# ISRG Journal of Economics, Business & Management (ISRGJEBM)





#### ISRG PUBLISHERS

Abbreviated Key Title: Isrg J Econ Bus Manag

ISSN: 2584-0916 (Online)

Journal homepage: <a href="https://isrgpublishers.com/isrgjebm/">https://isrgpublishers.com/isrgjebm/</a>

Volume – III Issue - V (September-October) 2025

Frequency: Bimonthly



### OPENOACCESS

## The Effect of Application Service Features, Ease, and Security on Customer Satisfaction Through User Trust in the TIX ID Application

Duwi Ajeng Septiani Putri<sup>1\*</sup>, Raden Andi Sularso<sup>2</sup>, Deasy Wulandari<sup>3</sup>

1, 2, 3 Faculty of Economics and Business, University of Jember, Indonesia

| Received: 23.08.2025 | Accepted: 27.08.2025 | Published: 02.09.2025

\*Corresponding author: Duwi Ajeng Septiani Putri

Faculty of Economics and Business, University of Jember, Indonesia

#### **Abstract**

This research aims to identify the effect of Application Service Features, Ease, and Security on Customer Satisfaction Through User Trust in the TIX ID Application. This research uses explanatory research. The sampling technique used in this study was non-probability sampling with purposive data collection. The research instrument used a questionnaire distributed in a hybrid manner with a sample of 100 respondents. The data analysis method used is Partial Least Square (PLS) with SmartPLS 4.0 software. The results of this study indicate that 1) application services features has no significant effect on trust 2) Ease has a significant effect on trust 3) security has a significant effect on trust 4) application service features has no significant effect on satisfaction 5) Ease has no significant effect on satisfaction 6) security has no significant effect on satisfaction 7) trust has a significant effect on satisfaction services features has no significant effect on satisfaction through trust 9) Ease has a significant effect on satisfaction through trust 10) security has a significant effect on satisfaction through trust 10)

Keywords: Application Service Features; Customer Satisfaction; Ease; Security; Trust

#### INTRODUCTION

The entertainment industry is currently one of the most attractive sectors for Indonesian society, as evidenced by the growing public interest in entertainment activities such as watching movies, attending music concerts, and participating in other events. This

industry is capable of providing a wide range of enjoyable options and offering space for individuals to temporarily release their burdens. The advancement of digital technology has significantly transformed the way people access and enjoy entertainment, thereby encouraging business actors to adopt digital marketing activities as their primary strategy. Alongside this rapid technological development and the increasing number of smartphone users, various applications have emerged in Indonesia. These applications are designed to simplify people's daily needs, including online ticket booking services.

This study uses the variables of application service features, Ease, security, customer satisfaction, and user trust to examine one of the technological innovations in the use of digital applications such as TIX ID. Comprehensive application service features, Ease, and secure transactions may act as the stimulus received by users. When users perceive that the TIX ID application has complete service features, is easy to use, and secure, they begin to trust the application. This trust constitutes the organism. Subsequently, users' trust in the TIX ID application influences their response, namely customer satisfaction.

TIX ID is a digital application that enables users to purchase movie tickets and other entertainment event tickets online. Founded by PT Nusantara Elang Sejahtera, the application was launched on March 21, 2018, and has successfully ranked 6th in the entertainment industry on the App Store. The application was developed to help users access entertainment services without visiting physical locations. Through TIX ID, users can access complete information regarding movie schedules and ticket prices.

The presence of TIX ID marks part of the transformation of Indonesia's entertainment industry toward digitalization, with the aim of improving satisfaction and trust in digital entertainment services. Customer satisfaction is defined as a customer's evaluation of the product or service they use, where they tend to assess whether the performance of a product or service meets or exceeds their expectations (Wilson *et.al.*, 2021). In this context, customer satisfaction with TIX ID refers to the level of satisfaction of users in fulfilling their expectations of the services provided by the application.

