

CHAPTER 5

CONCLUSION

In this chapter, the conclusions of the results of the research that has been conducted will be stated, namely the analysis of the influence of social presence and sales promotion on flow experience and influence of flow experience on consumers' impulsive buying behaviour. In addition, suggestions for further research learning, managerial implications, and research limitations faced by author while conducting this research will also be presented.

5.1 CONCLUSION

The conclusions obtained from the results of the research and discussion that has been carried out are as follows:

5.1.1 Considering the Respondent's Characteristic Analysis

1. There were 206 respondents processed in this study.
2. Based on the gender characteristics of the respondents, most of the respondents were female (84% of respondents) while the rest were male (16% of respondents).
3. Based on the age characteristics of the respondents, most respondents were aged 18-25 years (81.1% of respondents).
4. Based on the characteristics of the type of work of the respondents, most of the respondents were still students (78.2% of respondents).
5. Based on the characteristics of the respondents' income, most of them have an income of Rp 1,000,001 - Rp 3,000,000 (44.7% of respondents).
6. Based on the characteristics of the respondents' expenditure to shop on TikTok live streaming, most of them have an expenditure of < Rp 300,000 (60.7% of respondents).

5.1.2 Considering PLS-SEM Results

1. H1 which states that social presence influence the flow experience is accepted (H1 accepted). The results show that when consumers have a high social presence, the flow experience will also increase.
2. H2 which states that sales promotion influence flow experience is accepted (H2 accepted). The results show that when consumers experience high sales promotion, their flow experience will also increase.
3. H3 which states that flow experience influence consumers' impulsive buying behaviour is accepted (H3 accepted). The results showed that when consumers experience a high flow experience, impulsive buying behaviour will also increase.

5.2 MANAGERIAL IMPLICATION

Researchers hope that this research can provide an overview and benefits in developing live streaming promotions especially for TikTok platform developers and merchants, and things consumers need to be aware of pertaining to their purchase decision. From the research findings that have been stated, there are several practical implications proposed, namely:

1. From the findings in this study, it is found that social presence and sales promotion have a positive and significant influence on impulsive buying behaviour. Therefore, merchants are expected to increase their understanding of the factors that can trigger impulsive buying behaviour. Social presence emphasises how customers feel as if the seller's presence is real because they can interact in real-time. Merchants should train themselves to be able to maintain warm and interactive interactions with their viewers over time. In addition to the entertaining and interactive behaviour of the seller, designing the live streaming space like a real store setting can increase the interest of the audience as it builds an ambience of being in a real store which contributes to social presence. Merchants must be able to answer questions related to the products being sold as well as recommendations for consumers based on their needs. They also need to be able to convince consumers that the products sold

are worth buying and have a competitive advantage compared to other similar products. In relation to sales promotion, sellers must always remind the audience of ongoing promos and the benefits that will be obtained when buying with promos. Displaying the products being sold will also increase consumer confidence in the original condition of the products.

2. In addition to seeking to educate merchants on the factors that influence consumers' impulsive buying behaviour on TikTok live streaming, this research also does not exclude the fact that TikTok platform developers must also be able to understand the latest consumer trends. TikTok platform developers through their collaboration with parties such as merchants who sell on TikTok by utilising the live streaming feature, are expected to understand the features that sellers need in the future. Not only for the benefit of sellers, platform developers must ensure that all transactions made through the TikTok platform have easy and safe procedures, so that more people are interested in shopping and trust TikTok as a trusted shopping platform. TikTok platform developers are also expected to pay attention to the User Interface of the TikTok application, so that consumers can use this application both for entertainment and shopping purposes easily, comfortably, and efficiently.

3. Apart from this research which studied and tried to educate merchants to be able to master the factors supporting impulsive behaviour in consumers, the researcher also dedicates this research to the readers who are also consumers on a daily basis. As times evolve, companies are trying to adapt their selling and marketing techniques to suit the preferences of today's consumers, who prefer to shop online. To maximise consumers' online shopping experience, a live streaming shopping feature was created so that consumers can still feel the presence of sellers and interact with real humans. Convenient shopping experiences accompanied by attractive promos cause consumers to often get carried away and become too impulsive in making purchases. Therefore, users of the TikTok live streaming shopping platform are expected to be more careful in sorting and considering their purchases. Although the products and promos

offered are often very tempting for consumers, consumers must remain wise in buying. Before deciding to buy a product, consumers must ensure that the product purchased can fulfil its function for the long term and not just because they are solely tempted by promos.

5.3 RESEARCH LIMITATION

1. This research only focuses on the phenomenon of impulse buying by consumers in Indonesia. This causes the results obtained from this study to be unable to be generalised to consumers with a larger scope.
2. This research object in this study is limited to only the live streaming in the TikTok application. This causes the research results to still not provide an overview of other live streaming applications with similar features that can produce different results from this study.
3. The variables studied are still limited to only four variables, namely social presence, sales promotion, and flow experience as factors that influence impulsive buying. Meanwhile, there are still many other variables that have not been examined in this study, which have the potential to be factors that influence consumers' impulsive buying, such as respondents' income, time availability, and gender differences.

5.4 SUGGESTIONS FOR FUTURE RESEARCHES

1. For future research, it is recommended to not only conduct a study that is limited to Indonesia, but also in other countries to get diverse findings.
2. Future research can investigate the effect of the phenomenon of consumer impulse buying on live streaming applications other than TikTok.
3. For future research, it is hoped that other factors can be used as a comparison. Such as the time pressure factor, sometimes consumers who are faced with discounts with limited time are more encouraged to make shopping transactions immediately before the promo ends. Money availability variables can also be added in future research considering that consumers with middle to upper

income have a higher potential to be impulsive in making purchases both online and live streaming. Research comparing impulsive behaviour between women and men can also be conducted for future research due to differences in perceptions between women and men, where women are usually more prone to making impulse purchases.



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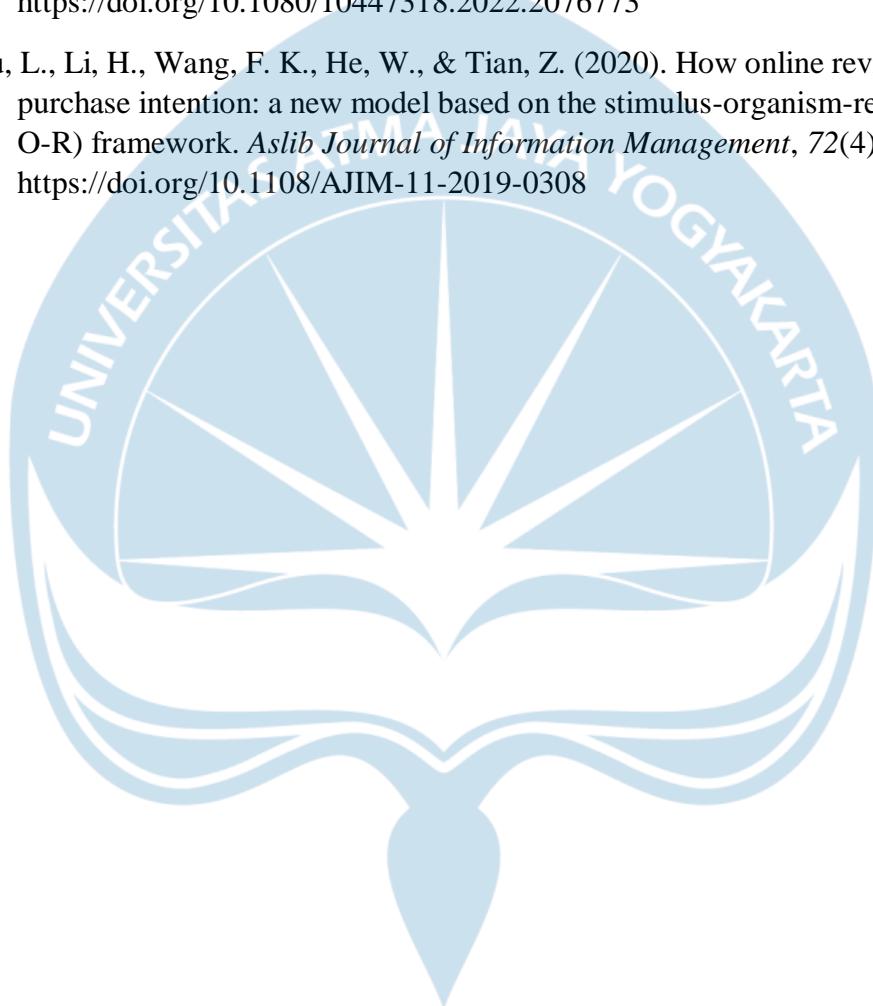
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APPENDIX

Appendix 1 Draft of Questionnaire

Section 1 of 8

Responden yang terhormat,

Perkenalkan, saya Monica Angela, mahasiswa S1 program studi International Business Management Program Fakultas Bisnis dan Ekonomika Universitas Atma Jaya Yogyakarta.

Saat ini saya sedang melakukan penelitian yang berjudul "**Pengaruh Kehadiran Sosial dan Promosi Penjualan terhadap Perilaku Pembelian Impulsif Konsumen pada TikTok Live Streaming Shopping melalui Mediasi Flow Experience: Penelitian Berdasarkan Model Stimulus-Organisme-Respon**".

Kriteria responden yang saya butuhkan adalah:

1. Pernah menonton TikTok Live Streaming dalam kurun waktu **tiga bulan terakhir**
2. Pernah berbelanja di TikTok Live Streaming dalam kurun waktu **tiga bulan terakhir**

Jika Anda termasuk dalam kriteria responden yang saya sebutkan, saya minta dukungan dan kesediaannya untuk meluangkan waktu sekitar 3-5 menit untuk mengisi kuesioner saya. **Seluruh informasi yang Anda berikan dalam kuesioner ini dijaga kerahasiaannya dan hanya digunakan untuk kepentingan penelitian.** Besar harapan saya kepada Saudara/i untuk memberikan jawaban sesuai dengan pengalaman sebenarnya agar skripsi saya dapat berkontribusi dengan pengetahuan baru pada bidang perilaku konsumen.

Terima kasih atas ketersediaan Saudara/i untuk mengisi kuesioner dan berpartisipasi dalam penelitian ini.

