INTEREST IN USING E-WALLET ON THE MILLENNIAL GENERATION IN SPECIAL REGION OF YOGYAKARTA

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Abstract: *The purpose of this research was to found the influence: effect of perceived ease of use on interest using the e-wallet, effect of perceived benefits on interest using the e-wallet, and effect of subjective norms on interest using the e-wallet.*
This research was conducted based on a quantitative approach with research samples, is millennial generation who live in Yogyakarta and ever and/ are currently using e-wallet. The sampling technique in this study used non-probability sampling with purposive sampling and the number of samples was 120 people. The data collection technique uses a questionnaire distributed online which has been tested for validity and reliability, and the data analysis technique used is multiple linear regression.

Results have shown that: The perceived ease of use has a positive and significant effect on interest in using the e-wallet, The perceived benefit has a positive and significant effect on interest in using the e-wallet, and The subjective norm has no significant effect on interest in using the e-wallet.

Keywords*: E-wallet, E-Money, Perceived Ease of Use, Perceived Benefit, Subjective Norm, interest in using.*

INTRODUCTION

The development of technology has created many innovations in various fields, one of which is in the financial sector. Various types of technological innovations in the financial sector began to emerge with various kinds ranging from electronic money, lending, personal finance, crowd funding, and others. The many existing technological innovations, electronic money is one of quite interesting. Where the use of money as a means of payment becomes a very important activity in everyday life. The appearance of electronic money has become a new revolution in the field of payment transactions, where people who used to make payments with cash (cash-based), now people have recognized and used non-cash payments (non-cash) in various payment transaction activities. This change in payment patterns is known as the *electronification of financial transactions*. According to Bank Indonesia, the electronification of financial transactions is a change in the payment method from cash to non-cash. Electronification of financial transactions is a form of GNNT (National Non-Cash Movement) launched by Bank Indonesia.

Bank Indonesia has socialized the use of non-cash money in the community and encouraged the creation of a *less-cash society* by issuing Government Regulation (PP) No. 82 of 2012 concerning the Implementation of Electronic Systems and Transactions in Digital Financial Services. Bank Indonesia also launched a movement called the National Cashless Movement (GNTT) on August 14, 2014, which is a movement that aims to create a safe, efficient and smooth payment system, which will be able to encourage the national financial system to work effectively and efficiently. GNNT is also expected to be able to minimize obstacles in cash payments, such as money not being received because it is shabby/torn/not fit for circulation and to increase efficiency during transactions where people don't need to carry large amounts of money. Therefore, it can increase the effectiveness of transactions that is avoiding calculation errors or human errors. In turn, GNNT will be able to create a cashless society ecosystem (Bank Indonesia, 2016). This policy program has an impact on the financial industry, this can be seen from the number of banks in Indonesia that have started issuing electronic money in the form of cards (e-money) such as Flazz BCA, Tap Cash BNI, Mandiri e-money, Brizzi BRI, and others. Then many startup companies began to introduce application-based electronic money with an internet connection (e-wallet) such as Ovo, Dana, ShopeePay, Go-Pay, LinkAja, and others.

The e-wallet is an application that can save electronic money and is connected to an internet connection. E-money and e-wallet are both electronic money, the difference only in the electronic money storage medium. E-money uses a chip as a storage medium whereas e-wallet uses a server as a storage medium.

The development of electronic money in Indonesia shows fairly rapid growth, which is increasing the number of electronic money transactions in Indonesia. A significant increase occurred in 2017-2018, which amounted to 34.8 trillion for nominal transactions and 2.96 billion for transaction volume.

Table 1. Volume and Value of Electronic Money Transactions in Indonesia

Year	Transaction Volume	Transaction Nominal
2016	683,1 million	7,1 trillion
2017	943,3 million	12,4 trillion
2018	2,9 billion	47,2 trillion
2019	5,2 billion	145,2 trillion
2020	4,62 billion	204,9 trillion

Source: (Bank Indonesia, 2020).

The data above shows an increasing interest in the use of electronic money. This is in line with the existence of increasingly sophisticated technology that has brought people to ease in various activities, one of which is payment activities.

