

**THE INTENTION TO USE PIRATED ACCOUNTING SOFTWARE : A STUDY
ON UNDERGRADUATE STUDENTS IN ECONOMIC FACULTY OF
UNIVERSITAS ISLAM INDONESIA**



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ISLAM INDONESIA

A BACHELOR DEGREE THESIS

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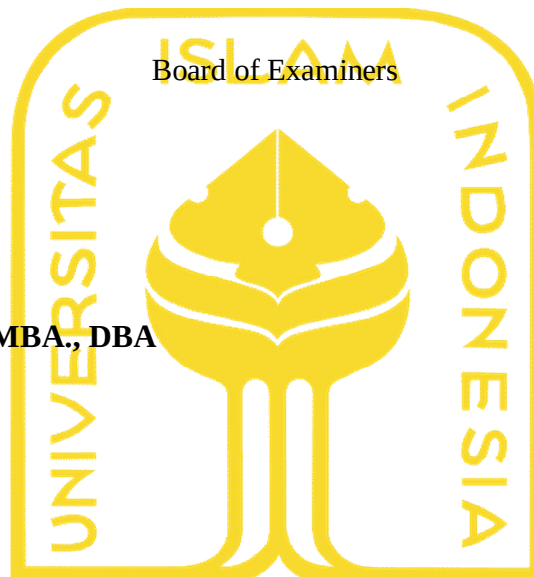
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DECLARATION OF AUTHENTICITY

Herein I declare the originality of the thesis; I have not presented anyone else's work to obtain my university degree, nor have I presented anyone else's words, ideas or expression without acknowledgment. All quotations are cited and listed in the bibliography of the thesis.

If in the future this statement is proven to be false, I am willing to accept any sanction complying with the determined regulation or its consequence.

Yogyakarta, September 12, 2013

Isa Abdullah

TABLE OF CONTENTS

Title Page.....	i
Approval Page	ii
Legalization Page.....	iii
Declaration of Authenticity.....	iv
Acknowledgement	v
Table of Contents.....	viii
List of Tables.....	xii
List of Figures.....	xiii
List of Appendices	xiv
Abstract (English)	xv
Abstract (Indonesian).....	xvi

CHAPTER I INTRODUCTION

1.1. Study Background.....	1
1.2. Problem Identification.....	3
1.3. Problem Formulation.....	4
1.4. Research Objectives	4
1.5. Problem Limitation	5
1.6. Research Contributions	5
1.7. Systematic Writing.....	6

CHAPTER II REVIEW OF RELATED LITELATURE

2.1. Internet Services.....	8
2.2. Internet Piracy	10
2.3. TAM (Technology Acceptance Model)	12
2.3.1. Habit	13
2.3.2. Affect	14
2.3.3. Intention	15
2.4. Review of Previous Study	15
2.5. Hypotheses Formulation.....	17

CHAPTER III RESEARCH METHOD

3.1. Population and Sample.....	21
3.1.1. Population.....	21
3.1.2. Sample.....	21
3.2. Data Collection Method.....	22
3.3. Data Analysis Method.....	22
3.4. Operational Definition and Variables Measurement.....	23
3.4.1 Computer Experience	23
3.4.2. Attitude	23
3.4.3. Moral Beliefs.....	24
3.4.4. Affect.....	24
3.4.5. Perceived Consequences.....	24
3.4.6. Intention.....	25
3.5. Data Quality Testing.....	25
3.5.1. Reliability Test.....	25

3.5.2. Validity Test.....	26
3.5.3. Hypotheses Testing.....	27
3.6. Classical Assumption.....	28
3.6.1. Normality Test.....	28
3.6.2. Multicollinearity Test.....	29
3.6.3. Heteroscedascity Test.....	29
3.7. Testing Models.....	30
3.7.1. T-Test.....	30
3.8. Research Model.....	30
3.9. Operational Hypotheses.....	31

CHAPTER IV DATA ANALYSIS

4.1. Data Collection Result.....	33
4.2. Respondents' Characteristics Description.....	34
4.3. Respondents Characteristics.....	36
4.4. Validity and Reliability.....	41
4.4.1. Validity Test Result.....	41
4.4.2. Reliability Test Result.....	43
4.5. Classical Assumption Test.....	44
4.6. Regression Analysis.....	47
4.7. T-Test Result.....	50
4.9. Discussion and Implication.....	53

CHAPTER V CONCLUSION AND RECOMMENDATIONS

5.1. Conclusion.....	57
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5.2. Research Limitation.....	58
5.3. Recommendations.....	58

REFERENCES.....	60
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APPENDICES.....	65
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LIST OF TABLES

Table 4.1	Data Collection Result.....	34
Table 4.2.1.	Respondent Classification Based on Gender.....	34
Table 4.2.2.	Respondent Classification Based on Age.....	35
Table 4.2.3.	Respondent Classification Based on Program.....	35
Table 4.3.1	Characteristics of Respondents by Gender.....	36
Table 4.3.2	Characteristics of Respondents by Computer Usage Per Day.....	37
Table 4.3.3	Characteristics of Respondents by Place Download Software.....	37
Table 4.3.4	Characteristics of Respondents by Site to Download.....	38
Table 4.3.5	Characteristics of Respondents by name Download Software.....	39
Table 4.3.6	Characteristics of Respondents by Authenticity Software.....	40
Table 4.3.7	Characteristics of Respondents by Purpose.....	40
Table 4.3.8	Characteristics of Respondents Based Support Copyright Law.....	41
Table 4.4.1	Validity Test Result.....	42
Table 4.4.2	Reliability Test Result.....	43
Table 4.5.1	Normality Testing Result.....	44
Table 4.5.2	Multicollinearity Test Result.....	45
Table 4.5.3	Heteroscedasticity Test.....	46
Table 4.6	The Result of Multiple Linear Regression Analysis.....	47
Table 4.7	Hypothesis Testing Result.....	56

LIST OF FIGURE

Figure 2.1 TAM Model.....13

Figure 3.1 Research Model31

LIST OF APPENDICES

Appendix I: Research Questionnaire65

Appendix II: Questionnaire Data.....75

Appendix III: Validity and Reliability Test85

Appendix IV: Respondent Characteristics.....91

Appendix V: Descriptive Statistics.....94

Appendix VI: Classical Assumption Test.....96

Appendix VII: Multiple Linear Regression Test.....98

ABSTRACT

Software piracy usually refers to the illegal copying of software. This piracy act has been spread especially on undergraduated students. In this research, a theoretical model is developed to test the factors that would affect piracy intention of undergraduate student. The Technology Acceptance Model (TAM) has been used as the basis for developing a model. Using a sample of 100 university students, the relationships among computer experience, attitude, moral beliefs, affect, and perceived consequences towards intention to use pirated accounting software were tested to examine the underlying factors that influence the undergraduates' piracy act. The results showed that affect and computer experience has a strong effect on intention to use accounting pirated software. The results also revealed that affect and computer experience are significant mediators of internet piracy behavior among students. The next researcher could develop more variables such as social factors, habit, and behavior.

