GLOSSARY

User-Generated Content

Content created by people based on their own experiences and shared with other users or businesses using a variety of various mediums such as texts, photographs, video recordings, sound recordings, blogs, testimonials, podcasts, and forums.

Information Quality

The extent of how convincing an informative communication content is to a particular audience for them to evaluate aspects of goods or services that are available online, such as clarity, understandability, and sufficiency.

Perceived Credibility

The extent to which information from a specific source of user-generated content is seen as credible, dependable, and convincing, and it serves as a major factor in promoting knowledge transfer across entities.

Perceived Benefit

The utility to which a customer feels that a specific usage would improve his or her performance in which usually understood through delivery of the user-generated content.

TikTok

A social platform that allows its users to publish videos with duration of maximum 10 minutes with various features such as video editing, filters, sounds, stitch, duet, live, etc. which makes the users to easily collaborate.

TikTok Shop

An e-commerce directly inside TikTok, that allows sellers to showcase their products in the social platform and promote those products with various TikTok features.

TikTok Affiliates

TikTok users as creators that help TikTok sellers in promoting products through the creators' content, where in turn the creators can earn commission from every purchase through their personalized link or "yellow cart".

SmartPLS

A software application for conducting variance-based structural equation modeling (SEM). It employs the partial least squares (PLS) path modeling technique and has the capability to estimate models using various algorithms, including basic PLS-SEM, weighted PLS-SEM (WPLS), consistent PLS-SEM (PLSc-SEM), and sum scores regression. This software allows users to analyze data and derive meaningful insights from their models.

Attitude

A person's generally constant assessments, emotions, and dispositions toward a thing or a concept, whether they like it or dislike it.

Purchase Decision

How people, groups, and organizations select, acquire, utilize, and tailor products, services, concepts, or experiences to meet their own wants and preferences.

APPENDIX

${\bf Appendix} \; {\bf A-Question naire} \; {\bf Result}$

No Respondent	Infor	mation (Quality	Pe	erceived	Credibil	ity	Perc	Perceived Benefit			
Respondent	IQ 1	IQ 2	IQ 3	PC 1	PC 2	PC 3	PC 4	PB 1	PB 2	PB 3		
1	3	4	2	4	2	5	2	4	2	5		
2	4	4	5	4	5	4	4	4	5	4		
3	4	4	5	4	5	3	4	5	4	3		
4	4	4	4	5	5	4	5	4	4	5		
5	3	4	2	1	3	5	3	5	4	1		
6	4	3	4	4	4	4	3	2	2	3		
7	5	5	5	3	3	5	2	4	3	4		
8	4	4	4	4	3	3	4	4	4	4		
9	5	5	3	5	4	5	5	3	4	5		
10	5	5	5	5	5	5	5	5	5	5		
11	4	4	4	4	4	4	4	4	4	4		
12	4	5	4	4	3	5	4	4	4	5		
13	3	4	3	4	3	5	3	5	4	3		
14	4	3	4	4	4	4	4	3	3	4		
15	5	4	4	5	5	5	4	5	5	4		
16	1	1	1	1	1	1	1	1	1	1		
17	5	5	5	5	5	5	5	5	5	5		
18	4	5	5	5	4	5	5	4	4	5		
19	4	3	3	4	3	4	4	2	4	3		
20	5	5	5	4	4	4	4	4	4	4		
21	5	5	5	5	5	5	5	5	5	5		
22	5	5	4	2	4	4	3	4	3	3		
23	4	3	4	4	4	4	4	4	5	4		
24	4	3	3	3	4	3	3	4	3	4		
25	5	5	5	5	5	5	5	5	4	5		
26	5	5	5	5	5	5	5	5	5	5		
27	5	4	5	5	5	4	5	5	4	4		
28	5	5	5	5	5	5	5	5	5	5		
29	3	3	3	3	3	3	3	3	4	4		
30	4	4	4	3	4	5	4	4	4	4		
31	5	5	5	5	4	5	5	4	4	5		
32	5	5	4	4	4	4	5	4	4	4		
33	4	4	4	5	5	5	4	4	4	4		
34	5	4	5	5	5	4	5	4	5	5		
35	5	5	5	5	5	4	5	5	4	4		
36	5	5	5	5	5	5	5	5	5	5		
37	5	4	5	5	5	5	5	5	5	5		
38	4	5	4	4	4	5	5	4	4	5		
39	4	5	5	5	4	5	5	4	4	5		
40	4	5	4	4	4	5	5	4	4	5		

