EFFECT OF LIVE STREAMING E-COMMERCE IN BUILDING CUSTOMER TRUST AND CUSTOMER ENGAGEMENT (STUDY ON TOKOPEDIA CONSUMERS)

Jodhi Kartha Yudha¹⁾, Rita Komaladewi^{2),} Thomas Budhyawan³⁾

1,2,3)Padjadjaran University, Bandung, Indonesia

Corresponding author: Jodhikartayuda@gmail.com

Abstract

In recent years, e-commerce in Indonesia is growing rapidly which makes the level of competition between e-commerce is also high and has resulted in the closure of several e-commerce because they are unable to compete. It can be said that live streaming is one of the innovations as a marketing strategy for new e-commerce. To avoid suspicions of different product characteristics photos, fake shops, fraudulent sellers and others and to increase customer trust, Tokopedia Play created a live shopping experience feature. And can increase customer engagement which ultimately consumers buy and revisit. This study aims to examine the effect of live streaming, customer trust, and customer engagement in making online purchases on Tokopedia e-commerce. The independent variable in this study is live streaming. The dependent variable is customer engagement. And the intervening variable is customer trust. Respondents in this study were people who had shopped online through live streaming on Tokopedia Play. This study uses quantitative research methods and PLS analysis. Using a minimum of 105 respondents. The results of the study show that: (1) Live streaming has a positive and significant effect on customer trust (2) Customer trust has a positive and significant effect on customer engagement is significant and positive.

Keywords: E-Commerce, Live Streaming, Customer Trust, Customer Engagement

Introduction

Electronic commerce (e-commerce) is a new concept that can be described as the process of buying and selling goods or services on the world wide web internet (Shim, Qureshi, Siegel, 2000) or the process of buying and selling or exchanging products, services and information through information networks including the internet. (Turban, Lee, King, Chung, 2000). The growth of the digital economy in Indonesia continues to grow rapidly every year. In 2030, it is predicted that the transaction value of Indonesia's digital economy will grow 8 times and be dominated by the ecommerce sector. This is in line with the number of consumers who shop online which is also increasing rapidly, especially in the midst of a pandemic. Many people choose e-commerce because it is flexible, accessible, diverse, and has many programs that provide benefits to customers. In recent years, e-commerce in Indonesia has grown rapidly, starting from Tokopedia, Bukalapak, JD.id, Shopee, Blibli.com, Qlapa.com, Rakuten, Elevenia, Mataharimall.com, and so on. Each of these e-commerce has a different strategy to seize the market in Indonesia. With so many e-commerce, the level of competition between e-commerce is also high and resulted in the closure of several e-commerce because they could not compete. Some of the e-commerce that were unable to compete were Rakuten, plasa.com, tokobagus, berniaga.com, Qlapa.com, and Mataharimall.com. Therefore, the need for innovation from e-commerce-e-commerce in Indonesia to attract customer interest and it can be said that live streaming is one of the innovations in product sales promotion in e-commerce.

For several quarters in 2021, Tokopedia was ranked first as the most visited e-commerce by the Indonesian people. This makes Tokopedia as an e-commerce made in the country one of the e-commerce that is in demand by the Indonesian people. Several consumers reported that doing online shopping transactions through e-commerce Tokopedia had a bad system, consumer accounts were vulnerable to being hacked, and Tokopedia sellers were deceptive or fraudulent. Tokopedia Play provides a live shopping experience and interacts with content creators. Live streaming can help consumers who don't like reading product descriptions and in real time help consumers to believe in products other than just seeing the product through photos. According to Agyei et al. (2020) trust can be considered as a driver of customer engagement, because it breeds cooperation and interaction, which are very important in maintaining sustainable relationships with consumers. Trust in retailers, positive ideas, can strengthen customer engagement in consumer interest to review. On the other hand, lack of consumer trust can weaken the positive effect of customer engagement to write online reviews (Thakur, 2018). Customer engagement involves consumers in a number of company-related behaviors and may have positive and negative consequences (e.g. positive versus negative reviews) for the company, these behaviors include online discussions, comments, information seeking and opinion polls (Gummerus et al, 2012).