Seeing that using the e-wallet continues to grow, research on the interest in using the e-wallet is important. One of the things that affect people's interest in using the e-wallet is the convenience it offers. The use of the e-wallet is very easy, users do not need to use cash in making payment transactions, users only need to download an application on their smartphone, then fill in the e-wallet balance and make payment transactions, the features in the e-wallet are easy to understand, Top-up balance is also made easy, which can be done at the nearest outlets such as counters, supermarkets, and others. This following with the theory presented by Davis (1989) in Jogiyanto (2007:129) which states that ease of use is easy to learn, easy to understand, simple, and easy to operate.

With the existence of an e-wallet, the community has received many benefits, including more practical, more efficient, safer, can be used on various platforms, can be used for various purchases, and the benefits of discounted prices are offered. From the various benefits of using an e-wallet, it is expected to improve work performance. This following with the theory presented by Davis (1989) in Jogiyanto (2007:114) which states that the perceived benefits is the extent to which a person believes that using technology will improve the work performance.

Interest in using e-wallet also needs to be investigated in terms of social factors, because interest is related to human behavior. Things that affect usage interest in terms of behavior, such as how a person's process is affected in using an e-wallet, is it caused by environmental influences, family/friend influences, or others. According to Jones (1963:77), interest can be classified into two, intrinsic interest and extrinsic interest. Fundamental intrinsic interest in a person, even though the goal has been achieved he will still be happy with the activity, while extrinsic interest is not basic in a person, but there is an external element that causes a person to have a happy feeling, this external influence can come from people parents, guardians, friends, mass media, teachers, etc.

Subjective norms are tendencies that are learned from consumers through their beliefs that referents think about something that consumers will do. References can be family members, friends, friends, superiors, subordinates, and an expert (Schiffman & Kanuk, 2010). Assessment of subjective norms on the use of electronic money as a means of payment uses four references, namely the influence of recommendations from family members, colleagues/friends, social environment, and suggestions from teachers/lecturers (Nugroho et al., 2018).

One of the interesting things to research in social behavior is related to the

behavior of the millennial generation. The life of the millennial generation cannot be separated from technology, communication and information, that is smartphones and the internet. Even in payment activities, the millennial generation has started using digital payments. The phenomenon of digital payments that are currently trending among the millennial generation is the use of e-wallet, so that the behavior of the millennial generation regarding the use of electronic money needs to be investigated further.

Apart from this, a research conducted by MDI Ventures with Mandiri Sekuritas in 2017 (MDI & Mandiri, 2017) released a research entitled Mobile Payments in Indonesia: Race to Big Data Domination, in this research shows that smartphone penetration in Indonesia in 2012 to 2017 was 110 %, e-money penetration in 2012 to 2017 was only 35%. This shows that despite a significant increase in smartphone users, e-money users in Indonesia are still very low.

Based on this phenomenon, the researchers found a gap where the trend of using electronic money that occurs in the current millennial generation does not have a significant effect on the increase in e-money users in Indonesia, which is still relatively low, so this encourages researchers to conduct research on what factors that influenced the millennial generation on interest in using e-wallet.

LITERATURE REVIEW

A. Definition of E-Wallet

The regulation of Bank Indonesia number 18 / 40 / PBI / 2016 Article 1 Paragraph 7 explains that Electronic Wallet is an electronic service to save data on payment instruments, including payment instruments using cards and/or electronic money, which can also accommodate funds to make payments (Bank Indonesia, 2016). E-wallet/electronic wallet is an electronic service to save data on payment instruments such as debit cards, credit cards, and electronic money to make payments. Electronic wallets can also accommodate funds for payment purposes. The maximum limit of funds that are accommodated in an electronic wallet is up to Rp.10.000.000 and regulated in a circular letter of Bank Indonesia.