No Dom on dom	Infor	mation Q	Quality	Po	erceived	Credibil	ity	Perc	eived Be	nefit
Respondent	IQ 1	IQ 2	IQ 3	PC 1	PC 2	PC 3	PC 4	PB 1	PB 2	PB 3
41	5	4	5	5	5	4	5	5	5	4
42	5	5	4	4	4	5	4	5	4	4
43	5	4	5	5	4	5	5	4	5	4
44	4	4	5	4	3	5	4	4	4	4
45	5	4	4	5	4	5	4	4	4	4
46	5	5	4	4	4	5	5	4	4	5
47	5	4	5	4	4	5	5	5	4	5
48	4	4	5	5	4	4	5	1	4	4
49	5	4	4	4	4	4	5	4	5	4
50	4	5	4	5	4	5	5	5	4	5
51	4	5	4	4	5	5	4	4	5	4
52	5	5	4	4	4	5	4	5	4	4
53	1	1	3	4	3	3	4	4	3	4
54	5	5	5	3	5	5	4	2	4	4
55	5	4	5	4	5	5	5	5	4	5
56	2	2	2	4	2	4	2	2	2	2
57	3	3	4	4	3	3	4	3	3	4
58	4	4	4	4	4	4	5	3	4	5
59	5	5	5	4	5	5	5	4	5	5
60	5		5	5	5	5	5	5	5	5
61	5	5	5	5	5	5	5	5	5	3
62		5								5
63	5 4	4	4	2 2	4	4	4	5	5	5 4
64	4	4	3	3	3	3	3	3	3	3
66	5	5	5	4	5	5	5	4	4	5
67	5	5	5	4	4	4	3	3	3	4
68	5	5	5	5	5	5	5	4	3	5
69	4	5	4	5	3	5	4	4	4	4
70	4	4	5	4	5	5	5	4	4	5
71	5	5	5	3	5	5	5	5	5	5
72	5	5	5	5	5	5	5	5	5	5
73	5	5	5	5	5	5	5	5	5	5
74	5	5	4	4	4	5	4	4	4	3
75	5	5	5	5	5	5	5	5	5	5
76	2	4	4	4	4	4	3	4	4	4
77	4	5	5	5	5	5	4	4	5	4
78	4	4	4	4	4	4	4	4	4	4
79	5	5	5	5	5	5	5	4	3	5
80	5	5	4	3	4	5	4	3	2	3
81	4	4	4	4	4	4	4	4	4	4
82	5	5	5	5	5	4	5	5	5	5
83	4	4	4	4	3	4	5	4	4	4
84	5	5	5	5	5	5	5	5	5	5
85	5	5	5	5	5	5	5	5	5	5

No Respondent	Infor	mation (Quality	Pe	erceived	Credibil	ity	Per	ceived B	enefit
Kespondent	IQ1	IQ 2	IQ3	PC 1	PC 2	PC 3	PC 4	PB 1	PB 2	PB 3
86	5	5	5	4	5	5	5	4	4	5
87	5	5	5	5	5	5	5	5	5	5
88	4	4	4	4	5	5	4	5	4	4
89	5	5	4	5	5	5	5	4	5	5
90	5	5	4	5	5	5	5	4	3	4
91	5	5	4	5	5	5	5	5	5	5
92	5	5	5	5	3	4	4	3	3	3
93	4	5	4	4	4	4	4	5	5	5
94	5	5	5	5	4	5	3	4	3	4
95	4	4	4	4	4	5	4	4	4	5
96	5	5	5	5	5	5	5	5	5	5
97	4	4	4	5_	5	4	3	5	4	5
98	4	4	4	5	4	5	3	3	4	4
99	5	5	5	5	5	5	3	5	3	4
100	5	5	5	5	5	5	5	5	5	5
101	4	5	4	4	5	4	4	3	5	5
102	5	5	5	5	5	5	5	5	3	5
103	4	4	4	4	4	5	5	5	5	5
104	5	5	5	5	5	5	5	5	5	5
105	4	3	3	2	3	4	3	3	4	5
106	5	5	4	3	5	5	5	4	4	5
107	4	5	4	5	5	5	5	5	4	5
108	3	4	4	3	4	4	4	4	4	4
109	5	5	5	5	5	5	3	3	3	5
110	4	5	4	5	3	4	3	3	3	4
111	4	5	4	5	5	5	4	5	4	4
112	3	4	4	4	4	4	4	5	5	5
113	4	4	3	3	4	5	5	4	4	4
114	4	5	5	5	5	5	4	5	4	4
115	4	3	3	4	4	5	5	5	4	4
116	4	4	5	4	4	4	5	4	4	4
117	5	4	5	5	5	5	4	4	4	4
118	5	3	4	5	4	5	4	4	4	4
119	4	5	4	4	4	5	5	4	5	5
120	4	4	5	4	5	4	5	5	4	5
121	4	5	4	5	5	4	4	4	5	4
122	4	4	5	5	4	5	5	4	4	5
123	4	4	5	4	4	4	5	5	4	5
124	5	5	4	5	5	4	4	5	5	5
125	4	4	5	5	4	4	5	4	5	5
126	5	3	4	4	4	4	3	5	4	5
127	5	5	4	4	5	5	4	4	5	4
128	4	5	4	4	4	5	5	5	4	5
129	4	4	5	5	5	4	4	4	4	4
130	4	5	4	4	4	5	5	5	4	5