Before users feel satisfied, they must first develop **trust** in the TIX ID application. Trust is formed when consumers are confident that service providers will meet their needs and desires. Once trust is established, consumers expect providers to act consistently with these beliefs. The more expectations are fulfilled, the greater the level of consumer satisfaction (Rivaldi and Amri, 2023). According to Rivaldi and Amri (2023), trust is the consumer's belief in relying on a service with all its risks due to the promise of positive outcomes. Trust is not merely a sense of belief but also a guarantee that businesses will uphold their commitments and responsibilities (Yum and Kim, 2024).

According to Ahli et al. (2024), Eni et al. (2024) and Kirana et al (2024), customer trust significantly influences customer satisfaction, as users who feel confident in an application are more likely to be satisfied and continue using it. In contrast, Kusmita et al. (2022) and Suryani et al. (2021) found that trust does not significantly influence customer satisfaction. Both satisfaction and trust are shaped by factors such as application service features.

Application service features are the specifications offered to users of an application (Alda *et al.*, 2021). In the case of TIX ID, these features include ticket booking, TIX Events, TIX Food, streaming vouchers, online film rentals, as well as seat selection options. Mustofan dan Kurniawati (2024) concluded that service features

foster user trust in making online transactions. (Vassiliadis *et al* (2021) argued that service features significantly affect customer satisfaction, while Hapizah dan Yeni (2024) and Saragih dan Siregar (2025) found no significant effect. Nevertheless, once customers feel satisfied with service features, they tend to trust the application. This is reinforced by Tandon *et al.* (2020), who found that service features significantly affect customer trust.

Ease is another factor influencing customer satisfaction besides service features. Ease refers to an individual's belief that a system is easy to use (Almaiah et al., 2022). For TIX ID, Ease includes the ability to easily access the application through smartphones, simple and fast ticket booking processes, purchasing tickets without queuing, and clear, easily accessible information. These Eases reduce barriers in the purchasing process. Studies by Ru-Zhue *et al.* (2025), Eni *et al.* (2024), and Nuralam *et al.* (2024) concluded that Ease significantly influences customer satisfaction. However, Deliyana *et al.* (2022) and *Shafira et al.* (2023) found no significant effect. If users feel satisfied when using TIX ID, they are more likely to trust it. This is supported by Wilson *et al.* (2021) and Eni *et al.* (2024), who found that Ease significantly influences user trust

Security is also a non-negotiable aspect for users. Security refers to the means of protecting and ensuring that hackers cannot access customer information and privacy (Li et al., 2021). Various security measures are implemented in TIX ID, such as user authentication through passwords and verification codes, privacy policies to safeguard personal data, and secure payment methods with encryption. These security features are crucial to ensure that users feel safe and comfortable when conducting online transactions. Research by Muhtasim et al. (2022) and Li et al. (2021) demonstrated that security significantly affects user satisfaction. Furthermore, security influences trust, as confirmed by Shao et al. (2021) and Skladannyi et al. (2024). Conversely, Kirana et al (2024) and Saragih and Siregar (2025) Saragih and Siregar (2025) reported no significant effect of security on satisfaction.

The phenomenon underlying this research is that the TIX ID application demonstrates how technology provides Ease within the entertainment industry. The application illustrates how cinemas adapt to technological changes and user needs, making ticket booking more efficient and enhancing audience satisfaction. Unlike other applications that typically only serve one cinema network, TIX ID allows users to choose from multiple cinema chains, including CGV, Cinepolis, and XXI. However, TIX ID charges a service fee of IDR 4,000, which is relatively higher compared to similar applications. This fee may discourage users, as they must pay more for the same service. Hence, TIX ID needs to reconsider its service fee policy to ensure users remain satisfied and continue to trust the application.

#### LITERATURE REVIEW

#### **Application Service Features**

According to Rukani dan Marlena (2021), a user engages with a product or service based on several considerations, one of which is service features. A feature is a characteristic associated with a product or service (Vassiliadis *et al.*, 2021). Service features represent a set of attributes that can be utilized (Vassiliadis *et al.*, 2021).

