
[JISEBI] Editor Decision: Accept Submission

1 message

Nasa Zata Dina <nasazatadina@vokasi.unair.ac.id>

Mon, Oct 8, 2018 at 6:44 AM

To: Ira Puspitasari <ira.puspitasari@gmail.com>

Cc: Ira Puspitasari <ira-p@fst.unair.ac.id>

Dear Ira Puspitasari,

Congratulation, your revised manuscript entitled "The Continuance Intention of User's Engagement in Multiplayer Video Games based on Uses and Gratifications Theory" has been ACCEPTED for publication in the Journal of Information Systems Engineering and Business Intelligence (Vol. 4 No. 2 October 2018). Your manuscript will be processed by our copy & layout editors. We will contact you if there any improvements that must be made by the authors.

We provide the hard copy of the journal with an additional fee. Please contact us for further information.

Nasa Zata Dina
Universitas Airlangga, Indonesia
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Journal of Information Systems Engineering and Business Intelligence
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[JISEBI] Initial Screening Result: Processed into Peer Review Stage

1 message

Nasa Zata Dina <nasazatadina@vokasi.unair.ac.id>

Sat, Aug 18, 2018 at 8:59 AM

To: Ira Puspitasari <ira.puspitasari@gmail.com>

Cc: Ira Puspitasari <ira-p@fst.unair.ac.id>, Elzha Odie Syahputra <elzha.odie.syahputra-2014@fst.unair.ac.id>, Indra Kharisma Raharjana <indra.kharisma@fst.unair.ac.id>, Ferry Jie <f.jie@ec.edu.au>

The editors have finished the initial screening of the manuscripts and there are no basic standard's errors found. Your article will be processed into the peer review stage.

Please feel free to contact us with any questions.

Sincerely,

Nasa Zata Dina
Editor JISEBI

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#9375 Summary

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Submission

Authors	Ira Puspitasari, Elzha Odie Syahputra, Indra Kharisma Raharjana, Ferry Jie
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Affiliation	—
Country	Australia
Bio Statement	—

Title and Abstract

Title	The Continuance Intention of User's Engagement in Multiplayer Video Games based on Uses and Gratifications Theory
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Abstract

One of the key success factors in video game industry, including multiplayer video game (MVG), is the user's continuance intention. The MVG industry runs in a highly competitive market. Users can shift to another game as soon as they discover a slightly inconvenient issue. Thus, maintaining the user's enthusiasm in playing MVG for a long time is challenging for most games. The solution to prolong the users' engagement can be initiated by identifying all factors that facilitate the continuance use of playing MVG. This study applied uses and gratifications theory to examine seven variables (enjoyment, fantasy, escapism, social interaction, social presence, achievement, and self-presentation) and the moderating effects of age and gender on the MVG continuance intention. The data analysis and the model development were tested based on Partial Least Square method using the responses of 453 MVG users. The results revealed that enjoyment, fantasy, social interaction, achievement, and self-presentation significantly affected the continuance intention of playing MVG, with enjoyment being the strongest variable. The result also demonstrated the moderating effect of age and gender on the relation between independent variables and continuance intention. The results and findings offered additional insights into the system development to enhance the information system application.

Indexing

Language	en
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Supporting Agencies

Agencies	—
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