Keywords: Software Piracy, Intention, Undergraduate Students, Accounting.

ABSTRAKSI

Pembajakan *software* biasanya mengacu pada menyalin perangkat lunak ilegal. Tindakan pembajakan telah menyebar terutama pada mahasiswa. Dalam penelitian ini, model teoritis yang dikembangkan untuk menguji faktor - faktor yang akan mempengaruhi niat pembajakan pada mahasiswa sarjana. *Technology Acceptance Model (TAM)* telah digunakan sebagai dasar untuk mengembangkan model. Menggunakan sampel dari 100 mahasiswa, hubungan antara pengalaman komputer, sikap, keyakinan moral, *affect*, dan konsekuensi yang dirasakan terhadap niat untuk menggunakan *software* akuntansi bajakan diuji untuk meneliti faktor-faktor yang mendasari dan mempengaruhi mahasiswa melakukan pembajakan. Hasil penelitian menunjukkan bahwa *affect* dan pengalaman komputer memiliki efek yang kuat pada niat untuk menggunakan akuntansi software bajakan. Hasil penelitian juga mengungkapkan bahwa *affect* dan pengalaman komputer merupakan mediator penting dari perilaku pembajakan internet di kalangan mahasiswa. Peneliti selanjutnya dapat mengembangkan variabel yang lebih seperti faktor sosial, kebiasaan, dan perilaku.

Kata kunci: *Pembajakan software, Niat, Mahasiswa, Akuntansi.*

CHAPTER 1

INTRODUCTION

1.1. Study Background

Piracy has become the biggest problem in industries worldwide today especially, in software industry. It happens when a person illegally copies all software available to the public in order to avoid fees or for personal use. There is a risk of using pirated software in business world. Pirated software possibly affects system capability of some companies or organizations, so they fail to deliver orders, intended features, and performance. Moreover, users will not be able to update enhancements, security facilities, and new innovations.

Software piracy is almost impossible to stop. Software companies are launching more and more lawsuits against the pirates. Nowadays most software requires some sort of online-registration to stop software piracy. However, online registration process is inconvenient for users and it does not effectively avoid software piracy Jamwal (2011). Issues in computer ethics are often difficult to solve because ordinary morality, social values and norms are not clear yet computer technology.

Moor (1985) found that the conceptual muddles prevent the solving of problems in the case of computer software, for example, policies do not give an unequivocal answer to the question of whether a program is a product, a service or an expression of an idea.

Indonesia had the total losses due to fraud or pirated goods estimated from 12 industrial sectors, at around Rp. 43 trillion. Software industry got the largest losses, estimated at Rp. 15 trillion Noor (2012). Related to the piracy, the government has enacted Law No. 19 of 2002 or often called intellectual property act. This act explains more about copyright issues including the issues of software. Enforcement of IPR act shows good intention of government to eradicate or at least reduce the level of copyright infringement, including the use of pirated software Didit (2012).

From the phenomenon above, the researcher concludes that the actual behavior of internet piracy is affected by some factors, including piracy habit done in the past and in daily life that still continues, a feeling such as joy and pleasure to do internet piracy or called as affect, and also the Experiences in Computer of the students themselves that can trigger to do the piracy. Evidently, habit has a strong direct effect on students' actual behavior towards internet piracy, the past piracy behavior predicts future piracy.

Ramayah et al. (2008) found that although his studies are useful in verifying the actual problem of software piracy, they are not useful in contributing to the understanding of the behavior using criminological theory. In order to have a comprehensive understanding of software piracy, the application of criminological theory is essential as it will provide criminologists, professionals, and practitioners with important theoretical frameworks for developing effective interventions. Criminological theories can isolate the important measures to expand the behavior. Thus, the objective of this research is to identify the factors that influence undergraduates' piracy act in USM. Both self-control theory and

social learning theory have been applied in this study to predict the behavioral intention to use pirated accounting software.

Universitas Islam Indonesia is one of the private Universities in Yogyakarta. These are more than 2000 undergraduate students in the university. The researcher can see the behavior of undergraduate students in Universitas Islam Indonesia about the piracy but in smaller area, that is undergraduate students of economic faculty.

The objective of this research is to identify factors that can influence university undergraduates piracy action in UII. This research is a next step of previous research done by Ramayah et al. (2008). The difference between this research and previous research is that the previous research used the public institution of Higher learning in Malaysia as the respondents, however this research uses the students of Economics Faculty in Universitas Islam Indonesia (UII) as the respondents. The Research Thesis Title is **THE INTENTION TO USE PIRATED ACCOUNTING SOFTWARE: A STUDY ON UNDERGRADUATE STUDENTS IN ECONOMICS FACULTY OF UNIVERSITAS ISLAM INDONESIA.**

1.2. Problem Identification

Technology has made software piracy as simple as connecting the internet, downloading the application and burning the application to CD. The “pirate culture” is social and economy problem that affects all levels in society. Thus, in

this study researcher wants identify the factors that influence undergraduates' piracy act in Economic Faculty of Universitas Islam Indonesia.

1.3. Problem Formulation

This Study aims to identify the factors influence undergraduates' piracy act. The problems are formulated in some research questions as follow:

1. Does computer experience of undergraduate students have relationship to their intention to use pirated accounting software?
2. Does an undergraduate student attitude have relationship to their intention to use pirated accounting software?
3. Does a moral belief have relationship to intention to use pirated accounting software?
4. Does Individuals affect toward software piracy of undergraduate students have relationship to their intention to use pirated accounting software?
5. Does perceived consequences have relationship to their intention to use pirated accounting software?

1.4. Research Objective

The objectives of this research are:

1. To describe the relationship between computer experience of undergraduate students and their intention to use pirated accounting software.

2. To describe the relationship between attitude and their intention to use pirated accounting software.
3. To describe the relationship between moral beliefs and intention to use pirated accounting software.
4. To describe the relationship between individuals affect toward software piracy of undergraduate students and their intention to use pirated accounting software.
5. To describe the relationship between perceived consequences and intention to use pirated accounting software.

1.5. Problem Limitation

The limitation of this research is on the Universitas Islam Indonesia Environment. The researcher investigate the variables that influence undergraduate students to do piracy. To avoid wider discussion, this thesis only focused on Undergraduate Students on UII in Economic Faculty.

1.6. Research Contributions

Researcher expectation that, this study can contributes to give additional knowledge or scientific benefits and as well as a reference for the next research. This research is expected to contribute to the following:

1. Researcher

By conducting this research, hopefully researcher can be more carefully to take Software in Internet and not tempted by free software that have been

offer by pirates. Researcher can choose other ways to get the software that researcher needs without pirate the software.

2. Society

Maybe with the result of this research people can be wiser to choose the way if he or she wants software. They do not need to pirate it and spread it all over the world and make a problem in the end. They can find other way like buying original software, to avoid legal problems and to help the government to fight against.