No	Infor	nation (Quality	Pe	erceived	Credibil	ity	Perceived Benefit				
Respondent	IQ 1	IQ 2	IQ3	PC 1	PC 2	PC 3	PC 4	PB 1	PB 2	PB 3		
131	4	4	5	4	4	5	5	5	4	5		
132	5	5	4	4	4	4	5	5	4	4		
133	4	4	5	5	5	4	5	5	4	5		
134	4	5	5	5	4	5	5	4	4	5		
135	4	5	5	4	4	4	5	4	5	5		
136	5	4	4	4	4	5	4	4	5	4		
137	4	4	4	5	5	4	4	4	4	4		
138	4	4	5	4	5	5	4	4	5	4		
139	4	4	5	4	5	4	5	4	4	4		
140	4	5	4	5	4	5	4	4	4	5		
141	4	4	5	2	5	5	4	4	4	4		
142	4	4	4	4	4	4	4	5	5	4		
143	4	5	5	5	4	5	5	4	4	4		
144	4	4	5	4	4	5	5	4	4	4		
145	4	5	4	4	5	5	5	4	4	4		
146	4	4	5	5	4	4	5	4	5	4		
147	4	5	5	4	5	4	5	4	5	4		
148	4	4	4	4	4	4	5	4	4	5		
149	4	5	5	5	4	5	4	4	5	5		
150	5	5	5	5	5	5	5	3	5	4		
151	4	4	4	4	4	4	4	4	2	4		
152	5	5	4	5	5	5	4	5	5	5		
153	4	5	5	4	4	5	4	4	5	4		
154	5	5	5	5	5	5	5	5	5	5		
155	5	5	5	5	5	5	4	4	5	4		
156	4	4	4	5	5	5	5	5	5	5		
157	4	4	5	5	5	5	4	5	4	5		
158	4	4	4	3	4	4	3	3	3	4		
159	4	4	5	4	4	5	5	5	5	4		
160	5	4	5	5	5	5	5	5	4	5		
161	5	3	5	5	4	5	5	5	4	5		
162	2	4	2	2	4	4	2	2	1	2		
163	4	4	4	5	5	5	3	4	3	4		
164	4	4	5	5	4	5	3	4	4	4		
165	5	5	5	5	5	5	5	4	4	4		
166	3	4	3	4	4	4	4	4	4	4		
167	4	4	4	4	4	4	4	5	4	5		
168	4	5	5	3	5	5	4	3	4	4		
169	5	5	5	3	5	5	4	3	4	5		
170	5	5	5	5	5	5	5	5	5	5		

No		Attit	tude		Purchase Decision				
Respondent	AT 1	AT 2	AT 3	AT 4	PD 1	PD 2	PD 3		
1	2	3	4	1	4	3	3		
2	4	4	4	3	4	5	4		
3	5	4	3	3	4	4	4		
4	4	5	4	5	4	4	4		
5	4	2	5	2	5	4	4		
6	4	4	2	4	4	4	4		
7	4	3	3	5	4	4	4		
8	4	4	4	4	4	4	4		
9	5	5	5	5	4	4	5		
10	5	4	4	5	5	5	5		
11	4	4	4	4	4	4	4		
12	3	3	4	4	4	4	4		
13	4	3	5	3	4	4	4		
14	4	4	3	4	4	5	5		
15	5	5	4	4	5	4	5		
16	5	5	5	5	5	5	5		
17	5	5	5	5	5	5	5		
18	5	4	5	4	4	5	4		
19	4	4	4	4	4	4	4		
20	4	4	4	4	4	4	4		
21	5	5	5	5	5	5	5		
22	4	4	3	4	3	4	3		
23	4	4	4	4	4	3	4		
24	3	4	4	3	4	3	4		
25	5	4	5	5	5	3	3		
26	5	5	5	5	5	5	5		
27	5	4	5	5	4	5	4		
28	5	5	5	5	5	5	5		
29	4	2	3	4	2	3	4		
30	4	4	4	4	3	4	4		
31	4	5	4	5	3	3	3		
32	5	5	4	4	2	2	3		
33	3	4	3	5	3	2	3		
34	4	5	4	4	5	3	3		
35	5	4	5	4	5	4	4		
36	5	5	5	5	3	3	3		
37	5	5	4	5	3	4	1		
38	4	4	5	5	5	5	3		
39	4	4	4	5	4	5	3		
40	4	5	5	5	5	4	3		
41	5	4	5	5	4	4	3		
42	5	5	4	5	4	5	3		
43	4	5	4	5	5	4	3		
44	4	5	4	4	4	4	3		
45	4	4	5	5	4	4	2		
46	5	4	4	5	4	5	3		