Apabila ada pertanyaan, silahkan menghubungi:

WhatsApp: 081378986596

E-mail: 201225567@students.uajy.ac.id / angelaacinom@gmail.com

Terima kasih dan Tuhan memberkati!

Hormat saya,

Monica Angela.

Link:

<https://docs.google.com/forms/d/e/1FAIpQLSff4huiJKarLQFbK3QuEy6BSoVkJYxzDzPOPNAyctrXFCgGfVQ/closedform>



Filter Question 1

1. Apakah Anda pernah menonton TikTok Live Streaming dalam kurun waktu **tiga bulan terakhir**?

- Pernah



- Tidak (*MOHON MAAF (¬°□°) !!*)



Section 2 of 8

Filter Question 2

1. Apakah Anda pernah berbelanja di TikTok Live Streaming dalam kurun waktu **tiga bulan terakhir?**

- Pernah



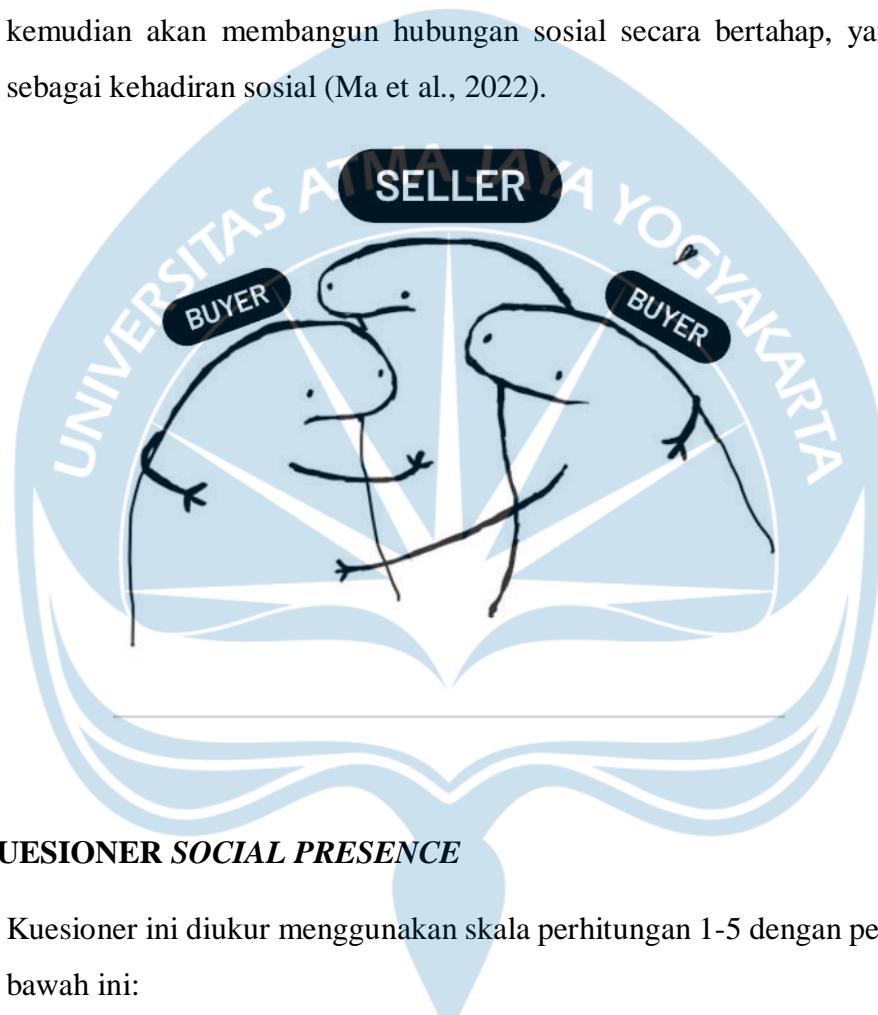
- Tidak (*MOHON MAAF (¬°□°) !!*)



Section 3 of 8

SOCIAL PRESENCE (KEHADIRAN SOSIAL)

Kehadiran sosial terjadi ketika pelanggan dan penjual berinteraksi secara terus menerus sehingga mereka bisa merasakan kehadiran satu sama lain, hal ini kemudian akan membangun hubungan sosial secara bertahap, yang disebut sebagai kehadiran sosial (Ma et al., 2022).



KUESIONER SOCIAL PRESENCE

Kuesioner ini diukur menggunakan skala perhitungan 1-5 dengan penjelasan di bawah ini:

1 : Sangat Tidak Setuju 2 : Tidak Setuju

3 : Netral

4 : Setuju

5 : Sangat Setuju

1. Saya seakan-akan berinteraksi langsung dengan penjual saat menonton TikTok *live streaming*.

Sangat Tidak Setuju

- 1
- 2
- 3
- 4
- 5

Sangat Setuju

2. Saya merasa seolah-olah penjual di TikTok *live streaming* berbicara langsung kepada saya.

Sangat Tidak Setuju

- 1
- 2
- 3
- 4
- 5

Sangat Setuju

3. Saat berbelanja di TikTok *live streaming*, saya merasa keberadaan penjual terasa nyata, seperti membeli langsung di toko.

Sangat Tidak Setuju

- 1
- 2

- 3
- 4
- 5

Sangat Setuju

4. Saat berbelanja di TikTok *live streaming*, penjual berbicara langsung dengan saya, sehingga saya merasa terhubung dan terlibat di dalamnya.

Sangat Tidak Setuju

- 1
- 2
- 3
- 4
- 5

Sangat Setuju

5. Saya merasakan kehangatan saat berinteraksi dengan penjual di TikTok *live streaming*. (Penjual peduli dengan keberadaan Anda, bersikap ramah, serta berusaha membuat Anda merasa nyaman dan senang selama *live streaming*).

Sangat Tidak Setuju

- 1
- 2
- 3
- 4
- 5

Sangat Setuju

Section 4 of 8

SALES PROMOTION (PROMOSI PENJUALAN)

Diskon untuk produk tertentu dan penawaran paket *bundling* edisi terbatas yang hanya tersedia selama *live streaming* adalah beberapa contoh promosi penjualan konsumen yang efektif dan diterapkan oleh pedagang *live streaming* (Sharma, 2022).



Kuesioner ini diukur menggunakan skala perhitungan 1-5 dengan penjelasan di bawah ini:

1 : Sangat Tidak Setuju

2 : Tidak Setuju

3 : Netral

4 : Setuju

5 : Sangat Setuju

1. Saya sering mendapatkan diskon dan harga spesial saat belanja di TikTok *live streaming*.

Sangat Tidak Setuju

- 1
- 2
- 3
- 4
- 5

Sangat Setuju

2. Produk yang dijual di TikTok *live streaming* sering ditawarkan dalam *bundling* (menggabungkan beberapa produk dan dijual sebagai satu unit dalam satu harga).

Sangat Tidak Setuju

- 1
- 2
- 3
- 4
- 5

Sangat Setuju

3. Saya merasa bangga dapat membeli produk di TikTok *live streaming* dengan harga diskon/harga spesial.atau harga).

Sangat Tidak Setuju

- 1
- 2

3

4

5

Sangat Setuju

4. Saya menikmati membeli produk di TikTok *live streaming* dengan harga diskon/harga spesial.

Sangat Tidak Setuju

1

2

3

4

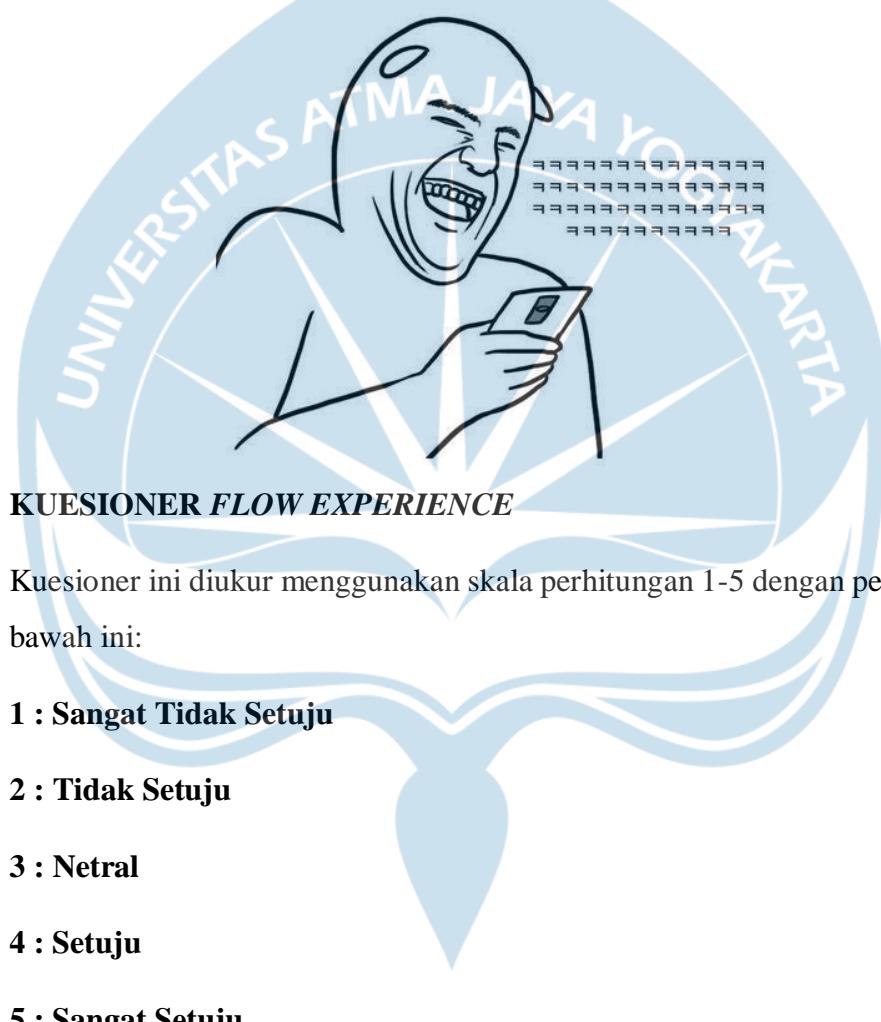
5

Sangat Setuju

Section 5 of 8

FLOW EXPERIENCE

Flow experience adalah kondisi di mana orang benar-benar hanyut dan fokus dengan aktivitas yang sedang mereka nikmati dan mulai melupakan waktu dan segala sesuatu di sekitar mereka (Ellis et al., 1994).