E-commerce competition in winning the hearts of consumers is becoming very tight with the increasing presence of online buying and selling platforms. Even though consumers are satisfied with shopping in one particular e-commerce, consumers still shop at other e-commerce for their other needs. With the live streaming of e-commerce on Tokopedia, it is hoped that consumers who visit the Tokopedia web and application will gain trust and attachment because they have seen it in real-time, which will then lead to the consumer buying process at that time.

Live streaming is one form of lifestyle marketing that is increasingly popular today. Live streaming allows brands to build engagement with customers, provide a better understanding of the product, to get customers to buy the product. The popularity of the live streaming trend is driven by the changing behavior of customers who want to find inspiration as well as shop. In today's era, the live streaming feature can be used by business people to encourage marketing creativity and increase engagement with customers. Switching to live streaming can not only increase seller and brand partner engagement with customers, it also allows them to give customers a better understanding of the products they sell. As a result, sellers and brand partners can maintain a share of mine to maintain their sales. The formulation of the problem in this research are: how is the effect of live streaming on customer trust in making online purchases on e-commerce Tokopedia, how is the effect of customer trust on customer engagement, and how does live streaming affect customer trust and on customer engagement.

Literature Review Live Streaming

According to Wang (2017) live streaming is a form of online communication and real-time transmission mode of "collecting, releasing, and watching video information at the same time" on the Internet; live streaming e- commerce is a form of combining live streaming and e-commerce to sell products on a streaming basis, temporarily gathering consumers together, this builds a high-frequency scene and strong interaction between sellers and buyers. Live streaming creates a social relationship between consumers and streamers, consumers have become fans. The "group effect" communication makes live streaming stimulate consumers to buy more than the traditional way (Mike, 2016). E-commerce has ditched the traditional sales model and moved to the Internet and engages in in-depth communication with users from multiple perspectives such as user initiative, interaction and care. live streaming has stimulated new unprecedented power consumption and reshaped the mode of E-Commerce communication to some extent.

Customer Trust

Trust comes from a long process. If trust has been established between consumers and companies, then efforts to build cooperative relationships will be easier. A business transaction can be carried out between two or more parties if each party trusts each other. However, this trust cannot be simply recognized by other parties or business partners, but must be built from scratch and can be proven. According to Sunarto (2006), consumer trust is the knowledge that consumers have and all conclusions that consumers make about objects, attributes, and benefits. Trust in the context of online purchases is a consumer's interest to depend on others and be vulnerable to the actions of others during the online shopping process, with the expectation that the other party will carry out acceptable practices and acceptable services (Zendehdel et al., 2011).

Customer Engagement

Customer engagement has been variously defined as a state of mind, several types of behavior, and several types of psychological processes. For example, Moliner et al. (2018) defines customer engagement as a kind of emotional connection between the customer and the brand. As a state of mind, customer engagement can be generated by customer experience (Brodie et al., 2011). Wongkitrungrueng and Assarut (2020) define customer engagement as "a manifestation of customer behavior towards a brand or company beyond purchase" in live streaming shopping and find that customers' perceived value has a positive impact on their engagement in live streaming shopping. According to Cook (2011), customer engagement is understood as any effort to involve consumers in emotional interactions between the company and its customers. In business activities, interaction with customers is only seen as a mere process, not as a long-term relationship. It seems that placing customer engagement as a program to handle all customer complaints and making it easier for them to respond back is a rare thing that must be done by a company to maintain existence and maintain existence as well as maintain long-term relationships with customers by managing two-way communication properly.

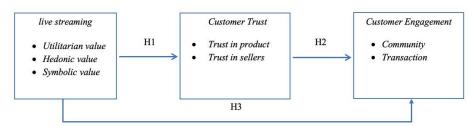


Figure 1 Research Paradigm

From the results of the formulation of the problem, the hypotheses to be proposed in this study are:

- H1: Live streaming has a positive effect on customer trust.
- H2: Customer trust has a positive effect on customer engagement.
- H3: Live streaming has a positive effect on customer trust and customer engagement.