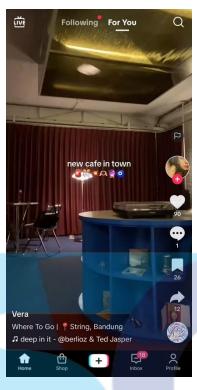
No		Attit	tude		Purc	hase Dec	cision
Respondent	AT 1	AT 2	AT 3	AT 4	PD 1	PD 2	PD 3
47	4	4	5	5	4	5	3
48	4	4	5	5	4	4	2
49	4	4	5	5	4	4	1
50	4	4	5	5	5	4	3
51	4	4	5	5	5	4	3
52	4	4	5	5	4	5	3
53	1	4	4	4	3	5	4
54	4	4	4	5	2	2	1
55	5	4	5	4	4	5	4
56	5	2	2	2	5	1	1
57	4	4	4	3	4	5	5
58	4	4	5	4	4	3	4
59	5	5	5	5	5	5	5
60	5	5	5	5	5	5	4
61	3	5	5	5	5	4	4
62	5	5	5	5	5	5	5
63	5	5	5	5	4	5	5
64	4	4	4	4	4	4	4
65	4	4	4	4	4	4	4
66	5	5	5	5	5	5	5
67	4	4	3	5	4	4	4
68	5	5	3	4	5	4	4
69	4	5	5	3	4	4	4
70	5	4	5	5	5	5	5
71	5	5	5	5	5	5	5
72	5	5	5	5	5	5	5
73	4	4	5	4	5	4	4
74	4	4	4	4	5	4	5
75	5	5	5	5	5	5	5
76	4	5	5	5	5	5	5
77	4	5	4	4	5	4	4
78	4	4	4	4	4	4	4
79	4	4	3	3	4	3	4
80	4	4	4	4	4	4	4
81	4	4	4	4	4	4	4
82	5	5	5	5	5	4	4
83	4	4	4	4	4	4	4
84	5	5	5	5	5	5	5
85	5	5	5	5	4	4	4
86	5	5	5	5	5	4	5
87	5	5	5	5	5	5	5
88	4	4	4	5	4	4	4
89	5	4	5	5	4	5	4
90	4	5	5	5	4	5	5

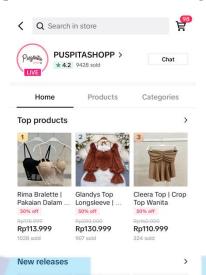
No		Atti	tude		Purc	Purchase Dec		
Respondent	AT 1	AT 2	AT 3	AT 4	PD 1	PD 2	PD 3	
91	5	5	5	5	4	4	5	
92	5	4	4	4	4	4	4	
93	4	4	4	4	5	4	4	
94	4	4	4	5	5	5	4	
95	4	5	4	4	4	4	4	
96	5	5	5	5	5	4	5	
97	4	5	5	4	4	4	4	
98	4	4	3	4	4	4	4	
99	3	5	3	5	5	3	3	
100	5	4	5	5	5	5	5	
101	5	4	4	4	5	5	4	
102	5	5	5	5	2	2	2	
103	5	5	5	5	4	4	4	
104	5	5	5	5	5	5	5	
105	2	4	4	4	4	4	3	
106	3	5	4	4	5	5	4	
107	4	4	4	4	5	3	5	
108	3	4	3	3	3	3	3	
109	5	5	5	5	5	5	5	
110	4	4	4	4	3	3	4	
111	4	4	5	5	4	3	3	
112	3	4	4	5	3	3	3	
113	5	5	5	5	3	3	3	
114	5	3	5	5	5	4	3	
115	5	4	5	5	3	3	3	
116	4	4	2	4	2	4	3	
117	4	4	4	5	4	3	2	
118	4	4	4	4	3	5	1	
119	4	4	4	5	4	4	3	
120	4	5	4	4	5	5	3	
121	4	5	4	5	4	5	3	
122	4	4	5	4	4	4	3	
123	5	4	5	5	5	4	3	
124	5	5	4	4	4	4	3	
125	4	3	4	5	4	4	2	
126	4	4	5	5	4	5	1	
127	4	5	5	4	5	5	3	
128	4	5	4	5	5	4	3	
129	4	4	4	4	4	4	1	
130	4	4	4	5	5	4	3	
131	5	4	5	5	4	5	3	
132	4	4	5	5	4	5	1	
133	4	5	5	5	4	5	3	
134	4	4	5	5	4	5	3	
135	4	4	4	5	4	5	2	
136	4	4	5	4	4	5	1	

No		Attit	tude		Purc	hase Dec	cision
Respondent	AT 1	AT 2	AT 3	AT 4	PD 1	PD 2	PD 3
137	5	5	5	4	4	5	3
138	5	4	4	4	4	4	1
139	5	4	5	4	4	4	1
140	4	4	4	5	5	4	2
141	4	5	5	4	4	4	1
142	4	4	5	5	5	4	1
143	5	5	5	4	4	4	1
144	4	4	5	4	5	4	1
145	5	4	5	5	4	4	1
146	4	5	5	4	4	4	1
147	4	4	4	5	5	4	1
148	5	4	5	4	5	4	2
149	4	5	5	5	4	4	1
150	4	4	4	4	5	5	5
151	4	4	4	4	4	4	4
152	5	5	5	4	5	5	3
153	4	5	5	4	4	5	3
154	4	4	4	5	5	4	4
155	5	5	5	5	3	3	4
156	4	4	4	4	5	5	4
157	5	5	5	5	4	5	3
158	4	4	4	4	4	4	4
159	4	4	4	5	5	4	3
160	5	5	5	5	5	4	5
161	5	4	5	5	5	5	5
162	4	2	2	2	4	2	2
163	4	4	4	4	5	3	4
164	4	4	4	4	4	4	4
165	4	4	4	5	4	4	5
166	4	4	4	4	3	3	4
167	5	4	3	4	4	4	4
168	5	4	4	4	4	4	4
169	4	5	4	5	5	4	4
170	5	5	5	5	5	5	5