3. Students

By conducting this research, undergraduate students are expected to be wiser in choosing or selecting softwares. Maybe, they can use their education experience to build something which does not relate to the problem of piracy.

1.7. Systematics Writing

This research report consists of five chapters of which each chapter discuss and elaborate different topic. The first chapter is the introduction chapter that discusses the study background, problem identification, problem formulation, problem limitation, research objectives, research contributions, and systematic writing. The second chapter provides the review of related literature in this research. The researcher provides related literatures which explain about technology acceptance model (TAM), internet services, internet piracy, habit, affect, and intention. This chapter also includes explanation of previous study and

also the hypotheses formulation. The third chapter present the detail of research method used in this research. It covers the information of Research Subject, Type of Data, Data Collecting Method, Research Variables, Research Procedure, Testing towards Question, Research Model, and Technique of Data Analysis.

The fourth chapter present all of the processes to elevate the data. This chapter also presents the result of data testing and hypotheses testing along with the data analysis. The last chapter discusses the conclusion the researcher drawn from this research according to the data analysis. Furthermore, this fifth chapter includes the recommendations from the researcher for any parties concerned with this research and for the future researchers.

CHAPTER II

REVIEW OF RELATED LITERATURE

In this chapter, the researcher continues the discussion by providing the review of related literature in this research. This chapter present related literatures which explain about Internet Services, Internet Piracy, technology acceptance model (TAM), habit, affect, intention, and any other explanations that related to the topic of this study.

2.1. Internet Services

Internet, the world's largest and fastest client or server distributed computing network, is a global collection of tens of thousands of interconnected business, government, military, and education networks that communicate with one another. The wide varieties of computers employed on the internet are able to send, receive, and view information by using a common protocol or language.

Internet connects people all over the world. Through the Internet, people can share knowledge and information through e-mail, digital publications, online shopping, looking for news, and so on. Internet as an information technology currently used in various fields and has undergone tremendous progress, in the evolutionary stages of its development experience. Many services are available on the internet, including electronic mail, discussion forums, entertainment, education, access to a wide variety of data bases, software downloads, news, stock quotes, and electronic commerce Wilkinson et al. (2000).

Internet can be used for any business application that involves data communication, including both communications inside the firm and with the environment. The internet can be used with any computer platform without making a special effort. This is a big advantage. The web protocol and browsers are also much easier to learn and use than the query languages that are normally used to retrieve information from databases. In addition, the internet makes it possible to transmit a wider variety of media than many firms handle over their conventional networks McLeod (2004). Internet technology connects thousands of individual computer networks and organizations around the world.

There are at least six reasons why the internet technology is so popular, including: to have internet connectivity and a broad range; can reduce communication costs; lower transaction costs; can reduce costs agency; interactive, flexible, and easy; and have the ability to quickly distribute knowledge Laudon (2006). The internet is unique and very different from any other networking technology developed in the past. These unique features translate directly into business value for all businesses worldwide. In addition to lowering small and large transaction and agency costs, the internet creates value for businesses by enabling digital markets that are more efficient than traditional markets Laudon (2006). For example, in pre-internet retailing days, people who wanted to purchase books had to go to a physical bookstore to learn which titles were available, the books' contents, and prices. The bookstore had a monopoly on this information.

2.2. Internet Piracy

According to Ilevbare (2008) piracy is a theft, and therefore it is a crime. However, many piracies are not perceived as a crime at all, or at least not as serious as thefts are ordinarily considered. This is perhaps one of the greatest problems associated with the effective control of the piracy phenomenon in a developing advancement in computer technology has led to the development of a new form of criminal offence which is internet piracy.

The rise of broadband internet access and cheap storage, along with the growth of digital content, has enabled digital piracy to flourish around the world Higgins (2007). Piracy enables the unauthorized distribution of music, movies, television programs, software, video games, books, photos, etc. quickly and easily. Internet piracy or the illegal duplication and reproduction of copyright music, movie, and computer software costs entertainment and software companies billions of dollars annually.

Today, consumers merely connect to the internet and begin downloading their favorite movies and music without ever leaving the comfort of their homes. This should not be shocking most people routinely used computers Higgins (2005). The economic gain is certainly one of the motives and perhaps the most important reason for internet piracy, piracy is an economic phenomenon. The pirates have only one objective, to make gains from others' creative efforts. The pirates can afford to sell their products at lower prices because unlike the legitimate producers, they do not need to pay any levy e.g. excise duty and sales tax, and also do not need to spend on advertising and other marketing infrastructures. Poverty is the major factor to consider in attitude toward internet

pirated products. For most of the ordinary consumers, they tend to buy cheaper products irrespective of their literacy levels and their levels of their copyright awareness.

Widespread piracy over the internet seriously harms artists, the famous and struggling alike, who create content, as well as the technicians who produce it. It ultimately also hurts law-abiding consumers who must pay higher prices for content, enjoy less content, or pay higher prices for internet access to compensate for the costs of piracy. Moreover, digital piracy not only results in the unauthorized distribution of content, it hurts the ability of content producers to create legitimate business models for selling digital content.

Digital piracy will never be completely stamped out, but it can be dramatically reduced Higgins (2005). However, it requires the implementation of a wide array of means, including education of consumers, a range of technical solutions, and of course, more aggressive enforcement of the legal rights of copyright holders. To change social behavior, some content owners have tried to educate users on the impact of piracy through marketing campaigns.

These tactics work in parallel with efforts to provide users legal means to access content. Legal strategies are also key tools to fight piracy including prosecuting the individuals and companies that upload and download pirated content. Content owners have also begun to send notices of copyright infringement to internet users so they become aware that they are responsible for their actions online and can take steps to prevent unauthorized use, such as securing a wireless router or supervising a teenager, before facing more serious consequences for

misuse. Moreover, government policies can and should play a key role in helping reduce digital piracy.

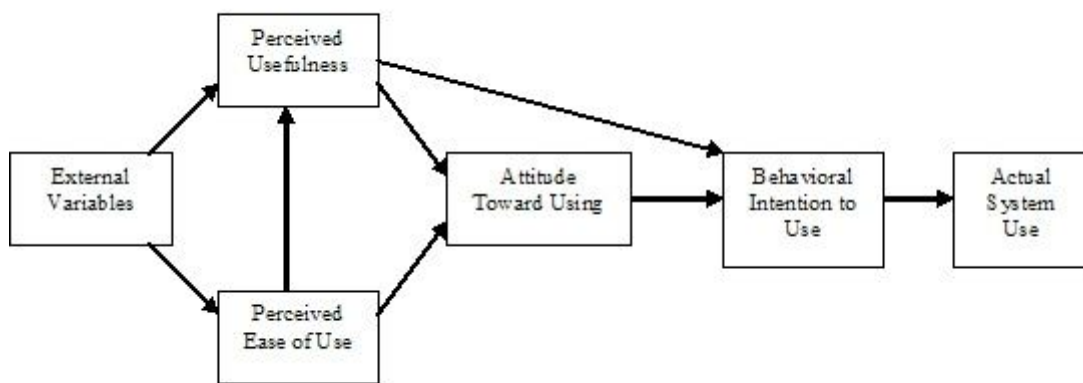
They can start by supporting technological innovation. The government should also support coordinated industry action to fight piracy. In a competitive market, a classic prisoner's dilemma exists where companies would be better off by implementing anti-piracy measures, however it may not be implemented because the cost of acting alone is too risky. There is an opportunity for more industry collaboration to fight piracy.