#### Ease

Ease refers to the degree of confidence an individual has that a system is easy to use (Almaiah *et al.*, 2022). Ease is defined as a person's belief in a particular application system that assists them in completing tasks (*Ru-Zhue et al.*, 2025). According to Wilson *et al.* (2021), Ease can also be interpreted as the public's perception of a product or service, where they evaluate how easy and quick it is to learn and use the new product or service without difficulty. Furthermore, (Wilson *et al.* (2021) state that Ease is an individual's perception of the amount of effort required to learn a new technology or product. Ease in an application system enhances the effectiveness and efficiency of user tasks (Ru-Zhue *et al.*, 2025). It reflects the level of effort required by users to interact with technology (Eni *et al.*, 2024),

#### Security

Security has become a major concern when conducting financial transactions through digital transaction methods (Muhtasim *et al.*, 2022). According to Shao *et al.* (2021), security refers to the expectation of potential dangers or risks. Meanwhile, Li *et al.* (2021) identify security as the means to protect and ensure safety, as well as to prevent hackers from attacking customer information and privacy. Perceived security is an important factor shaping customers' intentions to continue using technology and services (Maqableh *et al.*, 2021). Customer satisfaction is strongly influenced by their perceptions of security and trust (Muhtasim *et al.*, 2022).

#### **Customer Satisfaction**

Customer satisfaction is defined as a psychological condition that reflects a positive attitude toward the service provider after the service meets the needs and expectations of customers (Ru-Zhue et.al., 2025). According to Wilson et al. (2021) Wilson et al. (2021), customer satisfaction can be defined as customers' evaluation of the products or services they use, in which they tend to assess whether the performance of a product or service exceeds their expectations. Nuralam et al. (2024) state that customer satisfaction occurs when customers compare their experiences with their initial expectations and have an emotional response. If the expected outcomes are exceeded, customers are likely to feel satisfied and more inclined to repurchase (Nuralam et al., 2024). Ensuring customer satisfaction is a primary focus that companies must prioritize in order to achieve success in the industry (Wilson et al., 2021).

#### **Trust**

Trust is initially formed through prior knowledge, expectations, and understanding of a system. Trust is not merely a sense of belief, but rather a guarantee that a business will uphold its commitments and responsibilities (Yum and Kim, 2024). According to Rivaldi dan Amri (2023), trust is the willingness of consumers to rely on a service despite its risks, due to the promised expectations of delivering positive outcomes for them. Consumer trust refers to the belief consumers have in a product, brand, or company, which is related to their understanding of the attributes and benefits offered (Ningsih, 2021:120). (Nugraha et al. (2021:46) 2021) explain that consumer trust is the belief that a product possesses certain characteristics capable of providing benefits and meeting consumer expectations. Meanwhile, Eni *et al.*, (2024) define trust as the belief or perception that an individual or party can fulfill expectations and objectives.

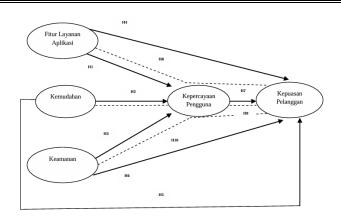


Figure 1. Conceptual Model

#### **METHODOLOGY**

This study employs explanatory research, which is used to explain the position of the variables under investigation as well as the influence between these variables (Sugiyono, 2019:80). The population in this study consists of all users of the TIX ID application in Indonesia. This sample use non-probability sampling with technique purposive sampling. Size sample in research This according to Abdillah & Hartono (2015:115) in PLS amount sample should more from 100 - 200 so that the data calculation is stable, so that amount respondents used in the study This is 100 respondents. Type of research data This namely quantitative data that is processed and analyzed with calculation statistics. The source of data used in this study is primary data. The data were collected through questionnaires distributed to the people of Jember who met the criteria as users of the TIX ID application. The questionnaires were distributed using a hybrid method, namely through direct (offline) distribution and via Google Forms.

