4.1.4 Discriminant Validity	40
	3.4.2 Structural Model	42
3.5	Instrument Development	43
	3.5.1 Pilot Survey	43
	3.5.2 Questionnaire Format and Administration	49
3.6	Descriptive Statistic of Respondent	50
3.7	Respondent and Setting	54
	3.7.1 Descriptive Statistic of Instrument	55

## **CHAPTER 4 DATA ANALYSIS AND FINDINGS**

4.0	Overview	57
4.1	Assessment for Measurement Model	57
	4.1.1 Internal Consistency Reliability	57
	4.1.2 Convergent Validity	59
	4.1.3 Discriminant Validity	59
4.2	Structural Model	64
	4.2.1 Coefficient of Determination ( $R^2$ )	64
	4.2.2 Path Coefficient	66
	4.2.3 Hypothesis Testing	67

## **CHAPTER 5 DISCUSSION OF RESULT**

5.0	Overview of chapter five	69
5.1	Discussion of the Survey Finding	69
5.2	Summary	71

## **CHAPTER 6 CONCLUSION**

6.0	Overview of chapter six	73
6.1	Summary of research	73
6.2	Research Contribution	74
	6.2.1 Theoretical Contribution	74
	6.2.2 Practical Contribution	75
6.3	Limitation	75
6.4	Conclusion	76

<b>Reference</b>	78
<b>Appendix A.1</b>	84
<b>Appendix A.2</b>	85

## List of Tables

Table 1.0	Comparison-Business/Brand Marketing in Social Media Sites	16
Table 2.3.3	Social Commerce Evolution along the People, Management, Technology, and Information	21
Table 2.3.5	Differences between S-commerce and E-Commerce	24
Table 2.4.1	List of Research Framework of Social Commerce	27
Table 3.2	Reasons for Adopting Web-based Survey	36
Table 3.4	Summaries of Validity Guidelines for Assessing Reflective Measurement Model	41
Table 3.4.2	Summaries of Validity Guidelines for Assessing Reflective Structural Model	43
Table 3.5.1	Respondents' Demographic Information for Pilot Survey	45
Table 3.5.2	Summaries of the Assessment Conducted on the Research Measurement Model	46
Table 3.5.3	Correlations and Discriminant Validity	48
Table 3.6	Respondents' Demographic Information	51
Table 3.6.1	Respondents' Demographic Information	54
Table 3.7	Descriptive Statistic for All Indicators	55
Table 4.1	CR, Mean, Standard deviation, Loadings and T-statistic value of each Construct	58
Table 4.2	AVE value	59
Table 4.3	Inter-correlation matrix	61
Table 4.4	The cross loading output using SmartPLS	63
Table 4.5	Path coefficients, Observed T- Statistics, Significant Level for All Hypothesized Paths	66
Table 4.6	Summary of Hypotheses Testing	67
Table 5.1	Summary of the research findings.	72



## List of Figures

Figure 1.0	Proposed Research Model	6
Figure 2.0	Social Media Functionality	12
Figure 2.3.1	Seven Types of Social Commerce	17
Figure 2.3.4	Concept involved in social commerce	22
Figure 2.3.6	Comparison between social networking in term of brand online	26
Figure 2.5.1	UTAUT Model	31
Figure 3.0	Research Design	33
Figure 3.1	Web survey flow	50
Figure 3.6.1	Experience use of social commerce	51
Figure 3.6.2	Term use of social commerce	52
Figure 3.6.3	Social network sites	53
Figure 3.6.4	Motivational factor to choose shopping online	53
Figure 4.1	Results of Structural Model	65