2.3. TAM (Technology Acceptance Model)

The Technology Acceptance Model (TAM) is an information systems theory that models how users come to accept and use a technology. The model suggests that when users are presented with a software package, a number of factors influence their decision about how and when they will use it. TAM is one of the most influential extensions of the Theory of Reasoned Action (TRA) in the literature. It was introduced by Davis (1989) as an adaptation of TRA specifically tailored for modeling user acceptance of information systems. A key purpose of TAM, therefore, is to provide a basis for tracing the impact of external factors on internal beliefs, attitudes, and intentions. According to Taylor & Todd (1994), the easier the technology is used and the more useful being perceived, the more positive one's attitude toward the technology.

Therefore, TAM postulates that two particular beliefs - perceived usefulness and perceived ease of use – are of primary relevance for technology

acceptance behaviors Davis et al. (1989). TAM places perceived usefulness (PU) and perceived ease of use (PEOU) as significant factors of attitude toward usage intentions and actual technology usage technology Davis et al. (1989). In TAM, behavior in context of technology usage has been explained by investigating PU and PEOU the individual experiences or expects when using a specific technology.



Source: June Lu et al. (2003)

Figure 2.1 TAM model

2.3.1. Habit

According to Wood and Neal (2007), habits are routines of behavior that are repeated regularly and tend to occur subconsciously. Habitual behavior often goes unnoticed in persons exhibiting it, because a person does not need to engage in self-analysis when undertaking routine tasks. Habituation is an extremely simple form of learning, in which an organism, after a period of exposure to a stimulus, stops responding to that stimulus in varied manners.

Wood and Neal (2007) added that habits are sometimes compulsory. The process by which new behaviors become automatic is habit formation. Examples

of habit formation are if someone instinctively reached for a cigarette the moment they wake up in the morning, you have a habit, and also if you lace up your running shoes and hit the streets as soon as you get home, you have acquired a habit. Old habits are hard to break and new habits are hard to form because the behavioral patterns we repeat are imprinted in our neural pathways. As behaviors are repeated in a consistent context, there is an incremental increase in the link between the context and the action.

This increases the automaticity of the behavior in that context. Features of an automatic behavior are all or some of efficiency, lack of awareness, unintentionally, uncontrollability Wood & Neal (2007). Habit formation is modeled as an increase in automaticity with number of repetitions up to an asymptote. Habits are repeated responses that come to be cued by recurring features of contexts without mediation by a cognitive representation of a goal Wood & Neal (2007).

2.3.2. Affect

Affect refers to the experience of feeling or emotion. Affect is a key part of the process of an organism's interaction with stimuli. Affect is often taken refer to a force or intensity that can make the movement of the subject feeling, for example: joy, sad, angry, dissappointed, feel lucky, happy, lonely, tired, etc.

The word also refers sometimes to affect display, which is a facial, vocal, or gestural behavior that serves as an indicator of affect Gilboa & Revelle (1991).

2.3.3 Intention

Intention is an agent's specific purpose in performing an action or series of actions, the end or goal that is aimed at. Outcomes that are unanticipated or unforeseen are known as unintended consequences Feltz (2008). Furthermore, Feltz (2008) also explained that intentional behavior can also be just thoughtful and deliberate goal-directedness. Recent research in experimental philosophy has shown that other factors may also matter for whether or not an action is counted as intentional.

2.4. Review of Previous Study

This research is an advance from previous research done by Ramayah et al. (2008). The research title is "The Intention to Use Pirated Software: A study of Undergraduate students in a public institution of higher learning in Malaysia". They have found some hypotheses that there is a positive relationship between computer experience of undergraduates and their Intention to use pirated software, and there is a negative relationship between undergraduates support for the introduction of copyright laws and their intention to use pirated software.

Attitude has a positive impact on the intention of using pirated software. There is a negative relationship between moral beliefs and the users' intention to use pirated software. There is a positive relationship between individuals affect toward software piracy of undergraduate students and their intention to use pirated software. There is a Negative relationship between perceived consequences and the users' intention to use pirated software.

According to another research of Ramayah et al. (2009). They have found some hypotheses that there is a positive direct effect of habit on actual behavior towards internet piracy, a positive relationship between habit and affect towards internet piracy, a positive relationship between affect and intention towards internet piracy, and a positive relationship between intention towards internet piracy and the actual act of internet piracy.

Ramayah et al. (2009) found that internet piracy is a serious matter, especially considering its adverse impact on software and recording companies, it is hard to control from becoming widespread but, stringent rules and regulations pertaining to Internet piracy among the students to restrain such unethical conduct as well as to create awareness that such behavior is both legally and morally wrong.

Hinduja (2003) in his research has sought to depict the existence of Internet software piracy in a university setting in an attempt to shed light on the problem and to bring attention to the increasing salience of ethical computer and network usage. Proficiency and variety of internet use were also found to be positively related to online software piracy. As individuals become increasingly experienced and comfortable with computers and the Internet, the theft of various intellectual property likely will grow. The convergence of communications, computing, and unethical behavior has already reaped sizeable fiscal consequences for industry and society, and a subsequent decrease (or even a plateau) of these activities does not seem imminent without substantive effort.

2.5. Hypotheses Formulation

Based on the literature review, previous research and logical reasoning, the hypothesis of this study can be formulated as follows:

1. Computer Experience

Experience is knowledge of or skill of some thing or some event gained through involvement in or exposure to that thing or event, it is happening to us all the time - as we long we exist. The more experience an undergraduate has in computer, the higher will be his/her knowledge and literacy about the way of using software.

The more computer experience an undergraduate has, the more likely he or she will choose for pirated software Sameer Hinduja (2003). The researcher can take a conclusion that if undergraduate students who can operate computer and have big experience on it will choose pirated software rather than buy original and licensed.

It happens because students tend to try and explore wide variety of softwares to increase their computer skill. Students preferred to do many activities with a wide range of softwares. Because of that, experienced undergraduates may choose for pirated softwares. Meanwhile Ramayah et al. (2008) in their research have found computer experience influence the intention to use pirated software. The researcher generated the first hypothesis, that is:

H₁: There is a positive relationship between computer experience of undergraduate students and their intention to use pirated accounting software.

2. Attitude

An attitude can be defined as a positive or negative evaluation of people, objects, event, activities, ideas, or just about anything in the environment. Culbertson (1968) found that individual attitudes have a significant effect on ethical intention to do piracy. Many undergraduate students see that there are no victims in copying the software and it is an easy way to reduce their spending.