**Table 1. Operational Definition of Variables** 

| Variables  | Understanding  | Statement  |  |  |
|--|--|--|--|--|
| Application<br>Services<br>Features<br>(X <sub>1</sub> ) | Application service features are defined as a set of attributes available in the TIX ID application.   | The indicators of application service features, according to Mustofan dan Kurniawati (2024), in this study are as follows:  1) Diversity of transaction services (X1.1): the TIX ID application provides a variety of services.  2) Diversity of features (X1.2): the features provided by the TIX ID application are diverse.  3) Completeness of features provided by the TIX ID application are diverse provided by the TIX ID application are in accordance with user needs. |  |  |
| Ease (X <sub>2</sub> )                                   | It refers to the level of confidence of TIX ID application users in the belief that the application is | The indicators of Ease, according to Taan and Hapsawati (2021), in this study are as follows:  1) Easy to learn (X2.1): users can understand how to use the TIX ID application   |  |  |

|                                 | easy to use.   | without difficulty.  2) Clarity (X2.2): the information presented by the TIX ID application is easy to understand.  3) Flexibility (X2.3): the TIX ID application can be accessed anywhere according to users' needs.  |
|---------------------------------|--|--|
| Security (X <sub>3</sub> )      | Security is the means to protect and ensure, as well as to prevent hackers from attacking the information and privacy of TIX ID application users.                                     | The indicators of security, according to Beldad et al. (2021:112) and (Mulyana, 2014:30), in this study are as follows:  1) Data confidentiality (X3.1): the security provided by the TIX ID application in protecting users' personal data.  2) Protection from malware (X3.2): TIX ID application users are protected from viruses.  3) Regular security updates (X3.3): users' confidence in the TIX ID application regarding the implementation of regular security updates. |
| Customer<br>Satisfaction<br>(Y) | Customer satisfaction is a psychological condition that reflects a positive attitude toward the TIX ID application after its services fulfill the needs and expectations of customers. | The indicators of user satisfaction, according to Oktavia dan Sudarwanto (2023), in this study are as follows:  1) Experience (Y.1): users' experiences when using the TIX ID application.  2) Overall Satisfaction (Y.2): the overall level of user satisfaction when using the TIX ID application.  3) Willingness to recommend (Y.3): users' intention to recommend the TIX ID application to others.   |
| Trust (Z)                       | Trust is not merely a sense of belief, but rather a guarantee that the TIX ID application will uphold its commitments and responsibilities.  | The indicators of user trust, according to (Kotler dan Keller (2016:225), in this study are as follows:  1) Confidence in services (Z.1): the extent to which users feel confident in the services provided by the TIX ID application.  2) Ability (Z.2): users perceive that the TIX ID application is capable of helping them overcome the problems they encounter.  3) Integrity (Z.3): the TIX ID  |

application provides services in accordance with the promises or provisions conveyed.

4) Willingness to depend (Z.4): users' willingness to rely on the TIX ID application when

conducting transactions.

Source: Processed Primary Data (2025)

Data analysis using the Partial Least Square or PLS approach. Ghozali dan Latan (2015:5) stated that the purpose of PLS is to explain the relationship between latent variables. SmartPLS 4.0 software was used for data analysis in this study. Hypothesis testing is by using statistical values, so for alpha 5% the t-statistic value used is 1.96. So, the criteria for accepting/rejecting the hypothesis are Ha is accepted and H0 is rejected when the t-statistic> 1.96. For hypothesis testing using probability, Ha is accepted if the p value <0.05.