Research Methods

The method used in this study is a descriptive and verification quantitative method. The object of research or unit of analysis used as respondents are consumers who use e-commerce shopping services. Tokopedia e-commerce visitors either through the application or the website. Especially for consumers who have watched e-commerce live streaming or Tokopedia Play. Data collection in this study was through an online questionnaire. Questionnaires were made online via google form which is available free of charge and the link was sent directly to respondents via social media such as whatsapp and facebook groups. The data sent by the respondent is stored automatically. Questions were measured on a Likert scale with an interval of 1-5. The characteristics that exist in the population must be in accordance with the research object chosen by the researcher, in this study the population that has the same characteristics and is the target is consumers who live in the territory of Indonesia who shop online using live streaming e-commerce, can be known with certainty, so choosing a sampling technique using a nonprobability sampling technique with the sampling technique used in this study is the Accidental Sampling technique. The sample size in this study was taken using the formula Hair, et al. According to Hair (2010) that if the sample size is too large or the population size is not known for sure, then the method becomes very sensitive so it is difficult to get good goodness of fit measures. So it is recommended that the minimum sample size is 5-10 times the indicator variable. With these calculations, the minimum sample size is 105 people. Data analysis using SEM is used to examine and justify a model (Hair et.al, 2006). Structural Equation Modeling or SEM is a statistical analysis technique used to build and test statistical models in the form of causal models (Prastuti, 2011). The software used for data processing is Smart PLS.

Result and Discussion

This report uses Structural Equation Modeling (SEM) – Partial Least Square (PLS) to analyze the data. Our findings reveal in the first hypothesis that the value of the original sample which sees the effect of live streaming on customer trust is 0.851. Then the value of t statistic which is 23,173 is bigger than T table which is worth 1.96. This means that the relationship is positive and there is an influence from live streaming on customer trust. The P values have a value of 0.000. With a significance value of 0.000 or <0.05, Ho is accepted and Ha is rejected. So it can be concluded that the live streaming variable has a significant effect on customer trust, meaning that with live streaming on Tokopedia Play, consumers will have an increased sense of trust to make purchases on Tokopedia e-commerce.

	Original Sample (O)	Sample Mean (M)	Standard Deviation (STDEV)	T Statistics (O/STDEV)	P Values
Live Streaming → Customer Trust	0,851	0,852	0.037	23.173	0.000
Customer Trust \rightarrow Customer Engagement	0,871	0,868	0,03	28.889	0.000
Live Streaming → Customer Trust → Customer Engagement	0,741	0,74	0.052	14.295	0.000

Table 1 Hypotheses Testing Results

The second hypothesis reveals that the original sample value which sees the effect of customer trust on customer engagement is 0.87. Then the value of t statistic which is worth 28.889 is greater than T table which is worth 1.96. This means that the relationship is positive and there is an influence of customer trust on customer engagement. The P values have a value of 0.000. With a significance of 0.000 or <0.05, Ho is accepted and Ha is rejected. So that it can be said to have a significant influence from customer trust on customer engagement. The third hypothesis reveals that the original sample which saw the effect of live streaming on customer trust and customer engagement with a value of 0.741. Then the value of t statistic which is worth 14.295 is greater than T table which is worth 1.96. This means that the relationship is positive and there is an influence from live streaming on customer trust and customer engagement. The P values have a value of 0.000. With a significance of 0.000 or <0.05, Ho is accepted and Ha is rejected. So it can be concluded that live streaming has a significant effect on customer trust and on customer engagement.