B. TAM Model

Technology Acceptance Model (TAM) is one of the theories that can explain the level of individual acceptance to use technology systems. TAM was first developed by Davis (1989) based on the Theory of Reason Action (TRA) model developed by Ajzen & Fishbein (1975). This Theory of Reason Action (TRA) describes attitudes toward use and

subjective norms on behavioral intentions to use, which in turn affects actual use. The advantage of the TAM model is that simple but quite valid model. The TAM model according to Davis (1989) has 5 variables, namely perceived ease of use, perceived usefulness, attitude toward using, behavioral intention to use, and actual system usage. Davis (1989) revealed that of the five variables there are two main variables that influence consumer acceptance of an application, namely perceived ease of use and perceived usefulness. Therefore, the reasons for the ease of use and benefits can be used as good benchmarks in seeing the acceptance of technology systems.

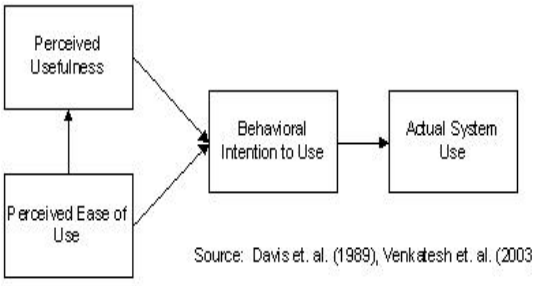

Figure 1. TAM research model
Source: (Fred D. Davis et al., 1989) and (Venkatesh et al., 2003).

The TAM model that is used as reference in this study is the TAM2 model, which was developed by Viswanath Venkatesh and Fred D. Davis in 2000 with the title *A Theoretical Extension of the Technology Acceptance Model: Four Longitudinal Field Studies*. TAM2 research is an addition to TAM with the addition of several variables of social influence, namely: subjective norm, voluntariness, and image (Venkatesh & Davis, 2000). This study modifies TAM, which only adds subjective norms in the study because this variable directly affects behavioral intentions and enhances the scope of social influence on behavioral intentions (Hutami & Septyarini, 2018). Meanwhile, the definition of the subjective norm is a person's perception of social pressure on himself to do or not to do a behavior (Ajzen, 1988).

C. Perceived Ease of Use

Perceived ease of use is defined as situation where a person believes that using a particular system does not require any effort (free of effort) or in other words, the technology can be easily understood by users (Fred D. Davis, 1989). Ease of use means that technology can reduce a person's workload in carrying out various activities. Technology can save time, effort, and thought when there is a lot of work to be done. This is due to the ease of using technology, that technology is easy to understand and does not make it difficult for users. Then this ease of use will have an impact on a person's behavior, which

affects a person's interest in using it. As stated (Fred D. Davis et al., 1989), if someone feels or believes that information technology systems are easy to use, they will use them. On the other hand, if someone feels or believes that an information technology system is not easy to use, they will not use it. High information technology with the interaction between users and the system, can show that the system is easy to use. A frequently used system can prove that the system is easy to understand (Adams et al., 1992).

D. Perceived Benefit

Davis (1989) defines the perceived benefit on the level of user confidence, that information technology will improve the performance of the system itself. If someone feels that information technology is useful to facilitate the process in his daily life, then they will use the system (Fred D. Davis, 1989). (Lee & Wan, 2010) also said that perceived benefit is a person's level of confidence in the benefits of a particular system, whether this system will provide more benefits for users. Based on research conducted by Pancaningrum & Risdwiyanto (2013) states that the benefits of using technology will make a positive contribution for users, someone will trust and feel that the technology can increase productivity and increase performance effectiveness. Then the perceived benefits can be concluded, as a belief that technology can improve job performance. With the presence of technology, users can perform various activities so can improve their performance. The higher a person's perceived benefits of technology, the higher their interest in using it.

E. Subjective Norm

Subjective norm is the influence of people around the individual regarding a perception, giving rise to expectations about whether or not certain behaviors are carried out (Ramdhani, 2016). Subjective norm is defined as the belief that an individual will be seen by his reference group if he performs a certain behavior, which most of his group also does (Al-Swidi et al., 2014). Subjective norm variables are formed because influenced by people who are around the individual, and perceptions are formed from individual to individual, so influencing individuals to adopt a certain technology. This perception is subjective so that this dimension is called subjective norm, as attitudes in behavior are also influenced by beliefs.