If the students want to look deeper, they will see that is one or more victim in the software piracy. Such as the software industry that issued the software. The software makes they keeping losing its profit, the industry might soon close its business. Undergraduate students must see the profit of buying original software. Meanwhile Ramayah et al. (2008) in their research have found attitude influence the intention to use pirated software. The researcher generated the second hypothesis, that is:

H₂: Attitude has a positive impact on the intention of using pirated accounting software.

3. Moral Beliefs

Moral beliefs are what a person holds to in order to make decisions about what is right or wrong. Undergraduate students who have low self-control have a

significant link with software piracy Higgins and Makin (2004). Higgins and Makin (2004) found that moral beliefs do have impact on undergraduates' behavior of using pirated software.

Individual attitudes have a significant effect on ethical intention to illegally do software piracy. The moral belief in the behavior may inhibit some individuals from pirating software Higgins and Makin (2004). Meanwhile Ramayah et al. (2008) in their research have found moral beliefs were not influence the intention to use pirated software. The researcher generated the third hypothesis, that is:

H₃: There is a negative relationship between moral beliefs and intention to use pirated accounting software.

4. Affect

Affect refers to an individual's feeling with respect to a particular behavior, such as joy, pleasure, happy, and hatred. Affect as feeling responses and divided affect into four types of response; emotions, specific feelings, moods, and evaluations. Moral intention to do a software piracy is primarily influenced by the ethical judgment Ramayah et al. (2009). Meanwhile Ramayah et al. (2008) in their research have found affect influence the intention to use pirated software. The researcher generated the fourth hypothesis, that is:

H₄: There is a Positive relationship between Individuals Affect and intention to use pirated accounting software.

5. Perceived Consequences

Perceived means becoming aware of, or being conscious of something and it refers to the way you see something or the way you view something. Each person can choose what behavior that they must choose whether it is good or bad. Similarly, a person's intention to pirate software is influenced by the potential outcomes. A specific individual or group of individuals perceived by the decision-maker is affected by his/her decisions S. Vittel et al. (1993).

There are also reasons evoked by individuals as factors to make people do piracy. First, the original software was expensive. Second, people want to try other new software, and they cannot buy the original software. This thing can trigger people do piracy. Third, original software and pirates software are basically have similar contents, but different label of originality of package. Meanwhile Ramayah et al. (2008) in their research have found perceived consequence were not influence the intention to use pirated software. The researcher generated the fifth hypothesis, that is:

H₅: There is a negative relationship between perceived consequences and intention to use pirated accounting software.

CHAPTER III

RESEARCH METHOD

3.1. Population and Sample

3.1.1 Population

Robert et al. (2001) stated that all individuals or groups who become the research objects are called population. There are many meanings of population, but a population in general defined as a group of comprehensive elements that is usually in the form of people, object, transaction or event where we are interested to learn or become the research object.

As such, the population for this study consists of all undergraduate students of Economics Faculty in Universitas Islam Indonesia (UII). This population was chosen, as they are the group of people who frequently explore the internet to carry out coursework assignments and other research works, therefore students have a higher probability of indulging in internet piracy.

3.1.2 Sample

A sample, according to Robert et al. (2001), is a part of population that is taken or determined based on certain characteristics and is assumed to represent the population. The sampling technique used is convenience sampling, in which questionnaires are distributed to the Economics Faculty undergraduate students year 2009 and 2010. Convenience sampling is part of non-probability sampling,

the samples taken are not because such samples are necessarily easy to recruit but the participants are selected because they are willing and available to involve in this study.

Researcher take sample of the population size in the economic faculty was 300 and researcher takes $\frac{1}{3}$ of the respondents, so the respondents of this research are 100 respondents.

3.2. Data Collection Method

The data which is used for this research are the primary data derived from questionnaires. A primary data is directly collected from the location, and the researcher directly distributes the questionnaire to the object Jogiyanto (2004).

The researcher distributed the questionnaire directly to the respondents. This questionnaire consisted of five sections. Section 1 contained questions on the computer experience and the usage among the respondents. Section 2 asked about attitudes on software piracy. Section 3 asked about the respondent morality and moral judgement. Section 4 asked about the respondent affects on software piracy. Section 5 asked about perceived consequences on software piracy.

3.3. Data Analysis Method

In this research, the researcher uses survey method as data collection. According to Sekaran (2003), survey method is a research field to some of samples in a population, which use the questionnaire as the data collection technique. Questionnaire is a formulated written set of questions to which

respondents record their answers, usually within rather closely defined alternatives. The questions list in the questionnaire was being quoted from research by Al-Khadash (2010), Higgins (2004), Haque et al. (2010), Ramayah et al., (2009), Robinson (2009) with some addition and adjustment that had been consulted with the thesis advisor before it was sent to undergraduate student in economic faculty of UII, Yogyakarta.

3.4 Operational Definition and Variable Measurement

3.4.1 Computer Experience

Person's computer experience can range from relatively no experience to 30 years or more of experience. Those with the most experience tend to be young, married, highly educated, white males in a higher socioeconomic group. Therefore age, gender, income level, race, and educational attainment may correlate with computer experience Cross (2005). Computer Experience is measured with likert scale arranging from point 1 which is never to point 5 which is always. This variable is measured using three items of question that are adopted from the study done by Al-Khadash (2010).

3.4.2 Attitude

Attitude involves at least three things: an attitude object: The object is always something defined by attitude holder. A set of beliefs: that the object is either good or bad. A tendency to behave: toward the object so as to keep or get rid of it (psychologically, at least). It is not physical thing that is independent from

the holder Culbertson (1968). This variable is measured using ranged from 1 (Strongly Disagree) to 6 (Strongly Agree) and use five items of question that are adopted from the study done by Higgins (2004).

3.4.3 Moral Beliefs

Moral beliefs in an anthropological sense, refer to whatever attitudes the group displays about the propriety of human conduct, qualities, or goals Dworkin (1977). Moral Beliefs are measured with Likert scale arranged from point 1 which is never to point 5 which is always, this variable is measured using four items of question that are adopted from the study done by Haque et al. (2010).

3.4.4 Affect

Affect refers to an individual's feeling with respect to a particular behavior, such as joy, pleasure, happy, and hatred Ramayah et al., (2009). Affect is measured with Likert scale arranged from point 1 to point 6. This variable is measured using ranged from 1 (strongly disagree) to 6 (strongly agree) and use three items of question each ratings that are adopted from the study done by Ramayah et al., (2009).

3.4.5 Perceived Consequence

Understanding the causes and consequences of mind perception can explain when this most social of cognitive skills will be used and why it matters. Although mind is in the eye of the perceiver, characteristics of the entity being

perceived also influence mind perception Waytz et al. (2010). Perceived consequences are measured with Likert scale arranged from point 1 which is strongly disagree to point 6 which is strongly agree. These variables are measured using five items of question each ratings that are adopted from the study done by Robinson (2009).