#### RESULTS

#### **Outer Model Evaluation or Measurement Model**

a. Convergent Validity

**Table 1. Convergent Validity Test Results** 

| Variables              | Item               | Outer Loading | Information |
|------------------------|--------------------|---------------|-------------|
| Application            | X 1.1              | 0.728         | Valid       |
| Services<br>Features   | X <sub>1.2</sub>   | 0.713         | Valid       |
| $(X_1)$                | X <sub>1.3</sub>   | 0.807         | Valid       |
|                        |                    |               |             |
| Ease (X <sub>2</sub> ) | X <sub>2.1</sub>   | 0.800         | Valid       |
|                        | X <sub>2.2</sub>   | 0.839         | Valid       |
|                        | X 2.3              | 0.784         | Valid       |
|                        |                    |               |             |
| Security               | X 3.1              | 0.845         | Valid       |
| $(X_3)$                | X <sub>3.2</sub>   | 0.885         | Valid       |
|                        | X 3.3              | 0.817         | Valid       |
|                        |                    |               |             |
| Customer               | Y 1.1              | 0.848         | Valid       |
| Satisfaction (Y)       | Y 1.2              | 0.873         | Valid       |
|                        | Y 1.3              | 0.808         | Valid       |
|                        |                    |               |             |
| Trust (Z)              | $Z_{1.1}$          | 0.791         | Valid       |
|                        | $\mathbf{Z}_{1.2}$ | 0.831         | Valid       |
|                        | $Z_{1.3}$          | 0.875         | Valid       |
|                        | Z <sub>1.4</sub>   | 0.784         | Valid       |

Source: Processed Primary Data (2025)

Based on table 1, the outer loading value on the indicators of all variables has a value above 0.5, which means that all indicators are considered valid.

#### b. Discriminant Validity

**Table 2. Cross Loading Value Results** 

|      | X1.   | X2.   | X3.   | Y1.   | Z1.   |
|------|-------|-------|-------|-------|-------|
| X1.1 | 0.728 | 0.350 | 0.348 | 0.267 | 0.390 |
| X1.2 | 0.713 | 0.327 | 0.468 | 0.467 | 0.387 |
| X1.3 | 0.807 | 0.500 | 0.399 | 0.540 | 0.518 |
| X2.1 | 0.361 | 0.800 | 0.429 | 0.476 | 0.453 |
| X2.2 | 0.462 | 0.839 | 0.547 | 0.537 | 0.610 |
| X2.3 | 0.462 | 0.784 | 0.376 | 0.567 | 0.565 |
| X3.1 | 0.523 | 0.552 | 0.845 | 0.560 | 0.634 |
| X3.2 | 0.459 | 0.512 | 0.885 | 0.622 | 0.665 |
| X3.3 | 0.400 | 0.361 | 0.817 | 0.577 | 0.634 |
| Y1.1 | 0.486 | 0.613 | 0.616 | 0.848 | 0.703 |
| Y1.2 | 0.470 | 0.487 | 0.603 | 0.873 | 0.784 |
| Y1.3 | 0.542 | 0.564 | 0.528 | 0.808 | 0.700 |
| Z1.1 | 0.620 | 0.605 | 0.597 | 0.704 | 0.791 |
| Z1.2 | 0.429 | 0.502 | 0.626 | 0.705 | 0.831 |
| Z1.3 | 0.469 | 0.617 | 0.709 | 0.736 | 0.875 |
| Z1.4 | 0.395 | 0.495 | 0.550 | 0.697 | 0.784 |

Source: Processed Primary Data (2025)

Based on table 2, the cross-loading value of each variable is greater than the other variable items, so that all variables are valid discriminants.

#### a. Composite Reliability

Table 3. Composite Reliability Value Results

| Variables                        | Composite Reliability | Information |  |
|----------------------------------|-----------------------|-------------|--|
| Application<br>Services Features | 0.794                 | Reliable    |  |
| Ease                             | 0.849                 | Reliable    |  |
| Security                         | 0.886                 | Reliable    |  |
| Customer<br>Satisfaction         | 0.881                 | Reliable    |  |
| Trust                            | 0.892                 | Reliable    |  |

Source: Processed Primary Data (2025)

Based on table 5. value composite reliability each variable own mark above 0.7, so that can show that all variable is reliable.