	Live Streaming	Customer Trust	Customer Engagement
Average Variance Vxtracted (AVE)	0,633	0,676	0,763
Composite Reliability	0,939	0,926	0,951
Cronbach 's Alpha	0,938	0,903	0,938
Rho_A	0,93	0,906	0,94
R-square		0,724	0,758
R Square Adjusted		0,722	0,756

Table 2 AVE, Composite Reliability, Cronbach's Alpha, R Square and Correlations

Conclusion

Based on the results of the analysis and discussion of research results, it can be concluded as follows: Live streaming has a significant and significant impact on customer trust. The relationship between live streaming and customer trust is positive, meaning that live streaming can increase customer trust. Through live streaming, sellers can provide instructions in the form of information, characteristics, benefits, how to use, as well as product uses honestly and according to facts that are useful for buyers, so that buyers' trust increases through instructions and information provided by sellers about products in accordance with the facts. During live streaming, sellers can build their characteristics through facial expressions, body movements, spoken words, and backgrounds that can build consumer confidence.

Customer trust has a significant influence on customer engagement. Customer trust and customer engagement have a positive relationship, meaning that increased customer trust will increase customer engagement. Consumers can directly see products and interact directly with sellers, which can foster engagement with sellers. Because by seeing and interacting directly, in addition to the information provided by the seller, the consumer can trust the seller, the seller can also be trusted, which then encourages customer engagement which in the end consumers will make transactions with the seller.

There is a significant and significant effect between live streaming on customer trust and on customer engagement. The relationship of live streaming to customer trust and to customer engagement is positive, meaning that live streaming can increase customer trust and customer engagement. During live streaming, consumers can see the seller directly while demonstrating the characteristics of the product being sold, whether it's authenticity, visuals of the product, or how to use the product. Then when consumers see the live streaming it encourages emotional feelings in the form of happiness, interest, excitement towards the seller and the product. Sellers can establish a brotherly relationship with consumers during live streaming and express themselves as good sellers. Seeing this, there is a sense of consumer confidence in the seller and his products. Consumers feel confident with product information that will later be ordered, received, used will meet their expectations. Engaging in Q&A discussions during live streaming fosters consumer pleasure in becoming fans. By seeing and interacting directly, it can also foster a sense of trust accompanied by engagement which will later encourage loyal consumers. Then happy to buy and revisit, and provide recommendation information to others.