3.4.6 Intention

Intention, in the context of this research, refers to an individual's intention to pirate or not to pirate internet information (Ramayah et al., 2009). Intention is measured with Likert scale arranging from point 1 which is definitely will not to point 6 which is definitely will. This variable is measured using three items of question that are adopted from the study done by Ramayah et al. (2009).

3.5 Data Quality Testing

Before the data is operated and analyzed, it is important to make sure the data we got is indeed accurate, and that, in fact, we are actually getting the data. To do so, the researcher will do reliability test and validity test.

3.5.1 Reliability Test

Reliability is used to measure the variables contained in a questionnaire. It attests to the consistency and stability of the measuring instrument. The reliability of a measure indicates the extent to which the measure is without bias (error free) and hence offers consistent measurement across time and across the various items

in the instrument Sekaran (2003). In this research, the researcher used SPSS software program to perform reliability test. The reliability test uses alpha coefficient from Cronbach to find the value of alpha Cronbach for each type of questionnaire that shows its reliability. The alpha scale is used to test the reliability of the data. The reliability is shown by the value of alpha, in which the value of 0.60 above is considered reliable Sekaran (2003). If the result of alpha Cronbach (α) is close to 1, the questionnaire is said to be reliable.

3.5.2 Validity Test

Validity is evidence that the instrument, technique, or process used to measure a concept does measure the intended concept Sekaran (2003). It is used to know the correlation between each question and to ensure that certain instrument is valid. An instrument is valid if it has high legality or validity and vice versa. The higher the validity, the more assurance served by the instrument. Test of validity is conducted for all of the questions in every research variable.

To measure the item of the questions in this study, the researcher used correlation product moment formula to test the validity. To test the validity by finding out if unobserved variables can be measured using observed variable in each construct with Confirmatory Factor Analysis (CFA). According to Sekaran (2003) if the value of loading factor from each construct is more than 0.5 ($\lambda > 0.5$), with significant level of 5% ($p < 0.05$), the question item is valid.

3.5.3 Hypotheses Testing

Data analysis method in this research is based on developed hypothesis. This research makes use of multiple regression analysis. According to Gordon (2008) multiple regression analysis is a statistical analysis technique to predict the variance in the dependent variable by regressing the independent variable against it. This analysis can be used to know how far the influence of the computer experience (X_1), attitude (X_2), moral beliefs (X_3), affects (X_4), and perceived consequence (X_5) toward intention to use pirate software (Y). Data analysis methodology used in this research is multiple linear regression equation. The multiple linear regression equation is formulated as follows:

$$Y = \alpha + \beta_1 X_1 + \beta_2 X_2 + \beta_3 X_3 + \beta_4 X_4 + \beta_5 X_5 + \varepsilon$$

Where:

Y = Intentions to use pirated software (dependent variable)

α = Constanta

X_1 = Computer experience (independent variable)

X_2 = Attitude (independent variable)

X_3 = Moral beliefs (independent variable)

X_4 = Affects (independent variable)

X_5 = Perceived consequences (independent variable)

ε = Standard error

The researcher would like to prove the hypotheses formulation. The alternative hypotheses can be tested by using or seeing p-value (coefficient of β) with the significant level of 5% ($\alpha = 0.05$).

If p-value (coefficient of β) $\leq \alpha$, the dependent variable is not influenced by the independent variables.

If p-value (coefficient of β) $> \alpha$, the dependent variable is influenced by the independent variables.

3.6 Classical Assumption Test

Theoretically, the model used in this research will result correctly if it is fulfilled with classical assumption test. In this research, classical assumption test is done through three types consisting of: normality, heteroscedascity and multicollinearity test. These three tests are done because the data collections only use questionnaire technique.

3.6.1 Normality Test

Normality test is purposed to know whether in regression model the dependent variable and the independent variable have the distribution that normal or not, because a good regression model has normal a distributed data or close to normal Sujarweni (2007). Proving whether the data have a normal distribution or not can be seen in the form of distribution data, i.e. the histogram and normal probability plots.

In the histogram, the data can be said to have a normal distribution if the data shape is like a bell. There are many situations where experimenters need to know what is the distribution of the population of their interest. In this research, researcher consider to use Kolmogorov-Smirnov tests for verifying that a sample

comes from a population with some known distribution and also that two populations have the same distribution.

3.6.2 Multicollinearity test

Multicollinearity test is a test that must be passed from the model. Its purpose is to know the correlation between independent variables. The good regression model must not have a correlation relationship among the independent variables. According to Sujarweni (2007) If $VIF > 10$, then there is multicollinearity and conversely when the $VIF < 10$, it means there is no multicollinearity. It means that there are no significant correlations between independent variables in regression model and vice versa.

3.6.3 Heteroscedasticity test

Heteroscedasticity test is used to determine whether there is a deviation of heteroscedasticity classical assumption or not. This deviation occurs when there is inequality of variance the residual for all observations on the regression model. In this research, the researcher uses SPSS to determine the existence of heteroscedasticity. Detection of presence or absence of heteroscedasticity can be done by using spearman's rank correlation. Spearman's rank correlation coefficient is a nonparametric (distribution-free) rank statistic proposed as a measure of the strength of the association between two variables Hauke (2011).

3.7 Testing Models

3.7.1 T-Test

T-test is a statistical test that establishes a significant mean difference in a variable between two groups Sekaran (2003). Researcher used to determine the influence of independent variables (computer experience, attitude, moral beliefs, affects, perceived consequences) toward the dependent variable (intention to use pirated software) partially. The significance of independent variables to dependent variable shows the probability value (β) from the T test of each independent variable is at the significant level of 5% ($\alpha=0.05$). The condition to accept or reject H_0 and H_a are as follows:

1. If the probability is less than α , H_0 is rejected and H_a is accepted. The independent variables have a significant influence on the dependent variable.
2. If the probability is bigger than α , H_0 is accepted and H_a is rejected. The independent variable has no significant influence on the dependent variable.

3.8 Research Model

Based on hypotheses, graphically, those hypotheses can be shown as follows:

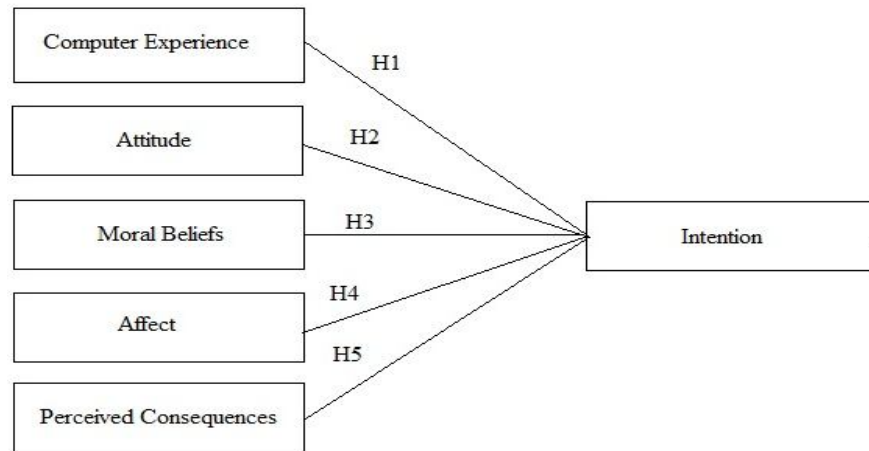


Figure 3.1 Research Model

3.9 Operational Hypotheses

Based on the problem statement and the review of the related literature, the alternative hypotheses (H_a) and the null hypotheses (H_0) proposed in the research are:

$H_01: \beta_1 \leq 0$ There is no positive relationship between computer experience of undergraduate students and their intention to use pirated software.