#### **Evaluation Inner Model**

a. Coefficient Determination (R<sup>2</sup>)

Table 4. Values Coefficient Determination (R<sup>2</sup>)

| Variables                | R Square Adjuste |       |
|--------------------------|------------------|-------|
| Customer<br>Satisfaction | 0.766            | 0.756 |
| Trust                    | 0.682            | 0.672 |

Source: Processed Primary Data (2025)

Based on the data in table 6, the influence of the variable application services features, Ease and security on customer satisfaction has a value of 0.766 so that the variable is able to explain 76.6%. Furthermore, the variables application services features, Ease and security on trust have a value of 0.682 so that this variable explains 68,2% while the rest is explained by other variables not examined in this study.

#### b. Predictive Relevance (Q2)

Calculation results from Q-Square with General purpose of Stone-Geisser Q Square Test:

Q Square = 
$$1-[(1-R_1^2) \times (1-R_2^2)]$$

$$= 1 - [(1-0.766) \times (1-0.682)]$$

$$=0.926$$

Based on the calculation results above, the Q-Square value is 0.926 or 92,6% that the magnitude of the influence of the independent variable is 92,6%. These results can be concluded that this study has good Predictive Relevance.

- c. Hypothesis Testing
- 1) Testing Influence Direct

Table 5. Hypothesis Test Results through Path Coefficient Bootstrapping Technique

| Variables | Original<br>Sample(O) | T<br>Statistics | P Values |
|-----------|-----------------------|-----------------|----------|
| X1> Y1.   | 0.102                 | 1.494           | 0.138    |
| X1> Z1.   | 0.140                 | 1.662           | 0.100    |
| X2> Y1.   | 0.096                 | 1.024           | 0.308    |
| X2> Z1.   | 0.323                 | 4.237           | 0.000    |
| X3> Y1.   | 0.047                 | 0.556           | 0.580    |
| X3> Z1.   | 0.502                 | 6.360           | 0.000    |
| Z1> Y1.   | 0.705                 | 6.974           | 0.000    |

Source: Processed Primary Data (2025)

Based on the table results, value of <0.05 and a T statistic value of >1.96 so that several variable has a direct influence.

#### 1) Testing Indirect Influence

Table 6. Indirect Test Results

| Variables   | Original<br>Sample(O) | T<br>Statistics | P<br>Values |
|-------------|-----------------------|-----------------|-------------|
| X1> Z1> Y1. | 0.099                 | 1.642           | 0.104       |
| X2> Z1> Y1. | 0.228                 | 3.373           | 0.001       |
| X3> Z1> Y1. | 0.354                 | 4.321           | 0.000       |

Source: Processed Primary Data (2025)

Based on the results of the direct influence test table between variables, it can be explained has a significance value of <0.05 and T statistic >1.96 so that several variables have an indirect influence.

#### **CONCLUSION**

Based on the results of data processing, the following conclusions were obtained: that 1) application services features has no significant effect on trust 2) Ease has a significant effect on trust 3) security has a significant effect on trust 4) application service features has no significant effect on satisfaction 5) Ease has no significant effect on satisfaction 6) security has no significant effect on satisfaction 7) trust has a significant effect on satisfaction services features has no significant effect on satisfaction through trust 9) Ease has a significant effect on satisfaction through trust 10) security has a significant effect on satisfaction through trust 10) security has a significant effect on satisfaction through trust.