According to Anggelina et al (2014), Subjective norm is formed cause of two factors, first is normative belief, that is how far a person has the motivation to follow people's views on the behavior they will do.

Second, motivation to comply, that motivation is in line with normative beliefs, or in line with people who are the reference group. Ajzen (1991) uses the term motivation to comply to describe whether individuals comply with the views of others who influence their lives or not.

F. Interest Using

The Big Indonesian Dictionary (2007:769) defines the word "interest" is a high tendency towards something, passion, and desire. It can be said that someone who has an interest tends to try and try to achieve it. Behavioral interest has a strong role in forming the use of technology or system (Venkatesh et al., 2003).

The tendency of subjects who stay in individuals so that they are interested in certain fields of or discussion, can cause a sense of pleasure in using or doing something, is the definition of individual interest in using a product or service (Utami & Kusumawati, 2017). According to (Chandra & Rahmawati, 2016) interest in using is a condition which a person will pay attention to a need in the activity to be carried out, so they will not pay attention to the next process to be carried out. According to Davis et al (1989) behavioral interest is defined as the level of how strong a person's desire or push to do a certain behavior.

G. The Millennial Generation

According to Yuswohady (2016), the millennial generation is the generation born in the early 1980s to 2000. Data of BPS 2018, the number of millennials aged 20-35 years reached 24 percent, equivalent to 63.4 million from 179 .1 million people who are of productive age (14-64 years). It is not wrong if the millennial generation is called the determinant of Indonesia's future. In Yogyakarta, the projected growth of the millennial generation in 2018 with an aged between 18 years to 38 years amounted to more than 1.2 million people (BPS, 2015).

The millennial generation was born in the era of technological advancement, and depends on internet technology to find various information before deciding to purchase a product or use a service. They have a positive view of how technology and information affect their lives, they have facilitated all activities with the help of technology (Hidayatullah et al., 2018). The results of a study conducted by Fromm et al (2011) with the theme *American Millennials: Deciphering the Enigma Generation* describes the millennial generation in the United States is: 1). Interest in conventional reading is decreased because generation Y prefers to read through their smartphones 2). Millennials are required to have social

media accounts as a communication tool and information center 3). Millennials prefer cell phones over television. 4). Millennials make their families the center of their considerations and decision-makers.

H. Hypothesis

Based on the framework of the results literature review, the hypothesis is described as follows:

1. The Variable Perceived Ease of Use

Various conveniences offered by e-wallet providers such as ease of use and ease of conducting various transactions will certainly be a positive attraction for users. With a positive perception of this convenience, users will be interested in using e-wallet. This is supported by research conducted by Utami and Kusumawati (2017) dan Ramadhan, et al. (2016) that the perception of convenience has a positive and significant effect on interest in using e-wallet. Therefore, the researcher formulated the first hypothesis, is:

H1: The perceived ease of use variable has a positive and significant effect on interest in using the e-wallet.

2. The Variable Perceived Benefits

Various benefits offered by e-wallet providers such as promo benefits and convenience benefits in transactions are expected to improve user performance, so that this will form a positive attraction. With a positive perception of these various benefits, users are expected to be interested in using e-wallet. This is supported by research conducted by Filona & Misdiyono (2019) and Syahril and Rikumahu (2019) that the perception of benefits has a positive and significant effect on interest in using e-wallet. Therefore, the researcher formulated the first hypothesis, is:

H2: The perceived benefit variable has a positive and significant effect on interest in using the e-wallet.

3. The Variable Subjective Norm

The increasing trend of e-wallet cannot be separated from social influence, namely the people around the user. Users may be affected by social pressure, namely when people around users use e-wallet, so that pressure will generate interest in using e-wallet. This is supported by research conducted by Hutami & Septyarini (2018) and Trivedi (2016) that subjective norms have a positive and significant effect on interest in using e-wallet. Therefore, the researcher formulated the first hypothesis, is:

H3: The subjective norm variable has a positive and significant effect on interest in using the e-wallet.