$H_a1: \beta_1 > 0$ There is a positive relationship between computer experience of undergraduate students and their intention to use pirated software.

$H_02: \beta_2 \leq 0$ Attitude has no positive impact on the intention of using pirated software.

Ha2: $\beta_2 > 0$	Attitude has a positive impact on the intention of using pirated software.
H₀3: $\beta_3 \leq 0$	There is no positive relationship between moral beliefs and intention to use pirated software.
Ha3: $\beta_3 > 0$	There is positive relationship between moral beliefs and intention to use pirated software.
H₀4: $\beta_4 \leq 0$	There is no positive relationship between individuals affect toward software piracy of undergraduate students and their intention to use pirated software.
Ha4: $\beta_4 > 0$	There is a positive relationship between individuals affect toward software piracy of undergraduate students and their intention to use pirated software.
H₀5: $\beta_5 \leq 0$	There is no positive relationship between perceived consequences and intention to use pirated software.
Ha5: $\beta_5 > 0$	There is positive relationship between perceived consequences and intention to use pirated software.

CHAPTER IV

DATA ANALYSIS

This chapter discusses data analysis and interpretation regarding the intention to use pirated accounting software. The researcher analyzes the data according to the problem and hypotheses formulation. The information from analysis data used to determine whether the hypotheses are accepted or refused.

This chapter consists of 8 parts. The first part presents the result of the data collection. The second provides respondents' characteristics description which divides into research target, gender, age, and program. Third part provides respondent characteristics. The fourth part presents the result of data testing regarding with validity and reliability testing. The fifth part presents the result of the classical assumption test. The sixth part presents the result of the Regression analysis. The seventh part presents the result of The T-test result. The last part provides the discussion and implication of the research.

4.1 Data Collection Result

The researcher uses questionnaire to collect the data and to explain the characteristics of the object. The researcher used convenience sampling. The researcher chose Yogyakarta undergraduate students of Faculty Economics in Universitas Islam Indonesia as the respondents. The result of data collection can be seen in table 4.1 below:

Table 4.1

Data Collection Result

Notes	Number of Respondent	Percentage
Questionnaires distributed	100	100%
Questionnaires returned	100	100%

Source: Primary data, 2013

There were 100 (100%) questionnaires which have been distributed. All questionnaires (100%) were answered and returned to the researcher.

4.2 Respondents' Characteristics Description

Respondents who become the research target is classified based on gender, age, department, and program. The classifications of those criteria are as follows:

4.2.1 Gender

Table 4.2.1

Respondent Classification based on Gender

Gender	Amount	Percentage
Male	43	43%
Female	57	57%
Total	100	100%

Source: Primary data, 2013

table 4.2.1, shows that the majority of respondents are female students 57 (57%).

4.2.2 Age

Table 4.2.2

Respondent Classification based on Age

Age	Amount	Percentage
21	89	89%
22	10	10%
23	1	1%
Total	100	100%

Source: Primary data, 2013

Table 4.2.2 shows that the majority of the respondents are 21 years old 89 respondents (89%).

4.2.3 Program

Table 4.2.3

Respondent Classification based on Program

Program	Amount	Percentage
Regular	50	50%
International	50	50%
Total	100	100%

Source: Primary data, 2013

Table 4.2.3 shows that 50 respondents (50%) are from regular program and 50 respondents (50%) are from international program.

4.3 Respondent Characteristics

This analysis describes the characteristics of the respondents surveyed. Respondent characteristics analysis is used to provide an overview whether the respondent characteristics of different assessment are similar or not. The respondent characteristics used in this study are: gender, use of computers in a day, place to download software, sites to download, frequent software to download, authenticity or originality, purpose and Based on the Support toward Copyright Law. Respondent characteristics can be explained as follows:

1. Gender

The gender characteristics of respondents can be seen in table 4.3.1 below:

Table 4.3.1
Characteristics of Respondents by Gender

Respondent	Amount	Percentage
Male	43	43.0
Female	57	57.0
Total	100	100.0

Source: Primary data, 2013

The majority of respondents are female 57 people (57%). Male respondents are 43 people (43%).

2. Usage Per Day

Table 4.3.2 shows the respondent characteristics based on the use of computers per day.

Table 4.3.2
Characteristics of Respondents by Computer Usage Per Day

Times	Amount	Percentage
1-2 hours/day	16	16.0
2-4 hours/day	55	55.0
4-6 hours/day	22	22.0
> 6 hours/day	7	7.0
Total	100	100.0

Source: Primary data, 2013

Table 4.4 shows that the majority of respondents used computer for 2-4 hours / day 55 respondents (55%). Respondents used computer for 4-6 hours / day, 22 respondents (22%), respondents used computer for 1-2 hours / day 16 respondents (16%), and 7 respondents (7%) used computer longer than 6 hours / day.

3. Place to Download Software

Table 4.3.3 shows respondents' place to download software.

Table 4.3.3
Characteristics of Respondents by Place to Download Software

Location	Amount	Percentage
Home	68	68.0
Internet Cafe	12	12.0
Campus	9	9.0
Café	7	7.0
Mall	4	4.0
Total	100	100

Source: Primary data, 2013

Table 4.3.3 shows that the majority of respondents are in download computer software at home 68 respondents (68%). 12 respondents (12%) are downloading the software at internet cafes, 9 respondents (9%) are downloading the software at campus, 7 respondents (7%) are downloading the software at the cafe, and 4 respondents (4%) are downloading the software at the mall.

4. Sites for Download

Characteristics of respondents based website to download can be seen in table 4.3.4 below:

Table 4.3.4
Characteristics of Respondents by Sites for Download

Sites	Amount	Percentage
Indowebster	22	22.0
Filehippo	28	28.0
Kaskus	18	18.0
Pirate Bay	15	15.0
Ganool	17	17.0
Total	100	100

Source: Primary data, 2013

Table 4.3.4 shows the majority of respondents use Filehippo website to download software 28 respondents (28%), 22 respondents (22%) are use Indowebster website to download, 18 respondents (18%) are use Kaskus website to download, 17 respondents (17%) are use ganool website to download, and 15 respondents (15%) are use Pirate Bay website to download.

5. Frequent Software to Download

The characteristics of software name can be seen in Table 4.3.5.