KUESIONER *FLOW EXPERIENCE*

Kuesioner ini diukur menggunakan skala perhitungan 1-5 dengan penjelasan di bawah ini:

1 : Sangat Tidak Setuju

2 : Tidak Setuju

3 : Netral

4 : Setuju

5 : Sangat Setuju

1. Menonton TikTok *live streaming* sangat menyenangkan bagi saya.

Sangat Tidak Setuju

- 1
- 2
- 3
- 4
- 5

Sangat Setuju

2. Menonton TikTok *live streaming* sangat menghibur bagi saya.

Sangat Tidak Setuju

- 1
- 2
- 3
- 4
- 5

Sangat Setuju

3. Menurut saya, berbelanja di TikTok *live streaming* caranya mudah (sederhana) dan nyaman.

Sangat Tidak Setuju

- 1
- 2
- 3
- 4

5

Sangat Setuju

4. Menonton TikTok *live streaming*, menginspirasi saya untuk melakukan sesuatu.

Sangat Tidak Setuju

1

2

3

4

5

Sangat Setuju

5. Ketika menonton TikTok *live streaming*, saya tidak menyadari adanya gangguan.

Sangat Tidak Setuju

1

2

3

4

5

Sangat Setuju

6. Ketika menonton TikTok *live streaming*, perhatian saya terfokus di TikTok *live streaming*.

Sangat Tidak Setuju

- 1
- 2
- 3
- 4
- 5

Sangat Setuju



Section 6 of 8

IMPULSIVE BUYING BEHAVIOR

Pembelian impulsif adalah pembelian yang tidak terencana dan spontan yang dipicu oleh rangsangan lingkungan dan disertai dengan sensasi gembira dan senang yang intens (Wu et al., 2016).



KUESIONER IMPULSIVE BUYING BEHAVIOR

Kuesioner ini diukur menggunakan skala perhitungan 1-5 dengan penjelasan di bawah ini:

1 : Sangat Tidak Setuju

2 : Tidak Setuju

3 : Netral

4 : Setuju

5 : Sangat Setuju

1. Terkadang saya merasa ingin membeli sesuatu secara tiba-tiba di TikTok *live streaming*.

Sangat Tidak Setuju

- 1
- 2
- 3
- 4
- 5

Sangat Setuju

2. Saya sering membeli barang di TikTok *live streaming* tanpa berpikir panjang.

Sangat Tidak Setuju

- 1
- 2
- 3
- 4
- 5

Sangat Setuju

3. Terkadang saya agak sembrono dengan apa yang saya beli di TikTok *live streaming*.

Sangat Tidak Setuju

- 1
- 2
- 3

- 4
- 5

Sangat Setuju

4. Saya membeli sesuatu di luar rencana saat menonton TikTok *live streaming*.

Sangat Tidak Setuju

- 1
- 2
- 3
- 4
- 5

Sangat Setuju

5. Saya adalah orang yang melakukan pembelian tidak terencana di TikTok *live streaming*.

Sangat Tidak Setuju

- 1
- 2
- 3
- 4
- 5

Sangat Setuju

Section 7 of 8

DATA RESPONDEN

Data yang Anda berikan dalam kuesioner ini dijaga kerahasiaannya dan hanya digunakan untuk kepentingan penelitian.

1. Jenis Kelamin

- Laki-laki



- Perempuan



2. Umur (tahun)

- <18
- 18-25
- 26-35
- 36-45

- >45

3. Pekerjaan

- Pelajar/Mahasiswa
- Karyawan Swasta
- PNS
- Wiraswasta
- Ibu Rumah Tangga
- Lainnya

4. Penghasilan / Uang Saku

- ≤ Rp 1,000,000
- Rp 1,000,001 - Rp 3,000,000
- Rp 3,000,001 - Rp 5,000,000
- Rp 5,000,001 - Rp 7,000,000
- > Rp 7,000,000

5. Rata-rata Pengeluaran untuk Berbelanja melalui TikTok *LIVE shopping*

- < Rp 300,000
- Rp 300,001 - Rp 500,000
- Rp 500,001 - Rp 1,000,000
- Rp 1,000,001 - Rp 1,500,000
- Rp 1,500,001 - Rp 2,000,000
- > Rp 2,000,000

HOREEE !(USART*) و ♥! Anda sudah sampai di penghujung kuesioner. Tekan tombol **SUBMIT / KIRIM**, agar jawaban Anda yang berharga dapat sampai kepada Saya!

"Orang baik akan dikelilingi oleh orang baik lainnya, banyak kebaikan menanti Anda di masa depan" ↗(◦>◦<)↗♥ε('◦•◦•')↗ ♥

P.S. Anda bisa meninggalkan pesan semangat untuk penulis jika berkenan (✉✉✉)

Pesan Semangat untuk Penulis (၃၂၀၁၀)



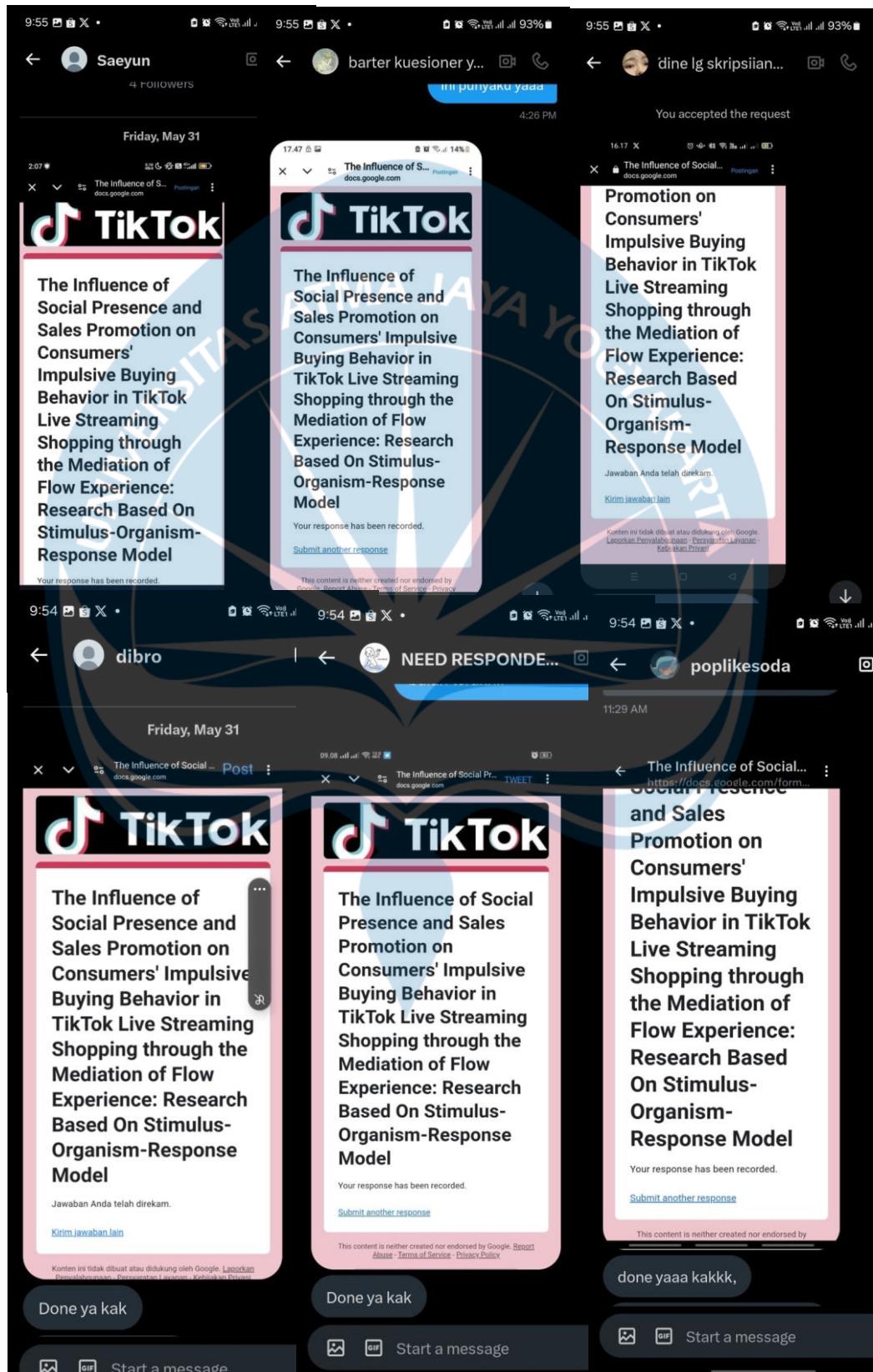
SECTION 8 OF 8

MOHON MAAF („°□°) !!