RESEARCH METHOD

This study uses quantitative research methods. Quantitative research according to Sekaran & Bougie (2017:76), is a scientific method with data is in the form of numbers or numbers, which can be processed and analyzed using mathematical calculations or statistics. This research was conducted on millennials in the Special Region of Yogyakarta, whoever and/ currently using the e-wallet, and are aged 18-35 years. Data collection getting from online questionnaires via *google form*, so get the quantitative data. The sampling method in this study used a non-probability sample with purposive sampling. The analysis used is multiple linear regression analysis, which is to estimate the magnitude of the relationship between the dependent variable and the independent variable.

A. Time and Place of Research

The research going to do in the Special Region of Yogyakarta in the range of March to July 2021.

B. Sample and Population

The population in this study includes the millennial generation in the Special Region of Yogyakarta which is 18-35 years old and ever and/ currently using the e-wallet.

The sampling technique used is non-probability sampling with purposive sampling. Purposive sampling is a way of taking samples with characteristics that accord with the purpose are chosen by the researcher.

The following are the respondent's criteria needed:

1. People in the Special Region of Yogyakarta who are 18-35 years old
2. Ever and/ currently using the e-wallet

The sample size guidelines accord to Ferdinand (2014:48), depending on the number of indicators used in all latent variables, the number of samples is the number of indicators multiplied by 5 to 10. Determination of the number of samples is calculated based on the following formula:

n = {(5-10) x number of indicators used}.

The sample required in this study is 120. This number is in accordance with the sample size guidelines submitted by Ferdinand (2014), and is quite representative. The sample selection in this study was done by selecting a sample that the researcher could reach first and then selecting a sample from several universities in Yogyakarta.

C. Data Collection

Data was collected by distributing online questionnaires (using google form) to the people in the Special Region of Yogyakarta. The criteria needed are people

aged 18-35 years and ever and/ currently using the e-wallet.

Measurement of the questionnaire in the form of a statement using a Likert scale. The Likert scale is an interval scale that specifically uses five options, namely strongly disagree, disagree, neutral, agree, and strongly agree (Sekaran & Bougie, 2017:172). The statement uses a Likert scale with an alternative score of answers as follows:

1 = Totally disagree (STS)

2 = Disagree (TS)

3 = Neutral (N)

4 = Agree (S)

5= Totally agree (SS)

In order for researchers to know that the questionnaires distributed are valid and reliable, the researchers tested the questionnaires using validity and reliability tests. Validity tests and reliability tests are used on the questions, so that the results of the data obtained are following with what you want to measure.

D. Validity Test

A validity test is used to measure whether the indicators that used can explain the independent variables. According to Sekaran & Bougie (2017:35), the validity test is about how well an instrument developed measures a certain concept that you want to measure. Thus, valid data is data that's not different between data that reported by researchers and data that actually occurs in the object of research.

E. Reliability Test

According to Sekaran & Bougie (2017:35), the reliability test is how the measurement instrument consistently measures whatever is being measured. Reliability is used to measure the consistency and reliability of the questions in the questionnaire on the variables. Reliability was measured by statistical test Cronbach's alpha (α). A scale/measuring instrument and the resulting data will be called reliable if the instrument consistently produces the same results every time a measurement is taken (Ferdinand, 2014:218). The method used is to look at the Cronbach's Alpha table, if the value in the Cronbach's Alpha is greater than 0.7 then the questionnaire compiled is quite reliable (Ghozali, 2018:46).

I. Analysis Data Techniques

1. Descriptive Analysis

According to Sugiyono (2017: 147), descriptive analysis is a method used to describe or analyze a research result but, is not used to make broader conclusions. Tests of descriptive statistical analysis in this

research include the minimum value, maximum value, average, and standard deviation.

2. 2. Multiple Linear Regression Analysis

Multiple linear regression analysis is an analysis used to determine whether there is an influence between several variables X on one dependent variable Y. According to Ghozali (2016:94), regression analysis can measure the strength of the relationship between two or more variables, and shows the direction of the relationship between a dependent variable with the independent variable.