#### REFERENCES

- Abdillah, W. dan J. Hartono. 2015. Partial Least Square (PLS): Alternatif Structural Equation Modeling (SEM) Dalam Penelitian Bisnis. Yogyakarta: Penerbit Andi.
- 2. Ahli, M., M. F. Hilmi, dan A. Abudaqa. 2024. Ethical sales behavior influencing trust, loyalty, green experience, and satisfaction in uae public entrepreneur firms. APTISI Transactions on Technopreneurship (ATT). 6(2)
- Alda, N., M. Salas, dan H. J. Sibarani. 2021. PENGARUH kemudahan penggunaan aplikasi online, fitur layanan dan promosi cashback ovo terhadap minat belanja masyarakat di kota medan. Jurnal MEA (Manajemen, Ekonomi, Dan Akutansi). 5(2):1100–1117.
- Almaiah, M. A., A. Al-Rahmi, F. Alturise, L. Hassan, A. Lutfi, M. Alrawad, S. Alkhalaf, W. M. Al-Rahmi, S. Al-Sharaieh, dan and T. H.Aldhayani. 2022. Investigating the effect of perceived security, perceived trust, and information quality on mobile payment usage through near-field communication (nfc) in saudi arabia. 1–22.
- Deliyana, R., B. Permatasari, dan D. Sukmasari. 2022. Pengaruh persepsi kemudahan, persepsi keamanan, dan persepsi kepercayaan terhadap kepuasan pelanggan dalam menggunakan mobile banking bca. Journal of Economic and Business Research. 2(2):1–16.
- Eni, Y., D. Hidayat, A. Zulaykha, A. Gunawan, dan Jason. 2024. Investigating e-service quality, ease of use, trust and satisfaction in indonesian e-commerce platforms. Journal of Logistics, Informatics and Service Science. 11(5):292–301.
- Ghozali, I. dan H. Latan. 2015. Partial Least Squares Konsep Teknik Dan Aplikasi Dengan Program Smart PLS 3.0. Semarang: Universitas Diponegoro Semarang.
- 8. Hapizah, N. dan Y. H. Yeni. 2024. Pengaruh kualitas layanan, fitur layanan aplikasi dan harga terhadap loyalitas pelanggan jasa maxim bike dengan kepuasan pelanggan sebagai variabel mediasi di kota padang. Journal Publicuho. 7(1):293–300.
- 9. Kirana, T., R. Roisah, A. Solihat, dan F. F. Mauliyan. 2024. PENGARUH tingkat kepercayaan dompet digital terhadap kepuasan konsumen. Jurnal Sains Manajemen. 6(2):96–105.
- Kotler, P. dan K. Keller. 2016. Manajemen Pemasaran (1st&2nd Ed). Jakarta: PT Indeks.