Appendix B – TikTok Home Page

Appendix C - TikTok Seller Page





Kiyora Top | Croptop Wanit

Rp50.999

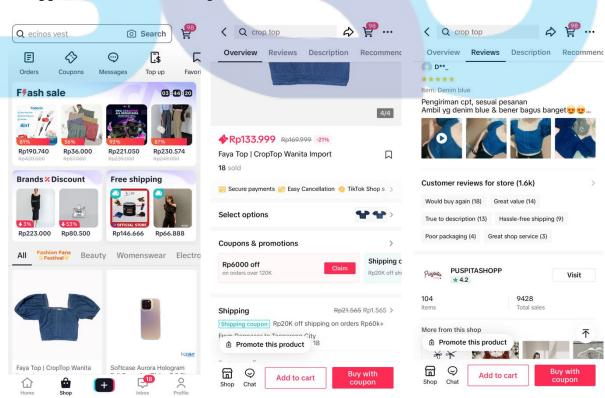
Nina Top | Croptop Wanit.

Rp100.999

Laura Shirt | Kemeja Wanita

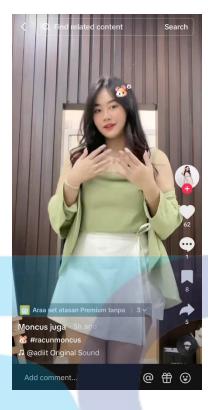
Rp74.999

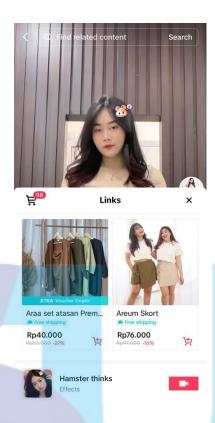




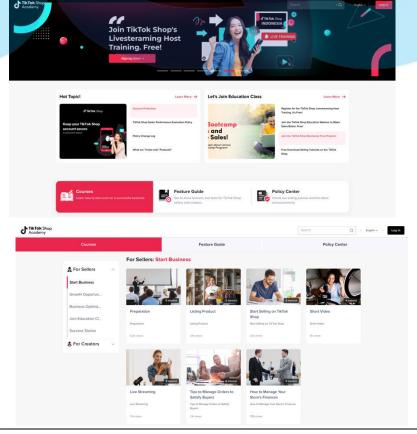
不

Appendix E – TikTok Affiliates' Content

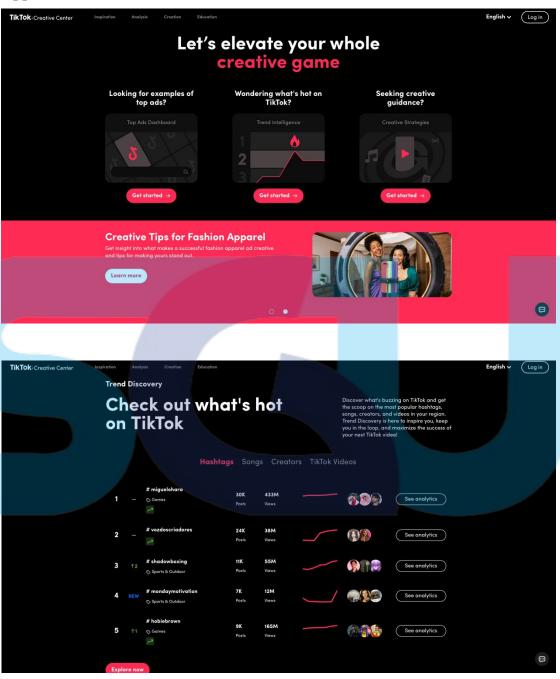




Appendix F - TikTok Shop Academy



Appendix G – TikTok Creative Center



REFERENCES

Abdillah, W. and HM, J. (2015) Partial Least Square (PLS): Alternatif Structural Equation Modeling (SEM) dalam Penelitian Bisnis. 1st edn. CV Andi Offset.

About TikTok / TikTok (no date). Available at:

https://www.tiktok.com/about?enter_method=bottom_navigation (Accessed: 9 June 2023).

Ajzen, I. (1985) 'From Intentions to Actions: A Theory of Planned Behavior', *Action Control*, pp. 11–39. Available at: https://doi.org/10.1007/978-3-642-69746-3_2.

Ajzen, I. (1991) 'The theory of planned behavior', *Organizational Behavior and Human Decision Processes*, 50(2), pp. 179–211. Available at: https://doi.org/10.1016/0749-5978(91)90020-T.

Ajzen, I. and Fishbein, M. (1980) 'Understanding Attitudes and Predicting Social Behavior'.

Ansari, S. *et al.* (2019) 'Impact of Brand Awareness and Social Media Content Marketing on Consumer Purchase Decision', *Journal of Public Value and Administrative Insight*, 2(2), pp. 5–10. Available at: https://doi.org/10.31580/JPVAI.V2I2.896.