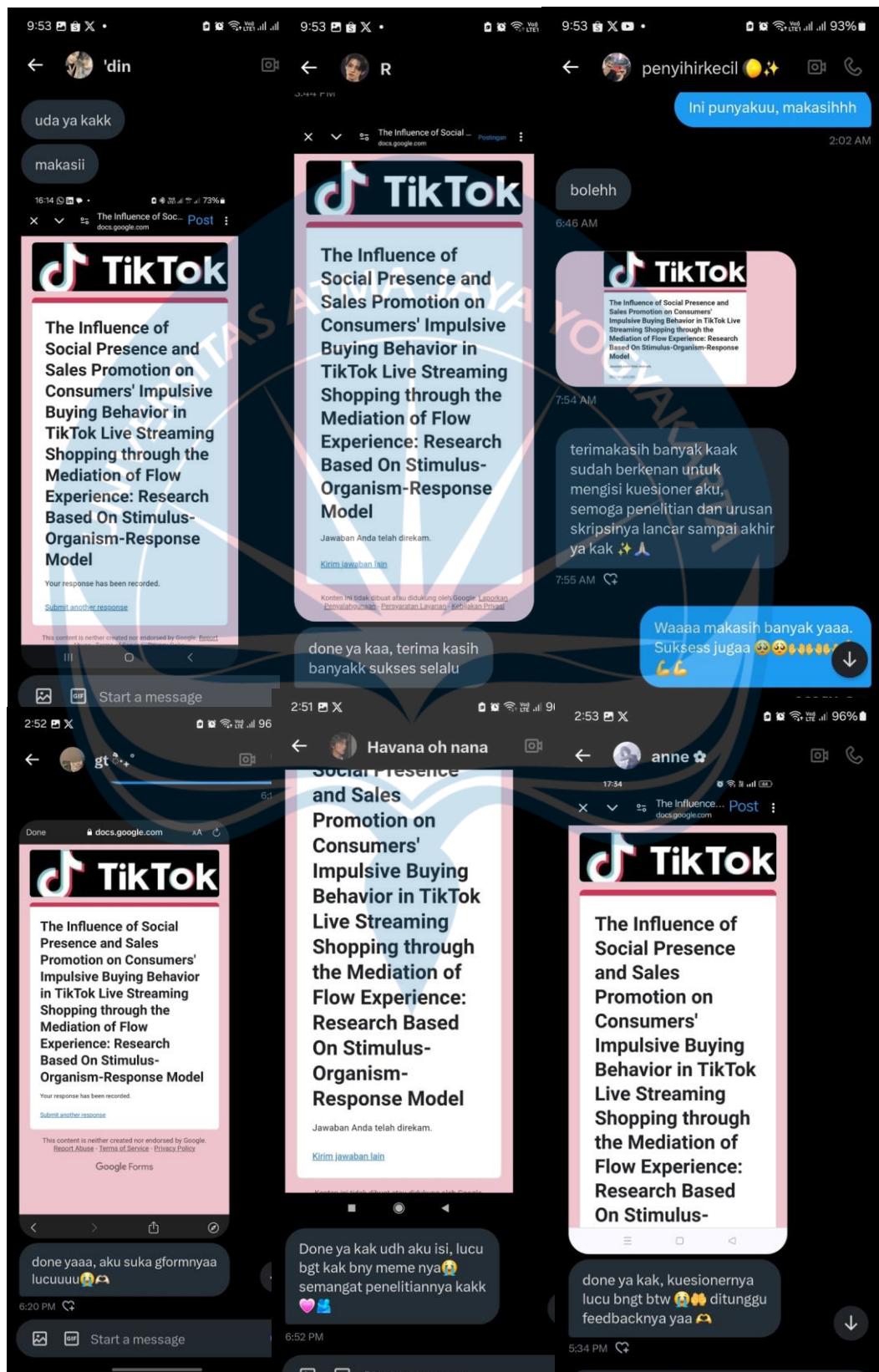
Mohon maaf, namun berdasarkan jawaban yang Anda pilih, Anda belum memenuhi syarat untuk menjadi responden dalam penelitian ini. Tetapi saya sangat mengapresiasi apabila Anda berkenan untuk membagikan kuesioner ini kepada rekan yang memenuhi kriteria penelitian. Terima kasih banyak atas antusiasmenya



Appendix 2 Prove of Submission from Respondents



Continue – Prove of Submission from Respondents



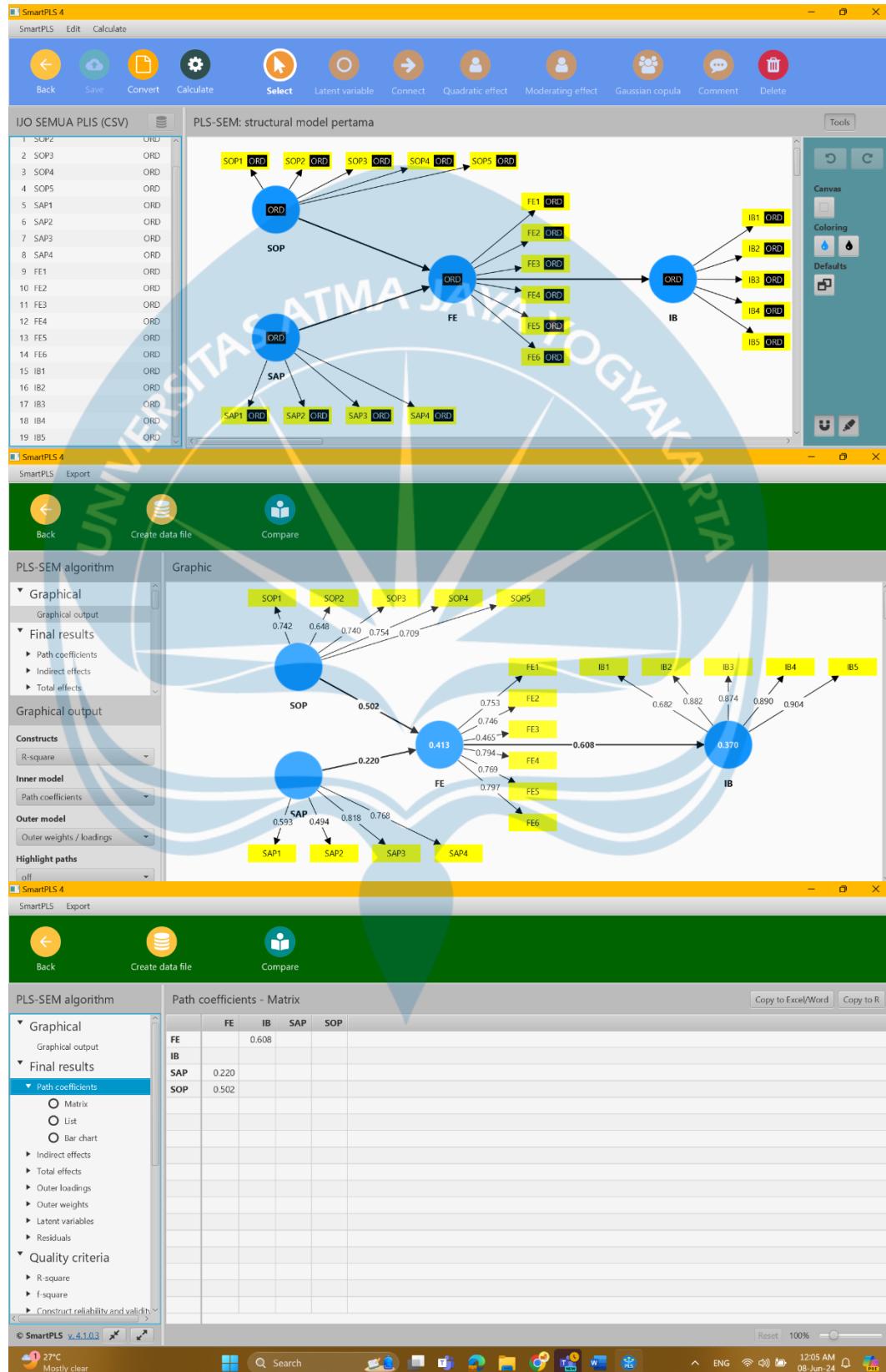
Appendix 3 SmartPLS 4 (Data Processing)

Variable Indicator Data

The screenshot shows the SmartPLS 4 software interface with the following details:

- Top Bar:** Shows "SmartPLS 4" and "Edit".
- Toolbar:** Includes icons for Back, Setup, Add group, Generate groups, Clear groups, and Export to Excel / CSV.
- Left Panel:** Displays summary statistics:
 - Indicators: 20
 - Samples: 197
 - Missing values: 0
 Below these are buttons for Indicators, Correlations, Data groups, and Raw data.
- Table:** The main content area shows a table titled "Indicators" with 20 rows. Each row contains data for a specific indicator, including its name (e.g., S0P1, S0P2, S0P3, S0P4, S0P5, SAP1, SAP2, SAP3, SAP4, FE1, FE2, FE3, FE4, FE5, FE6, IB1, IB2, IB3, IB4, IB5), number (No.), type (ORD), missing values (Missing), mean (Mean), median (Median), scale min (Scale min), scale max (Scale max), observed min (Observed min), observed max (Observed max), standard deviation (Standard deviation), excess kurtosis (Excess kurtosis), skewness (Skewness), and Cramér-von Mises p value (Cramér-von Mises p value).
- Bottom Bar:** Shows "SmartPLS v.4.1.0.3", weather (27°C, Mostly clear), search bar, taskbar with various application icons, and system status (Reset, 67%, 11:38 PM, 07-Jun-24).

Continue – First Outer Model



Continue – First Outer Model

The image displays three stacked screenshots of the SmartPLS 4 software interface, illustrating the process of analyzing a PLS-SEM model.

Top Screenshot: Shows the "Construct reliability and validity - Overview" table. The table includes columns for Cronbach's alpha, Composite reliability (ρ_{α}), Composite reliability (ρ_c), and Average variance extracted (AVE). The data is as follows:

	Cronbach's alpha	Composite reliability (ρ_{α})	Composite reliability (ρ_c)	Average variance extracted (AVE)
FE	0.818	0.838	0.870	0.533
IB	0.902	0.921	0.928	0.723
SAP	0.609	0.669	0.769	0.464
SOP	0.769	0.775	0.843	0.518