References

- Abdolvand, Mohamad Ali., Kambiz Heidarzadeh Hanzaee., Afshin Rahnama., & Khospanjeh. (2011) The Effect of Situasional and Individual Factors on Impulse Buying. World Applied Sciences Journal. vol 13 No. 9: 2108-2117
- Arnone, L., Colot, O., Croquet, M., Geerts, A. and Pozniak, L. (2010) "Company managed virtual communities in global brand strategy", Global Journal of Business Research, Vol. 4 No. 2, pp. 97-111.
- Ba, S., & Pavlou, P. A. (2002) Evidence of the effect of trust building technology in electronic markets: Price premiums and buyer behavior. MIS Quarterly, 26(3), 243–268.
- Babin, B.J., Darden, W.R., & Griffin, M., (1994) "Work and/or Fun: Measuring Hedonic and Utilitarian Shopping Value," dalam Journal of Consumer Research, 20(4), 644-656.
- Barry J Babin, William R Darden, and Mitch Griffin. (1994) Work and/or Fun: Measuring Hedonic and Utilitarian Shopping Value. *Journal of Consumer Research*.
- Brodie, R. J., Hollebeek, L. D., Juric, B., & Ilic, A. (2011) Customer Engagement: Conceptual.
- Brodie, R. J., Ilic, A., Juric, B., & Hollebeek, L. (2013) Consumer engagement in a virtual brand community: An exploratory analysis. Journal of Business Research, 66(1), 105–114.
- Brynjolfsson, E., & Smith, M. D. (2000) Frictionless commerce? A comparison of internet and conventional retailers. Management Science, 46(4), 563–585.
- Bukola dkk. (2015) Utilitarian and Hedonic Motivations for Live Streaming Shopping
- Cai, J., Wohn, D. Y., Mittal, A., & Sureshbabu, D. (2018) Utilitarian and hedonic motivations for live streaming shopping. *Journal New Jersey Institute of Technology*.
- Casalo, L., Flavian, C. dan Guinaliu, M. (2008) "The role of perceived usability, reputation, satisfaction and consumer familiarity on the website loyalty formation process," Computers in Human Behavior, 24(2), hal. 325–345.
- Casalo, L.V., Flavian, C. and Guinaliu, M. (2010/2011), Antecedents and consequences of consumer participation in on-line communities: the case of the travel sector, International Journal of Electronic Commerce.
- Chen, S. C., & Dhillon, G. S. (2003). Interpreting dimensions of consumer trust in e-commerce. Information Management and Technology, 4(2), 303–318.
- Chiu, C. M., Chang, C. C., Cheng, H. L., & Fang, Y. H. (2009). Determinants of customer repurchase intention in online shopping. Online Information Review, 33(4), 761–784.
- Cook, Sarah. (2011). Customer Care Excellent: How to Create an Effetive Customer Focus. Londong: Kogan Page Corbit, B. J., Thanasankit, T., dan Yi, H., (2003). Trust and E-commerce: a Study of Consumer Perceptions, *Electronic Commerce Research and Application*, 2: 203-215.
- Cova, B. and S. Pace. (2006). Brand Community of Convenience Products: New Forms of Customer Empowerment The Case "My Nutella The Community", European Journal of Marketing, 40 (9/10):1087–1105.
- Crawford, M. (1992). The world in a shopping mall. In M. Sorkin (Ed.). Variations on a theme park: The new American theme park and the end of public space (pp. 3–30). New York, NY: Hill and Wang.
- Danim, Sudarwan. (2004). Motivasi Kepemimpinan & Efektivitas Kelompok . PT Rineka Cipta. Jakarta.
- Delgado-Ballester, E. et. al. 2003. Development And Validation Of A Brand Trust Scale. International Journal of Market Research (Online), Vol. 45, No. 1, pp. 35-54, (http://www.csom.umn.edu, diakses 9 Maret 2012).
- Djamarah, S. B. (2002). Strategi Belajar Mengajar. RINEKA CIPTA.
- Edward L. Deci. (1975). Intrinsic Motivation. Springer US, Boston, MA.
- Eileen Bridges and Renée Florsheim. (2008). Hedonic and utilitarian shopping goals: The online experience. *Journal of Business Research* 61, 4: 309–314.
- El-Hedhli, K., Chebat, J. C., & Sirgy, M. J. (2013). Shopping well-being at the mall: Construct, antecedents and consequences. Journal of Business Research, 66(7), 856–863.
- Elizabeth C. Hirschman and Morris B. Holbrook. (1982). Hedonic Consumption: Emerging Concepts, Methods and Propositions. *Journal of Marketing*.
- Erdem, O., Ben Oumlil, A., & Tuncalp, S. (1999). Consumer values and the importance of store attributes. International Journal of Retail & Distribution Management, 27(4), 137–144.
- Evans, D. (2010). Social media marketing: the next generation of business engagement. John Wiley & Sons.
- Firat, A. F., & Venkatesh, A. (1993). Postmodernity: The age of marketing. International Journal of Research in Marketing, 10(3), 227–249.
- Gefen, D., & Straub, D. W. (2004). Consumer trust in B2C e-commerce and the importance of social presence: Experiments in e-products and e-services. Omega, 32(6), 407–424.
- Ghozali, Imam. (2016). Aplikasi Analisis Multivariete Dengan Program IBM SPSS 23 (Edisi 8). Cetakan ke VIII. Semarang: Badan Penerbit Universitas Diponegoro.
- Goode, M. M., & Harris, L. C. (2007). Online behavioural intentions: An empirical in- vestigation of antecedents and moderators. European Journal of Marketing, 41(5/6), 512–536.