3. Coefficient of Determination Test

According to Ghozali (2016:95), the coefficient of determination (R2) is used to measure how far the model's ability to explain the variation of the dependent variable. The value of the coefficient of determination is between zero and one. The value of the coefficient of determination (R2) is close to one, indicating that the independent variables provide almost all the information needed by the dependent variable.

4. Classical Assumption Test

Before testing the multiple linear regression analysis, the classical assumption was tested on the data to be processed. The classical assumptions used include the normality test, multicollinearity test, and heteroscedasticity test.

a. Normality Test

According to Ghozali (2016:154), the normality test is used to test whether the confounding or residual variables have a normal distribution in the regression model. The normality test can be seen by using the Kolmogorov-Smirnov test, the criteria to determine is that if the significant value is > 0.05 then the data is normally distributed.

b. Heteroscedasticity Test

According to Ghozali (2016:134), the heteroscedasticity test is used to test whether in the regression model there is an inequality of variance from the residuals of one observation to another. One way to detect the presence or absence of heteroscedasticity is through the Spearman Rho test. According to Priyanto (2010:84), the Spearman Rho test is to correlate the unstandardized residual with each independent variable, with the rule if the correlation significance is less than 0.05 then the model has heteroscedasticity problems.

c. c. Multicollinearity Test

According to Ghozali (2016:103), the multicollinearity test was used to test whether the regression model found a correlation inter independent variables. In detecting the

presence or absence of multicollinearity in the regression model is to look at the tolerance value and the value of the variance inflation factor (VIF). If the tolerance value > 0.10 and the variance inflation factor (VIF) < 10, it means that there is no multicollinearity between the independent variables in the regression model (Ghozali, 2016:103).

5. 5. Hypothesis Test

a. a. F-Test

The F test is a simultaneous test of the regression coefficients. According to Ghozali (2016:96), the F statistical test is used to test whether all independent variables included in the model have a simultaneous effect on the dependent variable. Test criteria: (1) If Fcount > Ftable or probability < significant value (Sig < 0.05), then the hypothesis is supported, (2) If Fcount < Ftable or probability > significant value (Sig > 0.05), then the hypothesis is rejected.

b. b. T-Test

According to Ghozali (2016:97), the t statistical test is used to find out how far the influence of one independent variable in explaining the variation of the dependent variable. The decision-making criteria tests are (1) If the significance value is > 0.05 then the hypothesis is rejected (regression coefficient is not significant) (2) If the significance value is 0.05 then the hypothesis is supported (significant regression coefficient).

HASIL PENELITIAN DAN PEMBAHASAN

A. Results of Validity Test

The validity test in this research uses the Bivariate Pearson correlation validity test (Product Moment Pearson), that is after r count is found, r count is compared with r table with the formula degree of freedom (df) = n – 2. The validity test was conducted on a small group sample with 32 respondents. The validity test used a significance level of 5%. According to Ghozali (2016:52), the questionnaire can be said to be valid if r count > from r table. It is known that the r table with a significance level of 5% as many as 32 respondents is 0.345. The results of the validity test show that all question items are valid because r count > r table and the significance level of all question items is 0.05%.

B. Results of Reliability Test

The instrument reliability test was conducted on a small group sample of 32 respondents. The results of the reliability test showed that all question items were reliable, because the Cronbach’s Alpha value was > 0.70.

Table 2. Reliability Test Results

Variable Name	Cronbach's Alpha	Information
Perceived Ease of Use	0,893	Reliable
Perceived Benefit	0,858	Reliable
Subjective Norm	0.932	Reliable
Interest Using	0,971	Reliable

Source: Primary data processed in 2021

C. Result of Classical Assumption Test

1. Normality Test

Table 3. Result of One-Sample Kolmogorov- Smirnov Test

	Exact Sig. (2-tailed)	Information
One-Sample Kolmogorov-Smirnov Test	0,357	Data has been normally distributed.