Ayeh, J.K., Au, N. and Law, R. (2013) "Do We Believe in TripAdvisor?" Examining Credibility Perceptions and Online Travelers' Attitude toward Using User-Generated Content', *Journal of Travel Research*, 52(4), pp. 437–452. Available at: https://doi.org/10.1177/0047287512475217.

Bahtar, A.Z. and Muda, M. (2016) 'The Impact of User – Generated Content (UGC) on Product Reviews towards Online Purchasing – A Conceptual Framework', *Procedia Economics and Finance*, 37, pp. 337–342. Available at: https://doi.org/10.1016/S2212-5671(16)30134-4.

Benediktova, B. and Nevosad, L. (2009) 'Affiliate Marketing - Perspective of Content Providers', in.

Borst, S. (2019) *The Rise of UGC in Marketing and Advertising (and Why It's Distinctly Different from Influencer Marketing) - IAB, Interactive Advertising Bureau.*

Available at: https://www.iab.com/blog/2019ugcbuyersguide/ (Accessed: 18 December 2022).

Cheung, C. and Thadani, D. (2010) 'The Effectiveness of Electronic Word-of-

Mouth Communication: A Literature Analysis', BLED 2010 Proceedings [Preprint].

Available at: https://aisel.aisnet.org/bled2010/18 (Accessed: 15 December 2022).

Christison, C. (2022) How to Set Up a TikTok Shop to Sell Your Products,

Hootsuite. Available at: https://blog.hootsuite.com/tiktok-

shopping/#:~:text=A%20TikTok%20Shop%20is%20a,sell%20products%20directly%20on%20TikTok. (Accessed: 9 June 2023).

Cooper, D.R. and Schindler, P.S. (2014) *BUSINESS RESEARCH METHODS TWELFTH EDITION*. 12th edn, *McGraw-Hill/Irwin*. 12th edn. New York: McGraw-Hill Companies, Inc. Available at:

https://www.academia.edu/44995903/BUSINESS_RESEARCH_METHODS_TWEL FTH_EDITION (Accessed: 28 December 2022).

DeCarlo, M. (2018) *Scientific Inquiry in Social Work*. Open Social Work Education. Available at: https://open.umn.edu/opentextbooks/textbooks/591 (Accessed: 28 December 2022).

Demba, D. *et al.* (2022) 'How user-generated content advertising influences consumer attitudes, trust and purchase intention of products and services',

Communicare: Journal for Communication Studies in Africa, 38(1), pp. 136–149.

Available at: https://doi.org/10.36615/JCSA.V38I1.1548.

Dr.Sugiyono, Prof. (2019) *Metode Penelitian Kualitatif Kuantitatif dan R & D*. Edited by Sutopo. CV. Alfabeta.

Drummond, K.E. and Murphy-Reyes, A. (2017) *Nutrition research : concepts and applications*. Burlington: Jones & Barlett Learning. Available at:

https://books.google.com/books/about/Nutrition_Research.html?id=LUSLDAEACA AJ (Accessed: 28 December 2022).

D'Souza, D. (2023) *TikTok: What It Is, How It Works, and Why It's Popular*, *Investopedia*. Available at: https://www.investopedia.com/what-is-tiktok-4588933#:~:text=TikTok%20allows%20users%20to%20watch,%2C%20South%20K orea%3B%20and%20Tokyo. (Accessed: 9 June 2023).

Eagly, A.H. and Chaiken, S. (1993) *The psychology of attitudes.*, *The psychology of attitudes*. Orlando, FL, US: Harcourt Brace Jovanovich College Publishers.

Ekonomi Susah, Transaksi di TikTok Malah Tembus Rp 92 T (no date). Available at: https://www.cnbcindonesia.com/tech/20230112143742-37-405002/ekonomisusah-transaksi-di-tiktok-malah-tembus-rp-92-t (Accessed: 11 July 2023).

Erkan, I. and Evans, C. (2016) 'The influence of eWOM in social media on consumers' purchase intentions: An extended approach to information adoption', *Computers in Human Behavior*, 61, pp. 47–55. Available at: https://doi.org/10.1016/j.chb.2016.03.003.

Fishbein, Martin. and Ajzen, I. (1975) 'Belief, attitude, intention, and behavior: an introduction to theory and research', p. 578.

Freud, S. (1924) *The Economic Problem of Masochism*. London: The Hogarth Press.

George, S. (2019) *The Psychology of Slogans - Cobalt Communications*, *Cobalt Communications*. Available at: https://cobaltcommunications.com/cobalt-60/the-psychology-of-slogans/ (Accessed: 14 June 2023).

Geyser, W. (2022) What Is TikTok? – Everything You Need to Know in 2023, Influencer Marketing. Available at: https://influencermarketinghub.com/what-is-tiktok/#toc-3 (Accessed: 9 June 2023).

Ghozali;, I. (2016) 'Aplikasi Analisis Multivariete dengan Program IBM SPSS 23', 8(8). Available at: //digilib.itbwigalumajang.ac.id/index.php?p=show_detail&id=2775 (Accessed: 29 December 2022).