## List of Appendices

### Appendix A Questionnaire

Appendix A.1 Survey on Social Commerce Usage

Appendix A.2 Respondent

## Glossary of Terms

Acquaintances	A person known to one, but usually not a close friend.
Analogous	Is a cognitive process of transferring information or meaning from a particular subject (the analogue or source) to another particular subject (the target), or a linguistic expression corresponding to such a process.
Collectivism	The principle of ownership of the means of production, by the state or the people
Convenient	Suitable or agreeable to the needs or purpose; well-suited with respect to facility or ease in use; favourable, easy, or comfortable for use
Convergence	Concurrence of opinions, results
Convergence (telecommunications)	The combination of multiple services through lines of telecommunication from a single provider
Decisive	Having the power or quality of deciding; putting an end to controversy; crucial or most important
Discourse	Communication of thought by words; talk; conversation
Dissemination (communications)	Means to broadcast a message to the public without direct feedback from the audience.
Electronic Commerce (e-commerce)	Business that is transacted by transferring data electronically, especially over the Internet.
Infamous	Having an extremely bad reputation
Notion	A general understanding; vague or imperfect conception or idea of something:
Obstacle	Something that obstructs or hinders progress.
Portrays	To make a likeness of by drawing, painting, carving, or the like.
Post-purchase	Final stage in the consumer decision process when the customer assesses whether he is satisfied or dissatisfied with a purchase

Retrospective	Take a look back at events that already have taken place
Self-disclosure	Is a process of communication through which one person reveals himself or herself to another. The information can be descriptive or evaluative and can include thoughts, feelings, aspirations, goals, failures, successes, fears, dreams as well as one's likes, dislikes, and favorites.
Social circle	Is a group of socially interconnected people. It may be viewed from the perspective of an individual who is the locus of a particular group of socially interconnected people and from the perspective of the group as a cohesive unit.
Social Commerce (s-commerce)	Online shopping activities take place using web 2.0 or social media applications
Social Media	Websites and other online means of communication that are used by large groups of people to share information and to develop social and professional
Social Network	An online community of people with a common interest who use a website or other technologies to communicate with each other and share information, resources
Trustworthiness	One of moral value, regarded as a virtue. For example, a trustworthy person is someone in whom one can place one's trust and rest assured that the trust shall not be betrayed

## List of Abbreviations

ADT	Innovation Diffusion Theory
CMSEs	Content Management System
EDI	Electronic Data Interchange
MM	Motivational Model
MPCU	Model of PC utilization
RSS	Rich Site Summary
SAM	Strategic Alignment Model
SCAM	Social Commerce Adoption Model
SCT	Social Cognitive Theory
SOA	Service Oriented Architecture
TAM	Technology Acceptance Model
TPB	Theory of Planned Behaviour
TRA	Theory of Reasoned Action
UTAUT	Unified Theory of Acceptance and Use of Technology

# CHAPTER ONE

## INTRODUCTION

### 1.0 Introduction

Technology plays an important role in changing the strategy of administering business and it has affected several aspects in our lives. Marius (2012), explained, that there are six key ways in which technology is changing the way people do business such as productivity, collaboration, resourcing, interaction and participation, efficiency and optimization and cost management. The used of information communication technologies has changed the involvement of consumers in online shopping. For instance, using online communities consumers can get involved by giving feedback to business organizations.

Social media has become a medium for a community to connect with each other (Mandal, 2012). Social media has given a huge influence on the way business do sales or marketing. Using social media (e.g. Facebook) business can develop brand awareness and at the same time influence consumer's purchase decision. Not only that, using social media it can also provide a platform for consumers to exchange ideas and give suggestions about the marketed products or items.

S-commerce is a form of commerce helped settle (an argument) by social media involving coming together between the online and offline environment (Wang & Zhang, 2012). In the other meaning, social commerce involves the use of Internet-based media that allow people to participate in the marketing, comparison, curating, buying, and sharing of product and servicing in both online and offline marketplaces, and in communities (Zhou et.al, 2013). Based on De Bernardi (2011), social commerce is an expression now broadly (and not generally appropriately) used to signify diverse things. However the best definition would be the use of social media in the connection of e-commerce, which allows an upgraded purchasing or browsing experience to customers and offers better approaches to online retailers to engage in with their audience and merchandise their items both from their own particular website and specifically from social network. Furthermore, De Bernardi also ran over to the extremely sharp

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