Source: Primary data processed in 2021

Based on the picture above shows the value of Exact Sig. (2-tailed) is 0.357 so it can be seen that the value of Exact Sig. (2-tailed) > 0.05. Based on the results of the normality test, it can be concluded that the residual data has been normally distributed.

2. Heteroscedasticity Test

Table 4. Results of Spearman's Rho Test

Spearman's rho	Understandarized residual
Perceived Ease of Use	0,741
Perceived Benefit	0,400
Subjective Norm	0,818

Source: Primary data processed in 2021

Based to the Spearman's rho test results that the unstandardized residual is > 0.05. It can be concluded that there is no symptom of heteroscedasticity in the regression model, so the regression model can be used.

3. Multicollinearity Test

Table 5. Results of Multicollinearity Test

Variable	Collinearity Tolerance	VIF
Perceived Ease of Use	0,545	1,836
Perceived Benefit	0,495	2,022
Subjective Norm	0,876	1,141

Source: Primary data processed in 2021

Based on the results of the multicollinearity test above, it can be seen that the tolerance value and the VIF of the perceived ease of use variable are 0.545 and 1.836, the perceived benefit variable is 0.495 and the VIF is 2.022, and the subjective norm variable has a tolerance value of 0.876 and the VIF is 1.141. These results indicate that all tolerance values > 0.10 and all VIF values < 10, so the research variables are considered free from multicollinearity symptoms.

D. Results of Coefficient Determination Test

Table 6. Results of Coefficient Determination Test

R	R Square	Adjusted R Square
0,750	0,562	0,551

Source: Primary data processed in 2021

Based on the table above, it can be seen that the adjusted r-square value is 0.551, meaning that the variation of the variable interest in use can be explained by the independent variables (perceived ease of use, perceived benefits and subjective norms) of 55.1%, while the remaining 44.9% is explained by other factors that are not included in this research model.

E. Result of F Test

Table 7. Results of F Test

F	Significance	Information
49,582	0,000	The independent variable affects the dependent variable simultaneously

Source: Primary data processed in 2021

The results of the F test show the value of Significance is < 0.05, which is 0.000 and the F count value is 49.582. In calculating F table, you must first determine df1 and df2. Df1 is the number of independent variables, that's 3, while df2 is the residual value with the formula (n-k-1) which is 116, where (n) is the number of respondents and (k) is the number of independent variables. The F table = 2.68 (obtained from F Table), so it can be concluded that the value of F count > F table (49.58 > 2.68). Based on these results, it can be concluded that the variables perceived ease of use, perceived benefits, and subjective norms have a simultaneous effect on interest in using the e-wallet.

F. Result of T-Test

Table 8. Result of T-test

Variable	Coefficients	Significance Value
Perceived Ease Of Use	0,400	0,000
Perceived Benefits	0,269	0,000
Subjective Norm	0,025	0,590

Source: Primary data processed in 2021

Based on table 16 regarding the results of the t-test above, it can be seen as follows:

1. The result of the significance probability of the perceived ease of use variable (X1) is 0.000. Thus, it can be concluded that the perceived ease of use variable has a positive and significant effect on interest using, meaning that the higher the perceived ease of e-wallet, the higher the interest in using the e-wallet.
2. The result of the significance probability of the perceived benefit variable (X2) is 0.000. Thus, it can be concluded that the perceived benefit variable has a positive and significant effect on interest using, meaning that

the higher the benefits felt by users when using an e-wallet, the higher the interest in using the e-wallet.

3. The result of the significance probability of the subjective norm variable (X3) is 0.590. Thus, it can be concluded that the subjective norm variable has a positive and insignificant effect on the interest in using the e-wallet. It means that subjective norms affect to the interest in using e-wallet but not significantly.

G. Discussion of Research Results

1. The Effect of Perceived Ease of Use on Interest in Using E-Wallet

Perceived ease of use has a positive and significant effect on interest in using the e-wallet. This is stated from the results of the t-test which shows a significance level of 0.000, so the second hypothesis is supported. In this research, the variable perceived ease of use uses 4 indicators, namely easy to understand, easy to learn, easy to use, and flexible when used.