Hair, J. F., Black, W. C., Babin, B. J. & Anderson, R.E. (2019) 'Multivariate Data Analysis', *Hampshire, UK: Cengage Learning, EMEA*, 8th Ed, p. 834. Available at: https://www.worldcat.org/title/1040662996 (Accessed: 23 May 2023).

Henseler, J. *et al.* (2014) 'Common Beliefs and Reality About PLS', *Organizational Research Methods*, 17(2), pp. 182–209. Available at: https://doi.org/10.1177/1094428114526928.

Influencer: E-Commerce Rank (2023) Fast Data: TikTok Analytics.

Joseph F. Hair, William C. Black, Barry J. Babin, Ralph E. Anderson, S. (2019) 'Multivariate data analysis', pp. xvii, 813 pages : Available at:

https://books.google.com/books/about/Multivariate_Data_Analysis.html?hl=fr&id=0 R9ZswEACAAJ (Accessed: 24 May 2023).

Kemp, S. (2022) *Digital 2022: Indonesia — DataReportal – Global Digital Insights, Data Reportal.* Available at: https://datareportal.com/reports/digital-2022-indonesia (Accessed: 15 December 2022).

Khaldi, K. (2017) 'Quantitative, Qualitative or Mixed Research: Which Research Paradigm to Use?', *Journal of Educational and Social Research*, 7(2). Available at: https://doi.org/10.5901/jesr.2017.v7n2p15.

Kotler, P. et al. (2018) Marketing Management: An Asian Perspective-5th Edition. Harlow: Pearson Education.

Kotler, P., Armstrong, G. and Opresnik, M.O. (2018) *Principles of marketing*. 17th edn. Harlow: Pearson Education.

Lin, X., Spence, P.R. and Lachlan, K.A. (2016) 'Social media and credibility indicators: The effect of influence cues', *Computers in Human Behavior*, 63, pp. 264–271. Available at: https://doi.org/10.1016/j.chb.2016.05.002.

MacKinnon, K.A. (2012) 'User Generated Content vs. Advertising: Do Consumers Trust the Word of Others Over Advertisers?'

Maslow, A.H. (1943) 'A theory of human motivation', *Psychological Review*, 50(4), pp. 370–396. Available at: https://doi.org/10.1037/H0054346.

Mathur, S., Tewari, A. and Singh, A. (2021) 'Modeling the Factors affecting Online Purchase Intention: The Mediating Effect of Consumer's Attitude towards User- Generated Content', https://doi.org/10.1080/13527266.2021.1936126 [Preprint]. Available at: https://doi.org/10.1080/13527266.2021.1936126.

Mayrhofer, M. et al. (2019) 'User generated content presenting brands on social media increases young adults' purchase intention',

https://doi.org/10.1080/02650487.2019.1596447, 39(1), pp. 166–186. Available at: https://doi.org/10.1080/02650487.2019.1596447.

Mir, I. and Zaheer, A. (2012) 'VERIFICATION OF SOCIAL IMPACT THEORY CLAIMS IN SOCIAL MEDIA CONTEXT', *The Journal of Internet Banking and Commerce*, 17(1), pp. 1–15. Available at: https://www.icommercecentral.com/open-access/verification-of-social-impact-theory-claims-in-social-media-context.php?aid=38075 (Accessed: 28 December 2022).

Mir, I.A., Rehman, K.U. and Marketing, M.& (2013) FACTORS AFFECTING CONSUMER ATTITUDES AND INTENTIONS TOWARD USER-GENERATED PRODUCT CONTENT ON YOUTUBE, Challenges for the Knowledge Society.

Mohammad, J. et al. (2020) 'The Effect of User-Generated Content Quality on Brand Engagement: The Mediating Role of Functional and Emotional Values', *Journal of Electronic Commerce Research*, 21, pp. 39–55.

Pengguna TikTok Indonesia Gempar, Potensi Cuan Menggelegar! - Ginee (2021) Ginee. Available at: https://ginee.com/id/insights/pengguna-tiktok/ (Accessed: 15 December 2022).

Perneger, T. v et al. (2015) 'Sample size for pre-tests of questionnaires.', Quality of life research: an international journal of quality of life aspects of treatment, care and rehabilitation, 24(1), pp. 147–51. Available at: https://doi.org/10.1007/s11136-014-0752-2.

Pratama, Y. (2019) 'Analisa Penentu Keputusan Pembelian Konsumen Analisa Penentu Keputusan Pembelian Konsumen Terhadap Produk Online (Pada Masyarakat Jabodetabek) Produk Online (Pada Masyarakat Jabodetabek)', *Jurnal Pemasaran Kompetitif*, 3(1), pp. 25–34. Available at:

http://openjournal.unpam.ac.id/index.php/JPK/article/view/3602 (Accessed: 18 December 2022).

Saunders, M., Lewis, P. and Thornhill, A. (2019) *Understanding Research*Philisophy and Approaches to Theory Development. 8th edn, Research Methods for Business Students. 8th edn. Pearson.

Sekaran, U. and Bougie, R. (2016) *Research Methods For Business: A Skill Building Approach*. 7th edn. New York: Wiley. Available at:

https://openlibrary.telkomuniversity.ac.id/home/catalog/id/155793/slug/research-methods-for-business-a-skill-building-approach.html (Accessed: 29 December 2022).