- Gummerus, J., Liljander, V., Weman, E., & Pihlström, M. (2012). Customer engagement in a Facebook brand community. Management Research Review, 35(9), 857–877.
- Gwinner et al,1998, Olivier Morrison, John W. Huppertz. (2008). Jurnal External Eruity, Loyalty Program Membership, and Service Recovery.
- Gwinner, K.P., Gremler, D.D. and Bitner, M.J. (1998), "Relational benefits in service industries: the customer's perspective", Journal of the Academy of Marketing Science.
- Hair JR, Joseph F, (2010), Multivariate Data Analysis. Seventh Edition. New Jersey
- Hair, dkk. (2006). Multivariate Data Analysis Pearson International Edition, sixth edition. New Jersey
- Hamilton, W. A., Garretson, O., & Kerne, A. (2014). Streaming on twitch: Fostering participatory communities of play within live mixed media. Conference on Human Factors in Computing Systems Proceedings, 1315–1324.
- Hanzaee, K. H., & Razaeyeh, S. P. (2013). Investigation of the effects of hedonic value and utilitarian value on costumer satisfaction and behavioural intentions. African Journal Business Management, 818-825.
- Harrigan et al. (2017), Customer engagement and the relationship between involvement, engagement, self-brand connection and brand usage intent, Journal of Business Research.
- Heather Lynn O'Brien. (2010). The influence of hedonic and utilitarian motivations on user engagement: The case of online shopping experiences. *Interacting with Computers*.
- Herlina, H., Loisa, J., & S.M, T. M. (2021). Pengaruh Model Promosi Flash Sale Terhadap Minat Pembeli Dan Keputusan Pembeli Di Marketplace Online. *Jurnal Ilmiah Mea (Manajemen, Ekonomi, & Akuntansi)*, 5(2), 1637-1652.
- Hewer, P., & Campbell, C. (1997). Research on shopping: A brief history and selected literature. In P. Falk, & C. Campbell (Eds.). The shopping experience (pp. 186–206). London, England: SAGE.
- Hills, M. (2002) Fan Cultures. Routledge, London and New York.
- Holbrook, Morris B dan Elizabeth C. Hirschman. (1982). The Experiential Aspect of Consumption: Consumer Fantasies, Feeiings, and Fun. Journal of Consumers Research Vol 9.
- Hox, J.J & Bechger, T.M. (1998). An Introduction to Structural Equation Modeling. Family Science Review, 11: 354-373.
- Hoyer and Macinnis. (2010). Consumer Behavior 5th edition. USA: South-Western
- Indrajit, Richardus Eko. (2001). E-Commerce:Kiat dan Strategi Bisnis Di Dunia Maya, Jakarta: PT. Elex Media Komputindo.
- Jenkins, H. (2013). Textual poachers: television fans and participatory culture, 20. ed. ed. Routledge, New York.
- Kaiser, S., & Müller-Seitz, G. (2008). Leveraging lead user knowledge in software development—The case of weblog technology. Industry and Innovation, 15(2), 199–221.
- Karim, J.A, M. Kumar dan S. Abd Rahman, (2013) Measuring Shopping Values Of Malaysian Retail Consumers, Asia Pacific Journal Of Marketing And Logistics Vol. 25 No. 2, Pp. 200-224.
- Keller, L. (1993). How to manage brand equity. Penerbit Gramedia Pustaka Utama, Jakarta.
- Kenneth C. Laudon; Jane P.Laudon, (2000), Management Information Systems, organization and Technology in The Networked Enterpise", Prentice-Hall, New Jersey, USA.
- Komiak, S. X., & Benbasat, I. (2004). Understanding customer trust in agent-mediated electronic commerce, web-mediated electronic commerce, and traditional commerce. Information Technology and Management, 5(1–2), 181–207.
- Koo, D. M., Kim, J. J., & Lee, S. H. (2008). Personal values as underlying motives of shopping online. Asia Pacific Journal of Marketing and Logistics, 20(2), 156–173.
- Kotler, P. & Keller, K.L. (2012). Manajemen Pemasaran Jilid I Edisi ke 12. Jakarta: Erlangga.
- Lee, S. M., & Lee, S. J. (2005). Consumers' initial trust toward second-hand products in the electronic market. The Journal of Computer Information Systems, 46(2), 85–98.
- Lestari, I.T. & Widyastuti (2019). Pengaruh Kepercayaan Dan Kemudahan Terhadap Keputusan Belanja Online (Studi Pada Pengguna Tokopedia). Jurnal Ilmu Manajemen Volume 7 Nomor 2 Jurusan Manajemen Fakultas Ekonomi Universitas Negeri Surabaya. 473-483
- Lu, B., Fan, W., & Zhou, M. (2016). Social presence, trust, and social commerce purchase intention: An empirical research. Computers in Human Behavior.
- Lu, Baozhou, Weiguo Fan, and Mi Zhou. (2016). "Social Presence, Trust, and Social Commerce Purchase Intention: An Empirical Research." Computers in Human Behavior 56:225–37. doi: 10.1016/j.chb.2015.11.057.
- Lu, Y., Zhao, L., & Wang, B. (2010). From virtual community members to C2C e-commerce buyers: Trust in virtual communities and its effect on consumers' purchase intention. Electronic Commerce Research and Applications, 9(4), 346–360.
- Malhotra, N.K., (2009), Riset Pemasaran, Edisi keempat, Jilid 1, PT Indeks, Jakarta