Users feel the ease when using the e-wallet, the features are easy to understand, the user system is easy to learn, the use of the e-wallet is easy to use and flexible to use anywhere and anytime. With these various conveniences, users perceive e-wallet as easy to use.

Based on this explanation, the results of this research have also been supported by previous research. Research conducted by Ramadhan, et al. (2016) and Utami and Kusumawati (2017) state that the perceived ease of use has a positive and significant effect on interest in using e-money.

2. The Effect of Perceived Benefits on Interest in Using E-Wallet

Perceived benefits have a positive and significant effect on interest in using the e-wallet. This is stated from the results of the t-test which shows a significance level of 0.000, thus the second hypothesis is supported. In this study, the perceived ease of use variable uses 4 indicators, namely improving performance, saving time/efficiency, promo benefits, and practicality without carrying large amounts of cash.

Users experience many benefits from using the e-wallet such as the convenience of making various non-cash payments (for example, ordering food, e-commerce, credit, transportation, transfers, etc.), getting promo benefits so that users can save on expenses, save more time (efficient) and is felt to improve performance/productivity. Therefore, users

perceive the use of e-wallet as having many benefits.

Based on this explanation, the results of this study are also supported by previous research. Research conducted by Syahril and Rikumahu (2019) and Hutami and Septyarini (2018) states that perceived benefits have a positive and significant effect on interest in using the e-wallet.

3. The Effect of Subjective Norms on Interest in Using E-Wallet

Subjective Norms has no significant effect on interest in using the e-wallet. This is based on the results of the t-test which shows that the subjective norm has a significance of 0.590 > 0.05, thus the third hypothesis is rejected. In this study, the subjective norm variable uses 3 indicators, namely the influence of the closest person, the influence of people whose opinions are respected, and the influence of important people in life (eg, family members, close friends, and coworkers).

Based on these results subjective norms have no significant effect on interest in using the e-wallet. This can be interpreted that close people/people whose opinions are respected/important people in life with users have an influence on interest in using e-wallet but the influence is not significant or easily does not have a significant influence. This result certainly has a reason because the users in this study didn't have income, so they are not affected by the behavior of others who already have income. Therefore, subjective norms are considered to have no significant effect on interest in using the e-wallet.

Based on the explanation above, the results of this study have also been supported by previous research. Research conducted by Yolanda (2013) and Lin (2007) states that subjective norms have no significant effect on interest in using e-commerce.

CONCLUSION AND SUGGESTIONS

A. Conclusion

Based on the results of research on the effect of perceived ease of use, perceived benefit, and subjective norms on interest in using e-wallet in the Special Region of Yogyakarta, it can be concluded as follows:

1. The perceived ease of use variable has a positive and significant effect on interest in using the e-wallet.
2. The perceived benefit variable has a positive and significant effect on interest in using the e-wallet.

3. The subjective norm variable has no significant effect on interest in using the e-wallet.

B. Research Limitations

This research has been carried out with scientific procedures, but still has many limitations. Therefore, future researchers are expected can repair it so can get better results. The following are the limitations of this research:

1. Based on the sample, this research is cannot generalizability all millennial age groups.
2. The questionnaire in this research has limitations because it's not add information related to the e-wallet brand used by respondents and not add regions/districts so that the research sample can be evenly distributed and can be generalized.

C. Suggestions

The suggestions needed in this research are as follows:

1. For E-Wallet Providers

a. E-wallet providers are expected to continue to develop services to make it easier for their users and provide many benefits for their users.

b. E-wallet providers can add merchants or business partners who offer payments via e-wallet so their can continues to grow and spread to every region.

2. For Further Researchers

Suggestion for further researchers is to investigate other factors that can influence individual decisions on interest using the e-wallet. The sample in this research is still not evenly distributed and represents the population so that further researchers are expected to repair/improve the research sample that can represent the population and can be generalized. Future researchers are also expected can be able to complete questionnaire data such as adding an e-wallet brand and also the respondent's area so can produce complete research data.

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