Septiani, L. (2023) *JD.ID Tutup, TikTok Shop Jadi Tren Baru Belanja Online di Indonesia, Katadata.co.id.* Available at:

https://katadata.co.id/desysetyowati/digital/63db57a520506/jdid-tutup-tiktok-shop-jadi-tren-baru-belanja-online-di-

indonesia#:~:text=TikTok%20Shop%20hadir%20di%20Indonesia%20pada%20April%202021. (Accessed: 9 June 2023).

Showkat, N. and Parveen, H. (2017) 'Non-Probability and Probability Sampling', in, pp. 1–9.

Shuqair, S. *et al.* (2016) 'The Influence of Users Generated Content on Attitude Towards Brand And Purchase Intentions -Case of Bahrain', pp. 2456–4559.

Smits, L. (2020) 'What factors determine the effectiveness of social media influencers in promoting a brand or product?'

The CMO Survey - Highlights and Insights Report - Feb 2020 (2020) The CMO Survey. Available at: https://www.slideshare.net/christinemoorman/the-cmo-survey-highlights-and-insights-report-feb-2020 (Accessed: 15 December 2022).

The State of Apparel & Footwear Shopping in 2022 - PowerReviews (no date). Available at: https://www.powerreviews.com/research/apparel-footwear-shopping-survey-2022/ (Accessed: 3 June 2023).

TikTok Shop Academy | Indonesia (no date). Available at: https://sellerid.tiktok.com/university/article?knowledge_id=10000741&identity=1 (Accessed: 15 December 2022).

Tobin, M. and Mulyanto, R. (2022) 15-second shopping: TikTok's e-commerce ambitions are rising - Rest of World, Rest of World. Available at: https://restofworld.org/2022/tiktok-e-commerce-expands-in-southeast-asia/ (Accessed: 15 December 2022).

Top Products: trending products on TikTok (no date). Available at: https://ads.tiktok.com/business/creativecenter/top-products/pc/en (Accessed: 2 June 2023).

Upload videos longer than 15 minutes - Android - YouTube Help (no date). Available at:

https://support.google.com/youtube/answer/71673?hl=en&co=GENIE.Platform%3D Android#:~:text=By%20default%2C%20you%20can%20upload,Open%20the%20Yo uTube%20mobile%20app. (Accessed: 8 June 2023).

Yasin, M. (2021) 'The antecedents of the intention to forward online company generated contents (CGC) and online user generated contents (UGC) via Facebook'. Available at: https://digibug.ugr.es/handle/10481/66665 (Accessed: 15 December 2022).

You, Y. and Joshi, A.M. (2020) 'The Impact of User-Generated Content and Traditional Media on Customer Acquisition and Retention', https://doi.org/10.1080/00913367.2020.1740631, 49(3), pp. 213–233. Available at: https://doi.org/10.1080/00913367.2020.1740631.



CURRICULUM VITAE

Reynata Somantri

A creative, collaborative and analytical business student with marketing concentration. Always have an entrepreneurial spirit with product management and marketing interests. Experienced in product management, project assistance, social media and B2B marketing.



Indonesian | Birthplace & Date: Tangerang, 11-01-2001 | P: +62 819 0880 9488 | reynatasomantrii@gmail.com

Educational Background

Swiss German University

8th semester undergraduate in Business & Management, Marketing Concentration.
Semester abroad in Fachochschule
Südwestfalen
Cumulative GPA of 3,96/4.00

Work Experience

Product Global Management Intern

BASF NUTRITION & CARE GmbH, GERMANY March to July 2022
Create & update B2B Marketing materials.
Execute market research & competition mapping.
Update & analyze product portfolio.

Enterprise Task Force Intern

AXIATA DIGITAL SERVICES INDONESIA November 2020 to January 2021 Assist in project launch and management for Dunkin Donut, LinkAja & Paxel. Manage 50+ FMCG B2B customer database and approach potential B2B clients.

Founder

B FOR BITE
2019 to 2021
Reached 100+ product sales in a month and 50+
product sales in seasonal packages.
Organize production, manage product
packages, product launches.
Execute digital marketing through Facebook
ads.

Manage KOL for endorsements.

Achievement

National Business Plan Competition UNY 2ND WINNER OF FASHION CATEGORY

Propose business plan & present business pitchingfor Multifunction bag "Carpe Diem"

Best Grade Scholarship

SCHOLARSHIP GRANT
Scholarship granted for students with the highest GPA in a study program

Organizational Experience

Head of Art Division

SGU STUDENT BOARD OF EXECUTIVES 2020 to 2021

Manage art division events planning & execution.

Become head of event division in Orientation Week 2021.

Head of Event Division

INTERNATIONAL BUSINESS
ENTREPRENEURSHIP FESTIVAL
October to November 2019
Manage and supervise event planning & execution.
Become the liaison officer for guest stars, speakers & VIPs.

Skills and Proficiencies

- Fluent in English, Beginner in German
- Intermediate in Adobe Photoshop & Microsoft office, Beginner in Google Analytics
- Digital marketing, B2B marketing, Market research, Product management