- 11. Kusmita, A. C., N. Farida, dan Saryadi. 2022. PENGARUH e-trust dan e-service quality terhadap online repurchase intention melalui e-satisfaction ( pada mahasiswa s1 fisip yang pernah berbelanja di lazada ) pendahuluan. Jurnal Ilmu Administrasi Bisnis. X(3):1307–1318.
- Li, F., H. Lu, M. Hou, K. Cui, dan M. Darbandi. 2021. Technology in society customer satisfaction with bank services: the role of cloud services, security, e-learning and service quality. Technology in Society. 64(December 2020):101487.
- Maqableh, M., H. Y. Hmoud, M. Jaradat, dan R. Masa'deh. 2021. Heliyon integrating an information systems success model with perceived privacy, perceived security, and trust: the moderating role of facebook addiction. Journal Homepage. 7(9):e07899.
- Muhtasim, D. A., S. Y. Tan, M. A. Hassaan, M. I. Pavel, dan S. Susmit. 2022. Customer satisfaction with digital wallet services: an analysis of security factors. Journal of Advanced Computer Science and Applications. 13(1):195–206.
- Mulyana, D. 2014. Ilmu Komunikasi: Suatu Pengantar. Yogyakarta: Remaja Ros.
- Mustofan, F. J. dan L. Kurniawati. 2024. Pengaruh persepsi kemudahan penggunaan, persepsi keamanan, persepsi risiko dan fitur layanan terhadap minat menggunakan e-wallet pada aplikasi dana. Journal of Management. 7((1))
- Nugraha, P., D. Alfiah, G. Sinaulingga, U. Rojiati, G. Saloom, Rosmawati, Fathihani, R. Johannes, Kristia, M. H. Batin, W. J. Lestari, H. Khatimah, dan M. F. B. Beribe. 2021. Teori Perilaku Konsumen. Pekalongan: Nasya Expanding Management.
- 18. Nuralam, I. P., N. Yudiono, M. R. A. Fahmi, E. S. Yuliaji, dan T. Hidayat. 2024. Perceived ease of use, perceived usefulness, and customer satisfaction as driving factors on repurchase intention: the perspective of the e- commerce market in indonesia. Cogent Business & Management. 11(1)
- 19. Oktavia, Y. dan T. Sudarwanto. 2023. DAMPAK brand image dan brand awareness bagi loyalitas intervening pada konsumen produk kecantikan wardah di kota. Jurnal Pendidikan Tata Niaga (JPTN). 11(3)
- Rivaldi, A. dan S. Amri. 2023. Pengaruh kepuasan dan kepercayaan terhadap loyalitas pelanggan minimarket. Jurnal Ekonomi, Manajemen, Dan Akutansi. 9(6):2942– 2950.
- 21. Ru-Zhue, J., N. K. Rakangthong, L. Kim, S. Nupueng, dan G. Issayeva. 2025. Electronic banking ease of use, usefulness, value, and innovation influencing customer satisfaction. International Journal of Asian Business and Information Management. 16(1):1–18.
- 22. Rukani, S. dan N. Marlena. 2021. Pengaruh persepsi kemudahan dan fitur layanan terhadap kepuasan menggunakan aplikasi edulearning sebagai media pembelajaran online. Jurnal PTK Dan Pendidikan. 7((2))
- Saragih, S. A. dan Z. Siregar. 2025. Pengaruh fitur layanan , privasi keamanan dan kepercayaan terhadap kepuasan pengguna aplikasi dana sebagai alat pembayaran ( studi pada mahasiswa prodi manajemen unimed ). Jurnal ARASTIRMA Universitas Pamulang. 5(1):129–140.

- 24. Shafira, A. S., A. Sunindyo, dan S. Y. Kusuma. 2023. Pengaruh kemudahan, keamanan, manfaat, dan kepercayaan terhadap kepuasan nasabah dalam menggunakan brimo di kota semarang. Jurnal Ilmiah Research and Development Student (JIS). 1(2):62–74.
- Shao, L., Y. Dong, dan D. Zhang. 2021. Effects of security on social trust among chinese adults: roles of life satisfaction and ostracism. The Journal of Social Psychology. 1–10.
- Skladannyi, P., T. Opryshko, dan M. Vorokhob. 2024.
   Improving the security policy of the distance learning system based on the zero trust concept. (March)
- 27. Sugiyono. 2019. Metode Penelitian Kuantitatif, Kualitatif, Dan R&D. Bandung: Alfabeta.
- Suryani, D., Ermansyah, dan S. Al Sukri. 2021. PENGARUH perceived ease of use, perceived usefulness dan trust terhadap kepuasan pelanggan gojek. Journal of Business Economics and Management. 1:11–19.
- 29. Taan, H. 2021. Kemudahan penggunaan dan harga terhadap minat beli online konsumen. Journal Ekonomi Bisnis Dan Akuntannsi. 8(1):89–96.
- Tandon, U., A. Mittal, dan S. Manohar. 2020. Examining the impact of intangible product features and ecommerce institutional mechanics on consumer trust and repurchase intention
- 31. Vassiliadis, C. A., C. Mombeuil, dan A. K. Fotiadis. 2021. Identifying service product features associated with visitor satisfaction and revisit intention: a focus on sports events. Journal of Destination Marketing & Management
- 32. Wilson, N., K. Keni, dan P. H. P. Tant. 2021. The role of perceived usefulness and perceived ease-of-use toward satisfaction and trust which influence computer consumers' loyalty in china. International Journal of Business. 23(3):262–294.
- 33. Yum, K. dan J. Kim. 2024. Applied sciences the influence of perceived value, customer satisfaction, and trust on loyalty in entertainment platforms