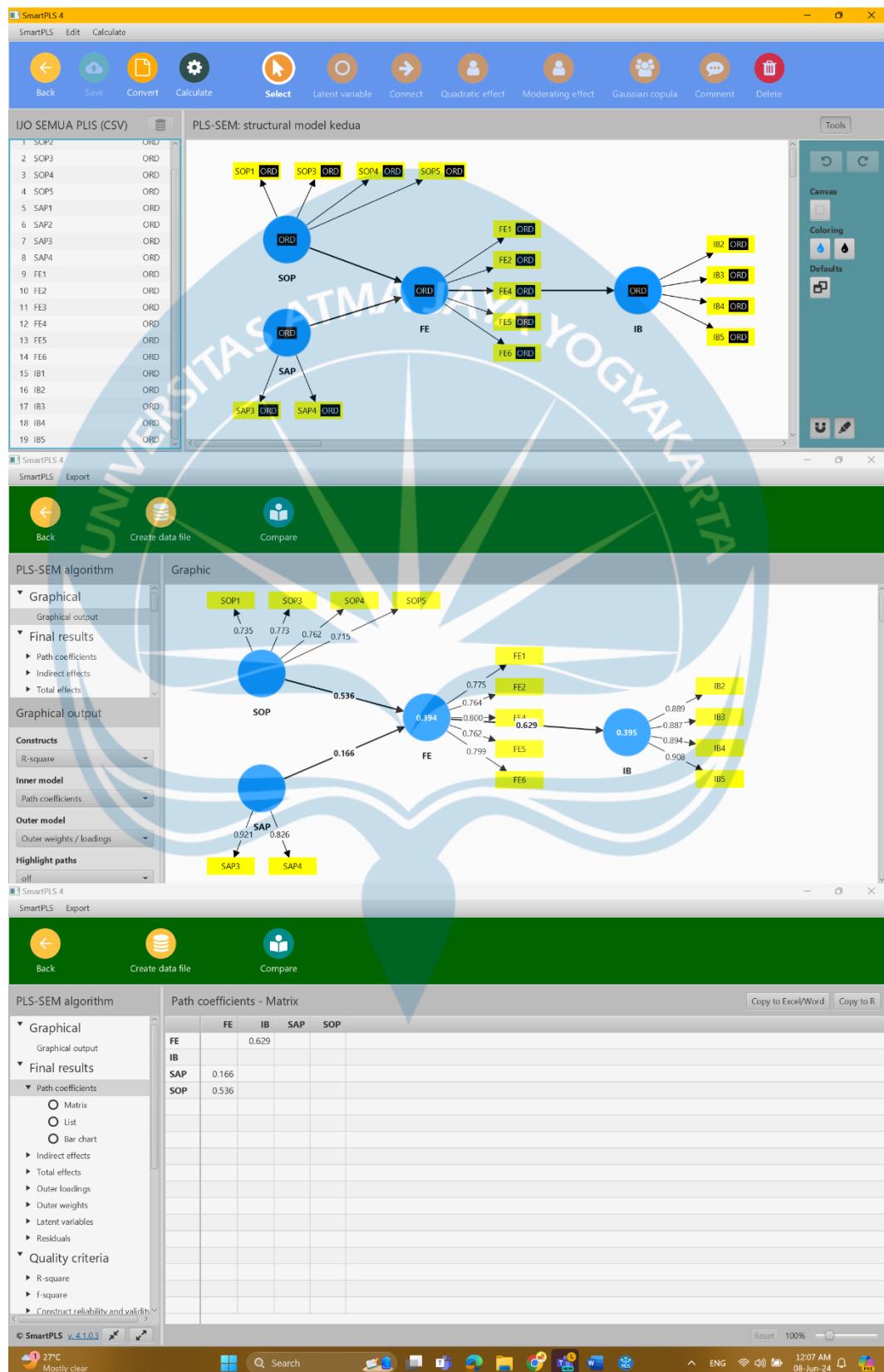
Middle Screenshot: Shows the "Outer loadings - Matrix" table. The table lists outer loadings for variables FE1 through SOP5 across indicators IB1 through IB5 and SAP1 through SAP5. The data is as follows:

	FE1	IB1	SAP1	SOP1
FE1	0.753			
FE2	0.745			
FE3	0.465			
FE4	0.794			
FE5	0.769			
FE6	0.797			
IB1		0.682		
IB2		0.882		
IB3		0.874		
IB4		0.890		
IB5		0.904		
SAP1			0.593	
SAP2			0.494	
SAP3			0.818	
SAP4			0.765	
SOP1				0.742
SOP2				0.648
SOP3				0.740
SOP4				0.754
SOP5				0.709

Bottom Screenshot: Shows the "Discriminant validity - Cross loadings" table. The table lists cross loadings for variables FE1 through SOP5 across indicators IB1 through IB5 and SAP1 through SAP5. The data is as follows:

	FE1	IB1	SAP1	SOP1
FE1	0.753	0.476	0.343	0.498
FE2	0.746	0.439	0.293	0.356
FE3	0.465	0.191	0.422	0.335
FE4	0.794	0.455	0.422	0.530
FE5	0.769	0.472	0.313	0.454
FE6	0.797	0.557	0.329	0.482
IB1	0.342	0.682	0.293	0.293
IB2	0.571	0.862	0.276	0.388
IB3	0.558	0.874	0.194	0.362
IB4	0.529	0.890	0.255	0.328
IB5	0.544	0.904	0.276	0.323
SAP1	0.268	0.229	0.593	0.281
SAP2	0.220	0.218	0.494	0.382
SAP3	0.441	0.257	0.818	0.370
SAP4	0.313	0.114	0.768	0.378
SOP1	0.429	0.312	0.427	0.742
SOP2	0.308	0.219	0.257	0.648
SOP3	0.491	0.287	0.295	0.740
SOP4	0.450	0.333	0.440	0.754
SOP5	0.490	0.272	0.389	0.709

Continue – Second Outer Model



Continue – Second Outer Model

The image displays three stacked screenshots of the SmartPLS 4 software interface, illustrating the process of analyzing a second outer model. A large watermark for 'UNIVERSITAS ATMA JAYA YOGYAKARTA' is overlaid across the middle of the windows.

Top Window: Construct reliability and validity - Overview

	Cronbach's alpha	Composite reliability (rho_a)	Composite reliability (rho_c)	Average variance extracted (AVE)
FE	0.840	0.842	0.886	0.609
IB	0.917	0.918	0.941	0.800
SAP	0.702	0.768	0.867	0.765
SOP	0.736	0.737	0.834	0.557

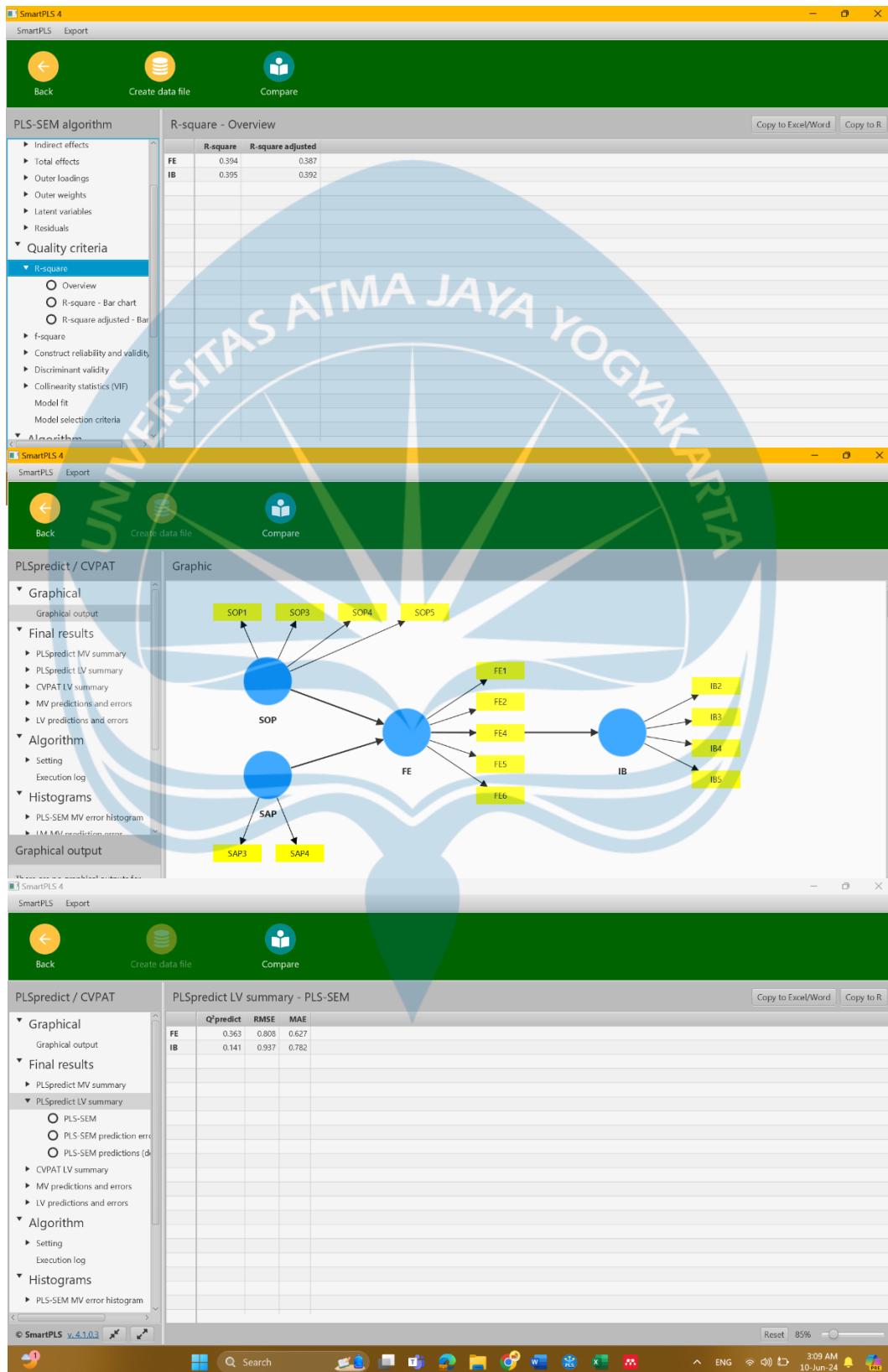
Middle Window: Outer loadings - Matrix

	FE	IB	SAP	SOP
FE1	0.775			
FE2	0.764			
FE4	0.900			
FE5	0.762			
FE6	0.799			
IB2		0.889		
IB3		0.887		
IB4		0.894		
IB5		0.906		
SAP3			0.921	
SAP4			0.826	
SOP1				0.735
SOP3				0.773
SOP4				0.762
SOP5				0.715