- Massicotte, M. C., Michon, R., Chebat, J. C., Sirgy, M. J., & Borges, A. (2011). Effects of mall atmosphere on mall evaluation: Teenage versus adult shoppers. Journal of Retailing and Consumer Services, 18(1), 74–80.
- Masyhuri dan Zainuddin, M. (2008). Metodologi Penelitian: Pendekatan Praktis dan Aplikasi. Bandung: Refika Aditama.
- McLeod, R dan Schell, G. P., (2004). *Management Information Systems*. Ninth Edition. Pearson Education Inc., New Jersey 07458.
- Midgley, D. F., & Dowling, G. R. (1978). Innovativeness: The concept and its measure- ment. Journal of Consumer Research, 4(4), 229–242.
- Mike. (2016). The core demand of live streaming E-Commerce: how to effectively combine the live streaming mode and E-commerce attributes.
- Pappas, N. (2016). Marketing strategies, perceived risks, and consumer trust in online buying behavior. Journal of Retailing and Consumer Services.
- Patterson, dkk. (2006). Understanding Customer Engagement In Services. Australia-New Zealand Marketing Academy Conference, Brisbane, December.
- Porter, C.E. (2004), A typology of virtual communities: a multi-disciplinary foundation for future research", Journal of Computer-Mediated Communication, Vol. 10 No. 1.
- Prastuti, Dwi. (2011). Penggunaan Penggunaan Structural Equation Modeling (SEM) sebagai Salah Satu Teknik Analisis Statistik dengan Menggunakan Program Tetrad Iv. Universitas Negeri Semarang.
- Prentice, C. and Correia, S.M. (2018), Consumer-based approach to customer engagement The case of luxury brands, Journal of Retailing and Consumer Services.
- Rhenald Kasali (2017). Manajemen Public Relations. Jakarta: PT Pustaka UtamaGrafiti
- Riduwan, dan Engkos Achmad Kuncoro. (2017). Cara Menggunakan dan Memakai Path Analysis (Analisis Jalur). Bandung : Alfabeta
- Sandikci, O., & Holt, D. B. (1998). Malling society. Mall consumption practices and the future of public space. In J. F. SherryJr. (Ed.). ServiceScapes: The concept of place in contemporary markets (pp. 305–336). Chicago, IL: American Marketing Association/ NTC Business Books.
- Sashi, C. M. (2012). Customer engagement, buyer-seller relationships and social media. Management Decision, 50(2), 253–272.
- Sekaran, Uma. (1992). "Research Methods for Business". Third Edition. Southern Illionis University.
- Selnes, F. and Hansen, H. (2001), "The potential hazard of self-service in developing customer loyalty", Journal of Service Research, Vol. 4 No. 2, pp. 79-91.
- Shim, J. K., Qureshi, A. A., Siegel, J. G., Siegel, R. M. (2000), The International Handbook of Electronic Commerce. Chicago
- Sindhav, B. And Adidam, P.T. (2012), "Hedonic and Utilitarian Values of a Service Experience with a Nonprofit", International Management Review, Vol.8 No.1, pp.37-43
- Singgih Santoso dan Tjiptono. (2001). Riset Pemasaran Konsep dan Aplikasi dengan SPSS. Elex Media Komputindo, Jakarta.
- Sari, S. P. (2014), "Faktor Utilitarian dan Hedonis terhadap Loyalitas Melalui Kepuasan Pelanggan pada Hotel Ibis". Jurnal Ilmu dan Manajemen Vol. 3 No. 6.
- Sirgy, M. J., Grewal, D., & Mangleburg, T. (2000). Retail environment, self-congruity, and retail patronage: An integrative model and a research agenda. Journal of Business Research, 49(2), 127–138.
- Siswoyo, H. (2017). Metode SEM untuk penelitian Manajemen, AMOS, LISREL, PLS. PT Luxima Metro Media.
- So et al. (2014), The Role of Customer Engagement in Building Consumer Loyalty to Tourism Brands, Journal of Travel Research.
- So, KKF, King, C, & Sparks, BA (2014b), 'The Role Of Customer Engagement in Building Consumer Loyalty to Tourism Brands', *Journal of Travel Research*.
- $Sugiyono.\ (2015).\ Metode\ Penelitian\ Kuantitatif,\ Kualitatif,\ dan\ R\&D.\ Bandung:\ ALFABETA.$
- Sun, P. C., & Lin, C. M. (2010). Building customer trust and loyalty: An empirical study in a retailing context. The Service Industries Journal, 30(9), 14391455.
- Sunarto, (2006). Pengantar Manajemen Pemasaran, Cetakan 1. Yogyakarta: Ust. Press.
- Suyanto, M. (2019), from a start-up to a unicorn, Andi Yogyakarta
- Thakur, R. (2018). Customer engagement and online reviews. Journal of Retailing and Consumer Services, 41(November 2017), 48–59.
- Tonghuashun Finance. (2019). A study on China's online live streaming industry in the first half of 2019.
- Turban, E., J. Lee, D. King, dan H. M. Chung. (2000), Electronic Commerce A Managerial Perspective. Upper Saddle River, NJ: Prentice Hall.