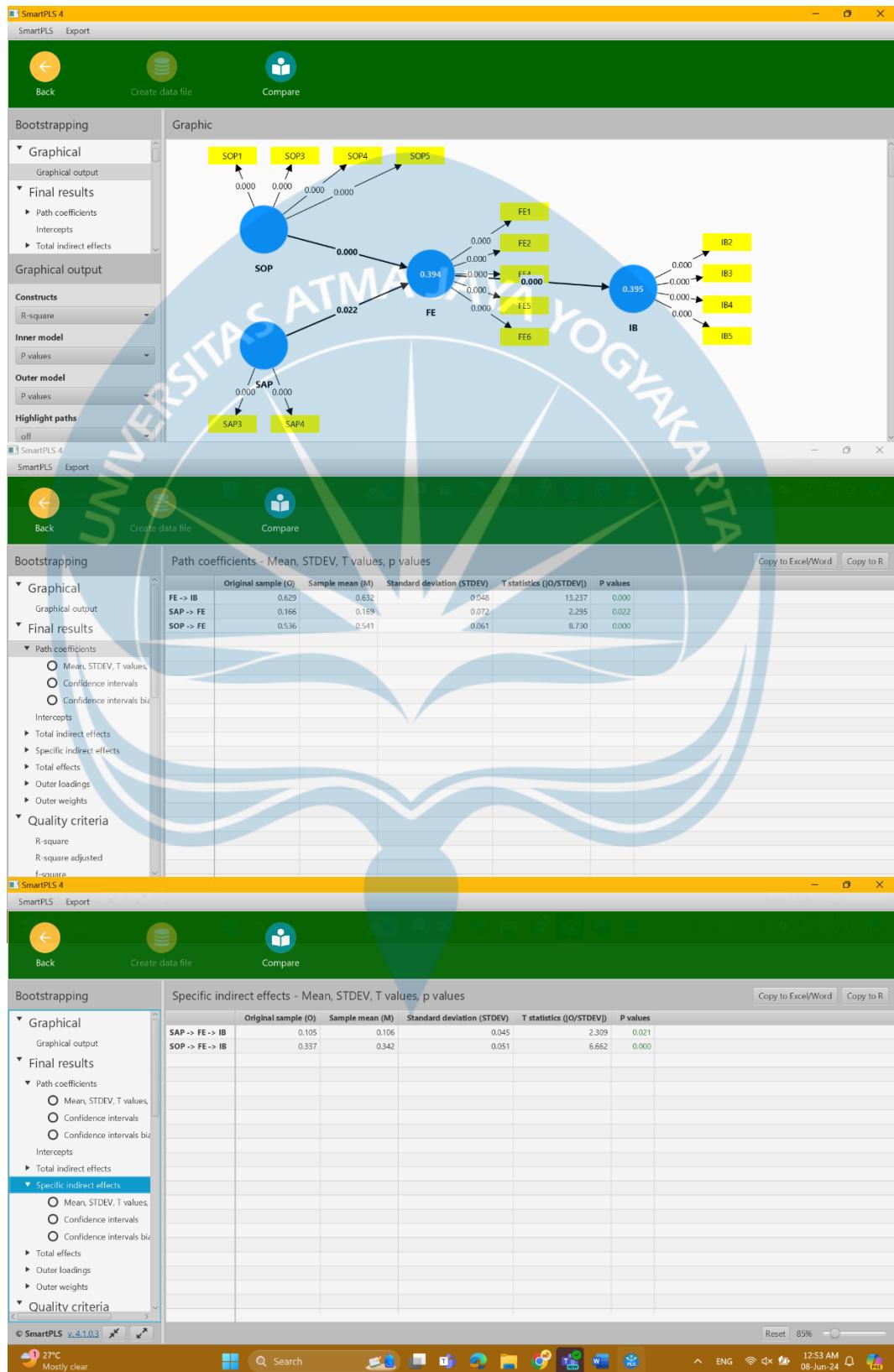
Bottom Window: Discriminant validity - Heterotrait-monotrait ratio (HTMT) - Matrix