- Van Doorn, J., Lemon, K. N., Mittal, V., Nass, S., Pick, D., Pirner, P., & Verhoef, P. C. (2010). Customer engagement behavior: Theoretical foundations and research di-rections. Journal of Service Research, 13(3), 253–266.
- Vivek, S. D., Beatty, S. E., & Morgan, R. M. (2012). Customer Engagement: Exploring Customer Relationships Beyond Purchase. Journal of Marketing Theory and Practice, vol. 20, no. 2, pp. 127–145.
- Walgito, B. (2011). Pengantar Psikologi Umum. Andi Yogyakarta.
- Wang, X. (2017). Live streaming from the perspective of communication. Visual, 2017(9).
- Wang, Y. (2019). A brief analysis of fans' consumption psychology of live streaming.
- Y. K. Kim and J. K. Kang. (1997). Consumer perception of shopping costs and its relationship with retail trends. *Journal of Shopping Center Research* 4, 2: 27–62.
- Yu Xiaojun. (2020). Study on The Communication Impact of Live Streaming E-Commerce Mode in China. Uppsala universitet department of informatics and media.
- Zendehdel, M., Paim, L., Bojei, J., & Osman, S. (2011). The effects of trust on online Malaysian students buying behavior. Australian Journal of Basic and Applied Sciences, 5(12), 1125-1132.