	FE	IB	SAP	SOP
FE				
IB	0.714			
SAP	0.509	0.237		
SOP	0.766	0.483	0.629	

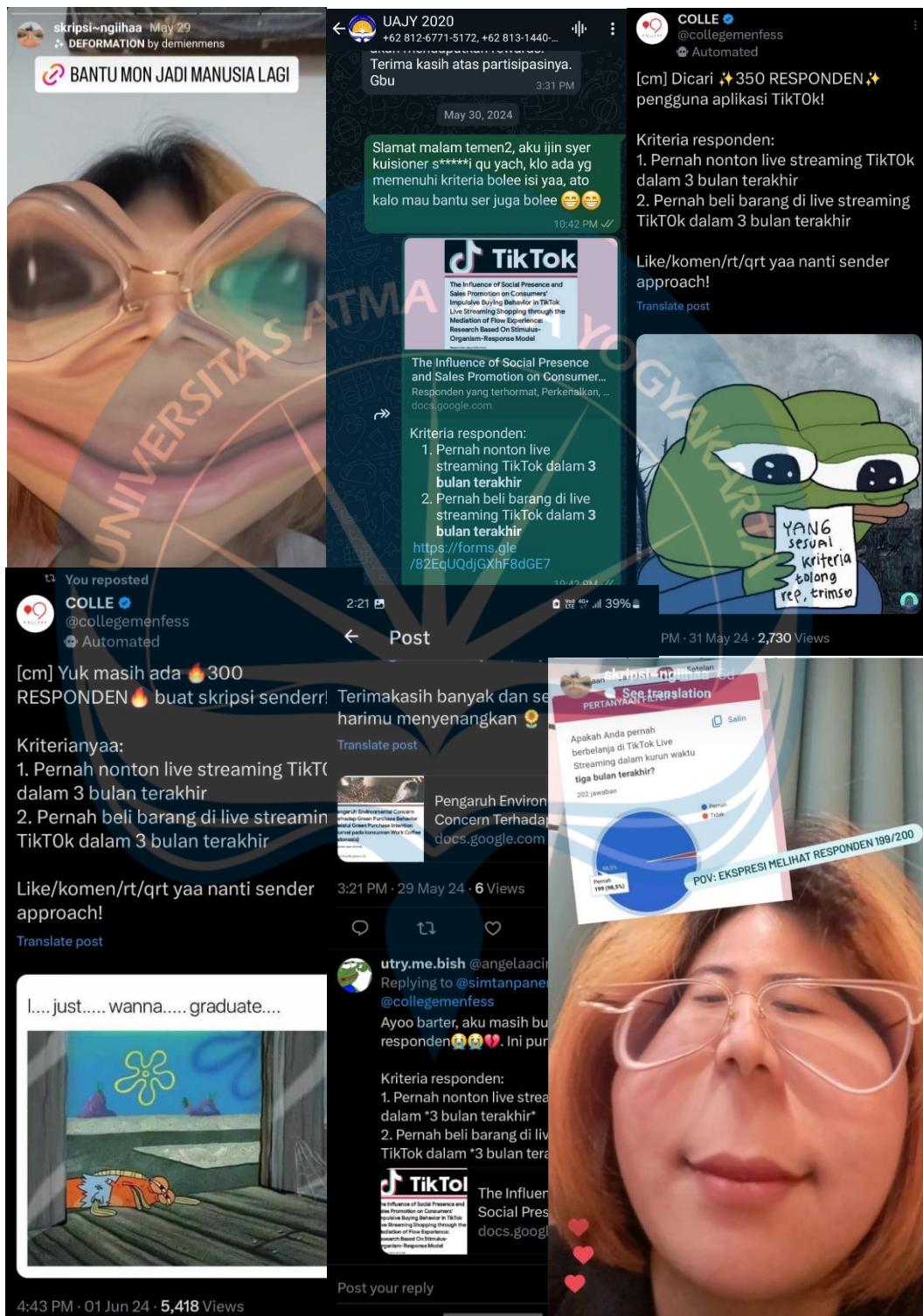
Continue – Inner Model



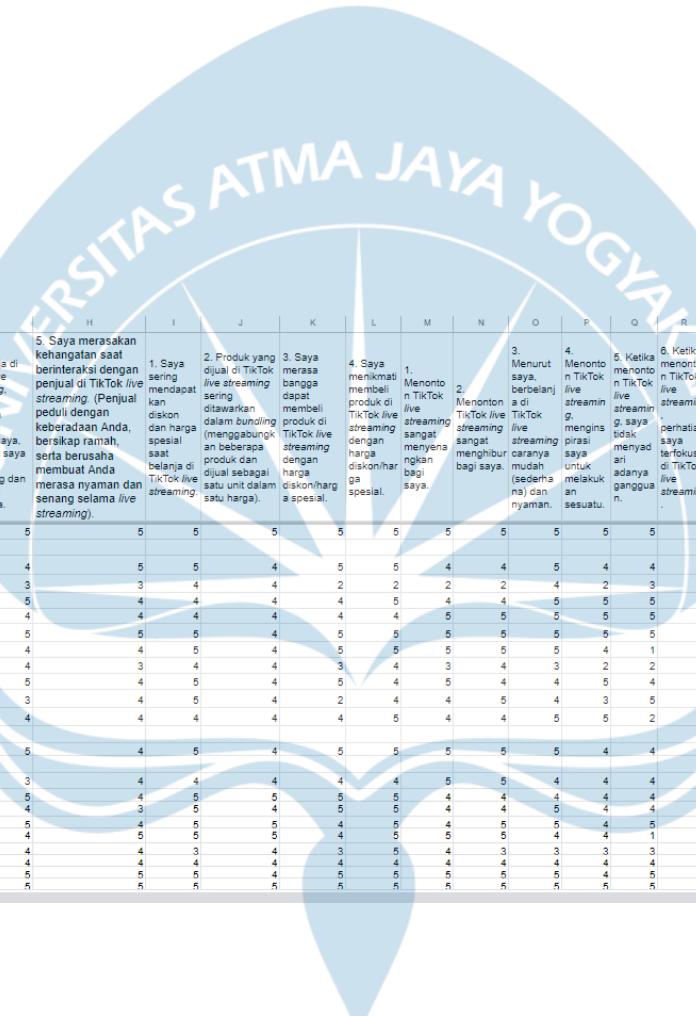
Continue – Bootstrapping Method



Appendix 4 Spreading the Questionnaire



Appendix 5 Raw Data



Continue – Raw Data

26	29/05/2024 22 Pernah	Pernah	4	4	4	4	4	4	5	5	5	4	4	4	4	4	4	4	4	4	4	5	3	4	4	4	Laki-laki	< Ro	< Ro	Tdk bsa																	
27	29/05/2024 23 Pernah	Pernah	2	4	3	3	4	4	3	3	3	2	2	3	3	3	3	3	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1														
28	30/05/2024 00 Pernah	Pernah	4	4	4	4	4	4	5	4	5	5	4	4	4	4	4	4	4	4	4	2	2	3	2	2	2	2	2	2	2	2	2	2													
29	30/05/2024 05 Pernah	Pernah	4	4	3	3	4	4	3	4	5	3	3	3	4	4	4	4	4	4	4	2	2	3	2	2	2	2	2	2	2	2	2	2													
30	30/05/2024 05 Pernah	Pernah	2	1	2	2	2	3	4	2	4	4	4	5	5	4	4	4	4	4	4	3	2	4	4	4	4	4	4	4	4	4	4	4													
31	30/05/2024 05 Pernah	Pernah	5	5	3	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	3	5	5	5	5	5	5	5	5	5	5	5	5													
32	30/05/2024 06 Pernah	Pernah	3	2	3	3	5	5	5	4	3	5	5	5	3	3	3	1	2	2	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3												
33	30/05/2024 06 Pernah	Pernah	4	4	5	4	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5												
34	30/05/2024 06 Pernah	Pernah	4	4	4	5	5	5	4	5	5	5	4	4	4	5	4	4	4	4	5	3	4	4	4	5	5	5	5	5	5	5	5	5	5												
35	30/05/2024 07 Pernah	Pernah	4	5	4	4	5	5	4	4	5	5	5	4	4	4	4	4	4	4	4	2	2	3	3	3	3	3	3	3	3	3	3	3													
36	30/05/2024 07 Pernah	Pernah	4	5	4	4	4	5	4	4	5	4	4	4	4	5	3	2	4	4	4	3	4	4	4	4	4	4	4	4	4	4	4	4	4												
37	30/05/2024 07 Pernah	Pernah	4	5	4	4	4	4	4	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4												
38	30/05/2024 08 Pernah	Pernah	4	4	4	4	4	4	4	5	5	5	4	4	5	5	4	4	4	4	4	4	5	5	3	4	4	4	4	4	4	4	4	4	4												
39	30/05/2024 09 Pernah	Pernah	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5												
40	30/05/2024 09 Pernah	Pernah	5	5	4	5	4	5	5	5	4	5	4	4	5	4	4	5	4	5	5	5	3	3	4	4	4	4	4	4	4	4	4	4	4												
41	30/05/2024 09 Pernah	Pernah	4	4	5	5	5	5	5	3	5	4	4	5	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2												
42	30/05/2024 10 Pernah	Pernah	2	2	1	2	2	5	4	5	5	3	3	3	5	2	4	4	4	4	3	2	4	3	3	2	3	2	3	2	3	2	3	2	3												
43	30/05/2024 10 Pernah	Pernah	5	5	4	5	4	5	5	5	4	5	4	4	4	4	4	4	4	4	3	2	2	2	2	2	2	2	2	2	2	2	2														
44	30/05/2024 10 Pernah	Pernah	4	5	4	5	3	4	5	3	3	4	2	3	4	3	2	3	4	2	1	4	1	4	1	4	1	4	1	4	1	4	1	4													
45	30/05/2024 10 Pernah	Pernah	4	4	4	4	4	4	5	3	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2												
46	30/05/2024 10 Pernah	Pernah	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4												
47	30/05/2024 10 Pernah	Pernah	5	4	5	4	5	5	4	4	5	4	4	4	5	4	4	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4												
48	30/05/2024 11 Pernah	Pernah	4	4	4	4	4	4	4	3	4	4	5	5	5	5	5	5	3	3	5	4	2	4	4	4	4	4	4	4	4	4	4	4	4												
49	30/05/2024 11 Pernah	Pernah	2	2	3	2	2	3	3	3	2	4	3	3	5	4	3	3	4	2	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2												
50	30/05/2024 13 Pernah	Pernah	4	4	4	5	4	5	5	4	4	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4												
51	30/05/2024 14 Pernah	Pernah	4	4	4	4	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4												
52	30/05/2024 14 Pernah	Pernah	5	5	5	5	5	5	3	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4												
53	30/05/2024 14 Pernah	Pernah	4	4	2	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4												
54	30/05/2024 15 Pernah	Pernah	4	4	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4												
55	30/05/2024 15 Pernah	Pernah	3	4	3	2	3	4	2	4	2	4	2	4	4	5	4	3	3	4	2	2	4	2	2	2	2	2	2	2	2	2	2	2	2												
56	30/05/2024 15 Pernah	Pernah	4	5	4	4	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5	5	5	5												
57	30/05/2024 15 Pernah	Pernah	4	4	5	4	5	4	5	5	4	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5												
58	30/05/2024 16 Pernah	Pernah	5	5	5	4	4	4	4	4	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4												
59	30/05/2024 16 Pernah	Pernah	4	4	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4												
60	30/05/2024 18 Tidak																																														
61	30/05/2024 18 Pernah	Pernah	5	4	5	4	5	5	4	4	5	5	4	4	5	5	4	5	4	4	5	3	2	3	3	2	3	3	2	3	3	2	3	3	2	3	3	2	3	3	2	3	3	2	3	3	
62	30/05/2024 18 Pernah	Pernah	4	5	5	4	4	4	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
63	30/05/2024 19 Pernah	Pernah	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

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84	30/05/2024	21	Pernah	Penah	4	5	2	3	5	4	5	4	3	3	4	5	2	2	4	5	4	4	5	4	Peremou	18-25	Pelajar/Ro	Ro	Seman		
85	30/05/2024	21	Pernah	Penah	5	4	4	5	4	4	5	5	5	4	4	5	4	5	4	4	4	4	5	5	Peremou	18-25	Pelajar/SRp	< Rp			
86	30/05/2024	21	Pernah	Penah	5	4	5	4	4	5	5	4	4	4	5	3	4	4	5	4	4	4	5	5	Peremou	>15	Karwan/Ro	< Rp			
87	30/05/2024	22	Pernah	Penah	5	4	4	5	3	3	3	4	4	5	5	4	2	2	4	5	5	5	5	5	Peremou	18-25	Pelajar/Rp	Rp	seman		
88	30/05/2024	23	Pernah	Penah	4	3	4	4	4	5	5	4	5	3	3	5	3	4	3	4	2	2	1	1	1	Peremou	18-25	Pelajar/Ro	< Ro		
89	30/05/2024	23	Pernah	Penah	2	4	4	4	4	4	4	3	3	4	3	3	4	2	1	2	4	2	1	1	4	4	Peremou	18-25	Pelajar/Ro	Ro	seman
90	30/05/2024	23	Pernah	Penah	4	4	4	4	4	5	5	4	5	4	3	4	4	3	4	4	4	3	4	4	4	4	Peremou	18-25	Pelajar/Ro	Ro	semot
91	30/05/2024	23	Tidak																												
72	30/05/2024	23	Tidak																												
73	30/05/2024	23	Pernah	Penah	4	4	4	4	4	4	4	4	4	4	4	4	3	2	2	2	2	2	2	2	2	2	Peremou	28-35	Ibu/S Ro	< Ro	
74	31/05/2024	00	Pernah	Penah	4	4	3	4	2	2	5	4	4	1	2	5	3	2	3	4	2	2	3	2	2	2	Peremou	18-25	Pelajar/Ro	Ro	manoat
75	31/05/2024	00	Pernah	Penah	5	4	5	4	5	5	5	4	5	5	4	4	5	5	5	4	5	5	5	4	4	4	Peremou	18-25	Pelajar/Ro	< Ro	
76	31/05/2024	01	Pernah	Penah	4	3	3	4	4	5	5	4	5	5	4	5	3	4	4	5	4	4	4	4	4	4	Laki-laki	18-25	Pelajar/Rp	< Rp	Seman
77	31/05/2024	04	Pernah	Penah	5	5	5	5	5	5	5	5	5	5	5	5	4	3	4	5	5	3	4	3	4	3	Peremou	18-25	Lainnya/S Ro	< Ro	
78	31/05/2024	04	Pernah	Penah	5	4	5	4	4	5	5	3	5	5	3	4	5	2	3	4	1	1	1	1	1	1	Peremou	18-25	Pelajar/Rp	< Rp	haii ak
79	31/05/2024	05	Pernah	Penah	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Peremou	18-25	Masa/1.000.00	Ro/30.000	dari
80	31/05/2024	07	Pernah	Penah	4	4	2	4	4	2	5	4	4	3	3	4	2	2	4	4	2	2	2	2	2	2	Peremou	18-25	Pelajar/Ro	< Ro	Seman
81	31/05/2024	08	Pernah	Penah	5	5	4	5	5	5	5	5	5	5	3	4	4	4	4	5	5	5	5	5	5	5	Peremou	18-25	Karwan/Ro	< Ro	Seman
82	31/05/2024	08	Pernah	Penah	4	4	5	4	5	5	5	5	4	4	5	5	4	1	2	2	2	2	1	1	1	Peremou	18-25	Pelajar/S Ro	< Ro	halok	
83	31/05/2024	08	Pernah	Penah	5	5	5	5	5	5	5	5	5	5	4	4	5	4	4	5	5	4	4	4	4	4	Peremou	18-25	Pelajar/Rp	< Rp	WVWK
84	31/05/2024	08	Pernah	Penah	4	5	4	4	4	5	5	4	4	4	4	5	4	5	4	5	4	4	5	4	4	4	Peremou	18-25	Laki-laki/Pelajar/Ro	< Ro	seman
85	31/05/2024	08	Pernah	Penah	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	3	4	1	3	1	1	Peremou	18-25	Pelajar/Ro	Ro	seman
86	31/05/2024	08	Tidak																												
87	31/05/2024	08	Pernah	Penah	5	4	5	5	4	5	5	4	5	4	4	5	4	4	4	5	4	5	4	4	4	4	Peremou	18-25	PNS/Ro	Ro	
88	31/05/2024	08	Pernah	Penah																											
89	31/05/2024	08	Tidak																												
90	31/05/2024	09	Pernah	Penah	4	5	5	5	4	5	5	4	5	5	4	4	5	5	4	4	3	4	5	5	5	Laki-laki	28-35	Karwan/Ro	Ro	Avo	
91	31/05/2024	09	Pernah	Penah	5	4	5	4	5	5	5	5	5	4	5	5	4	3	3	4	3	2	4	2	2	2	Peremou	28-35	Lainnya/Ro	< Ro	
92	31/05/2024	09	Pernah	Penah	4	3	3	4	4	4	4	4	4	4	4	3	2	2	2	2	2	2	2	2	2	2	Peremou	18-25	Pelajar/S Ro	< Ro	Semoo
93	31/05/2024	09	Pernah	Penah	5	5	5	5	4	5	5	3	4	4	3	5	3	4	5	5	5	5	5	5	5	5	Peremou	18-25	Pelajar/Rp	< Rp	Seman
94	31/05/2024	09	Pernah	Penah	5	5	4	5	5	5	5	5	5	5	5	4	5	5	4	4	4	1	2	1	2	1	Peremou	18-25	Pelajar/Ro	< Ro	KUESO
95	31/05/2024	11	Pernah	Penah	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Peremou	18-25	Pelajar/Ro	Ro	semano
96	31/05/2024	11	Pernah	Penah	4	4	3	4	5	5	5	5	5	3	4	5	5	3	4	2	2	2	2	2	2	2	Peremou	18-25	Pelajar/SRp	< Rp	Seman
97	31/05/2024	13	Pernah	Penah	4	5	5	5	4	5	5	5	5	4	4	5	5	2	2	5	1	2	1	2	1	2	Peremou	18-25	Pelajar/Ro	Ro	lucu
98	31/05/2024	14	Pernah	Penah	4	3	3	5	4	5	5	3	4	4	5	5	3	2	3	2	3	2	1	1	2	1	Peremou	<18	Karwan/Ro	< Ro	semano
99	31/05/2024	14	Pernah	Penah	4	4	5	3	3	5	5	3	3	3	3	4	2	3	2	1	1	1	2	1	1	1	Peremou	18-25	Karwan/Ro	< Ro	semano
100	31/05/2024	14	Pernah	Penah	5	5	4	5	5	5	5	4	5	5	5	5	5	5	5	4	4	4	5	4	4	4	Peremou	18-25	Pelajar/Ro	Ro	bal

Continue – Raw Data

101	31/05/2024 16 Pernah	Pernah	4	5	4	5	4	5	4	4	3	4	5	4	5	3	2	4	3	3	Peremou	18-25	Pelajar/ Ro	< Ro	seman					
102	31/05/2024 16 Pernah	Pernah	5	4	5	4	4	5	4	5	4	4	5	4	5	5	2	4	4	2	Peremou	18-25	Pelajar/ Ro	< Ro	SEMAN					
103	31/05/2024 17 Pernah	Pernah	4	5	5	4	5	5	4	5	4	4	5	4	5	5	4	5	4	5	Peremou	18-25	Pelajar/ Ro	Ro						
104	31/05/2024 17 Pernah	Pernah	4	4	3	2	3	4	4	4	4	3	4	4	4	3	2	2	4	4	3	Peremou	18-25	Pelajar/ Ro	Ro	sava				
105	31/05/2024 18 Pernah	Pernah	3	3	3	3	3	3	4	4	4	4	3	3	4	3	3	2	3	3	3	Peremou	18-25	Karayw	< Rp					
106	31/05/2024 18 Pernah	Pernah	4	4	5	4	5	4	4	5	5	4	5	4	5	5	4	5	5	4	4	Peremou	18-25	Pelajar/ Ro	Ro					
107	31/05/2024 18 Pernah	Pernah	4	5	4	4	5	4	4	4	5	5	5	5	5	5	4	4	4	4	4	Laki-laki	18-25	Pelajar/ Ro	< Rp					
108	31/05/2024 18 Pernah	Pernah	4	5	4	5	4	5	4	5	5	4	5	4	5	5	4	5	5	5	5	Peremou	18-25	Pelajar/ Ro	< Ro	Makasi bole				
109	31/05/2024 19 Pernah	Pernah	4	4	3	3	4	4	4	4	4	4	3	3	4	3	3	3	4	3	3	Peremou	18-25	Pelajar/ Ro	< Ro					
110	31/05/2024 19 Pernah	Pernah	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	4	4	4	4	4	Peremou	18-25	Pelajar/ Ro	< Ro				
111	31/05/2024 20 Pernah	Pernah	5	4	4	4	4	2	5	4	4	4	5	4	4	2	2	2	2	4	4	4	Peremou	18-25	Pelajar/ Ro	< Ro				
112	31/05/2024 20 Pernah	Pernah	4	4	5	5	4	4	4	4	4	4	4	4	4	4	2	2	2	2	4	4	4	Peremou	18-25	Pelajar/ Ro	< Ro			
113	31/05/2024 21 Pernah	Pernah	4	5	5	4	4	5	4	4	5	5	4	4	4	4	4	5	5	4	4	4	4	Peremou	18-25	Pelajar/ Ro	< Ro	seman		
114	31/05/2024 22 Pernah	Pernah	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Peremou	18-25	Ibu	> Ro	Ro		
115	31/05/2024 22 Pernah	Pernah	4	3	2	3	2	4	3	3	3	4	2	3	3	2	2	2	3	2	2	2	2	Peremou	18-25	Pelajar/ Ro	< Ro	Semoo		
116	31/05/2024 22 Pernah	Pernah	4	5	4	4	4	5	4	4	2	5	4	4	5	2	2	2	2	4	2	2	1	Peremou	18-25	Pelajar/ Ro	< Ro			
117	31/05/2024 23 Pernah	Pernah	4	4	4	4	4	5	4	4	4	3	4	3	4	3	2	5	4	4	4	4	4	Peremou	18-25	Pelajar/ Ro	< Ro	semoo		
118	01/06/2024 02 Pernah	Pernah	4	5	4	4	5	5	4	5	4	5	5	4	5	5	4	5	4	4	5	5	5	Peremou	18-25	Pelajar/ Ro	< Ro	haili.		
119	01/06/2024 05 Pernah	Pernah	5	4	5	5	4	4	5	4	4	4	4	4	4	3	4	4	2	1	4	2	2	2	Peremou	18-25	Pelajar/ Ro	< Ro	Seman	
120	01/06/2024 07 Pernah	Pernah	4	4	5	5	4	4	5	5	4	4	5	4	4	4	4	5	4	5	4	5	4	4	Peremou	18-25	Pelajar/ Ro	< Ro	semang	
121	01/06/2024 09 Pernah	Pernah	4	4	4	4	4	5	5	2	0	3	3	4	1	2	1	2	2	4	2	2	2	2	Peremou	18-25	Pelajar/ Ro	Rp	semang	
122	01/06/2024 11 Pernah	Pernah	5	5	4	4	4	5	1	2	0	5	4	5	4	5	4	4	4	4	5	5	5	5	Peremou	18-25	Pelajar/ Ro	< Rp		
123	01/06/2024 11 Pernah	Pernah	4	4	5	4	5	4	2	4	5	2	2	5	2	2	4	4	2	2	4	4	4	4	Peremou	18-25	Pelajar/ Ro	Rp		
124	01/06/2024 11 Pernah	Pernah	4	5	4	4	4	5	4	4	4	4	4	4	5	3	3	4	5	2	3	2	2	5	Peremou	18-25	Pelajar/ Ro	< Ro		
125	01/06/2024 11 Pernah	Pernah	4	4	5	4	5	4	4	5	4	4	5	4	5	4	4	4	4	5	5	5	5	4	Peremou	18-25	Pelajar/ Ro	< Ro	kaa	
126	01/06/2024 12 Pernah	Pernah	5	5	4	4	5	5	4	4	5	4	4	5	4	5	4	5	4	5	4	2	5	3	Peremou	18-25	Pelajar/ Ro	< Ro		
127	01/06/2024 12 Pernah	Pernah	3	3	3	4	3	2	4	4	4	4	3	4	4	3	4	3	3	2	2	2	2	2	Peremou	18-25	Pelajar/ Ro	< Ro	Seban	
128	01/06/2024 13 Pernah	Pernah	4	4	3	3	4	4	4	4	4	4	3	4	4	3	5	3	3	3	3	3	3	2	Peremou	18-25	Vokal	< Ro		
129	01/06/2024 15 Pernah	Pernah	4	3	3	3	4	4	5	4	5	5	4	4	5	3	4	4	4	5	4	3	3	4	Peremou	18-25	Pelajar/ Ro	< Ro	Seban	
130	01/06/2024 15 Pernah	Pernah	4	4	2	3	3	4	3	3	3	2	2	3	3	1	2	2	4	2	4	3	3	2	Peremou	18-25	Pelajar/ Ro	< Ro	seman	
131	01/06/2024 16 Pernah	Pernah	1	4	3	3	3	3	4	4	4	2	2	2	4	2	3	3	3	1	1	1	1	1	Peremou	18-25	Pelajar/ Ro	< Ro	Seban	
132	01/06/2024 16 Pernah	Pernah	5	5	5	5	5	4	5	3	5	5	5	5	5	5	1	1	1	1	1	1	1	1	Laki-laki	28-35	Karayw	< Rp		
133	01/06/2024 16 Pernah	Pernah	5	5	4	4	5	5	4	5	5	4	4	5	4	4	5	4	4	4	4	4	4	4	Peremou	18-25	Pelajar/ Ro	Rp	KAK	
134	01/06/2024 17 Pernah	Pernah	4	5	4	4	5	4	4	5	5	4	4	5	4	5	4	5	4	2	2	2	2	2	Peremou	18-25	Pelajar/ Ro	< Ro	Seman	
135	01/06/2024 17 Pernah	Pernah	4	4	5	4	4	5	5	6	4	5	5	5	4	4	5	5	4	4	5	5	5	4	Peremou	18-25	Pelajar/ Ro	Ro		
136	01/06/2024 17 Pernah	Pernah	4	3	4	4	4	5	5	4	4	5	3	4	4	5	2	4	4	5	2	4	4	4	Peremou	18-25	Pelajar/ Ro	< Ro	Seman	
137	01/06/2024 17 Pernah	Pernah	5	5	4	4	4	5	4	4	4	4	4	4	4	5	2	4	4	4	2	4	4	4	1	Peremou	18-25	Pelajar/ Ro	< Ro	Halooc
138	01/06/2024 18 Pernah	Pernah	4	4	4	5	5	5	5	5	5	5	4	5	5	5	4	5	2	4	2	5	5	2	2	Peremou	18-25	Pelajar/ Ro	< Ro	Seman
139	01/06/2024 18 Pernah	Pernah	4	5	4	4	4	3	3	4	5	5	5	4	5	3	4	4	4	3	3	4	4	4	2	Peremou	18-25	Pelajar/ Ro	< Ro	SEMAN
140	01/06/2024 18 Pernah	Pernah	5	5	4	4	5	5	5	5	4	4	4	4	5	5	4	4	4	5	4	4	4	4	5	Peremou	18-25	Pelajar/ Ro	Rp	

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