Table 4.3.5
Characteristics of Respondents by Frequent Software to Download Software

Software	Amount	Percentage
MYOB	27	27.0
SPSS	24	24.0
Ms. Office	12	12.0
EViews	9	9.0
Accurate	10	10.0
WinRAR	6	6.0
IDM	7	7.0
Adobe	5	5.0
Total	100	100

Source: Primary data, 2013

Table 4.3.5 shows the frequently downloaded software. Majority respondents choose MYOB software 27 respondents (27%), 24 respondents (24%) choose SPSS software, 12 respondents (12%) choose Ms. Office software, 10 respondents (10%) choose Accurate software, 9 respondents (9%) choose Eviews software, 7 respondents (7%) choose IDM software, 6 respondents (6%) choose WinRAR software, 5 respondents (5%) choose Adobe software.

6. Authenticity Software

The characteristics of respondents based on software authenticity can be seen in Table 4.3.6.

Table 4.3.6
Characteristics of Respondents by Authenticity Software

Originality	Amount	Percentage
Pirated	72	72.0
Original	28	28.0
Total	100	100.0

Source: Primary data, 2013

Table 4.3.6 shows that 72 respondents (72%) prefer pirated software, while 28 respondents (28%) prefer original software. This finding shows that the undergraduate students of the Faculty of Economics Universitas Islam Indonesia Yogyakarta prefer pirated software to original software.

7. Purpose

The purpose of use of the data obtained made by the respondents can be seen in Table 4.3.7 below:

Table 4.3.7
Characteristics of Respondents by Purpose

Purpose	Amount	Percentage
Classes	9	9.0
Recreation	58	58.0
Work	9	9.0
Security	9	9.0
Reselling	15	15.0
Total	100	100

Source: Primary data, 2013

Table 4.3.7 shows that the majority of respondents used internet for the purpose of recreation or pleasure used it 58 respondents (58%). 15 respondents (15%) used it for resale. While other respondents use is for college classes, work, and security are 9 (9%).

8. Based on the Support toward Copyright Law

The respondents' support toward Copyright Law can be seen in Table 4.3.8.

Table 4.3.8
Characteristics of Respondents Based Support Copyright Law

Supporting the Copyrights Law	Amount	Percentage
Yes	71	71.0
No	29	29.0
Total	100	100.0

Source: Primary data, 2013

Table 4.3.8 shows that the majority of respondents support the Copyright Act 71 respondents (71%), while the other 29 respondents (29%) did not support the Copyright Act. This explains that the undergraduate students of the Faculty of Economics, Universitas Islam Indonesia, Yogyakarta basically support Copyright Law.

4.4 Validity and Reliability

4.4.1 Validity Test Result

Validity testing is performed based on the analysis of item scores correlating each item with a score variable (the sum of the entire score of the item in question). Correlation is counted using Pearson correlation technique and is calculated using SPSS computer assistance. Question item is valid if the item has a p-value <0.05. The validity of the test resulted by Pearson Correlation method can be seen in Table 4.4.1 as follows:

Table 4.4.1
Validity Testing Results

Variable	Indicator	Estimate	Explanation
Computer Experience (X ₁)	X _{1.1}	0,000	Valid
	X _{1.2}	0,000	Valid
	X _{1.3}	0,001	Valid
Attitude (X ₂)	X _{2.1}	0,000	Valid
	X _{2.2}	0,000	Valid
	X _{2.3}	0,001	Valid
	X _{2.4}	0,000	Valid
	X _{2.5}	0,000	Valid
Moral Beliefs (X ₃)	X _{3.1}	0,000	Valid
	X _{3.2}	0,000	Valid
	X _{3.3}	0,002	Valid
	X _{3.4}	0,000	Valid
Affect (X ₄)	X _{4.1}	0,000	Valid
	X _{4.2}	0,000	Valid
	X _{4.3}	0,000	Valid
Perceived Consequences (X ₅)	X _{5.1}	0,000	Valid
	X _{5.2}	0,001	Valid
	X _{5.3}	0,000	Valid
	X _{5.4}	0,000	Valid
	X _{5.5}	0,000	Valid
Intention (Y)	Y _{1.1}	0,000	Valid
	Y _{1.2}	0,000	Valid
	Y _{1.3}	0,000	Valid

Source: Primary data, 2013

Based on Table 4.4.1 above, the value of $r_{\text{arithmetic}}$ from of all items of the questionnaire variables is greater than r_{table} . Therefore, the questionnaire variables are valid and can be used for further research.

4.4.2 Reliability Test Result

Reliability refers to whether someone answers questions consistently over time. The higher the reliability coefficient, the more reliable the answers obtained are. Reliability testing is performed by calculating the value of Cronbach's Alpha instruments from each variable tested. If the value of Cronbach's Alpha Coefficient is greater than 0.6, the answer of the respondents in the questionnaire as a measure assessed otherwise reliable. Reliability test results can be seen in Table 4.4.2.

Table 4.4.2
Reliability Testing Results

Variables	Alpha Cronbach	Explanation
Computer Experience (X_1)	0,712	Reliable
Attitude (X_2)	0,677	Reliable
Moral Beliefs (X_3)	0,640	Reliable
Affect (X_4)	0,749	Reliable
Perceived Consequences (X_5)	0,748	Reliable
Intention (Y)	0,729	Reliable

Source: Primary data, 2013

Based on Table 4.4.2 above, the Cronbach alpha values of all variables are greater than 0.6. So, respondent's answers are reliable. Therefore, question variables are reliable and can be used for further research.

4.5 Classical Assumption Test

4.5.1. Normality Test

Normality test is an analysis to determine whether the regression, the dependent, and independent variables, or both, have a normal distribution. Regression models are considered good when the data distribution is normal or near normal. Normality test aims to test whether the regression model, or residual confounding variable, has a normal distribution. This study uses the *One-Sample Kolmogorov-Smirnov Test*, in which decision-making is taken by looking at the probability of significance. The data for normality test are Computer Experience(X_1), Attitude(X_2), Moral Beliefs(X_3), Affect(X_4), and Perceived consequences(X_5) towards the Intentions (Y). Normality test results with the *One-Sample Kolmogorov-Smirnov Test* is as follows:

Table 4.5.1
Normality Testing Result

		Unstandardized Residual
Normal Parameters ^{a, b}	N	100
	Mean	.0000000
	Std. Deviation	.33394495
Most Extreme Differences	Absolute	.092
	Positive	.092
	Negative	-.069
	Kolmogorov-Smirnov Z	.923
	Asymp. Sig. (2-tailed)	.362

a. Test distribution is Normal.

b. Calculated from data.

The results of One sample *Kolmogorov Smirnov* test showed that all variables in this study have significant probability value greater than 0.05. It means that all variables used in this study have normally distributed random data.

4.5.2. Multicollinearity test

Multicollinearity aims to test whether the regression model consist of a correlation between the independent variables. Testing the existence of multicollinearity was performed by having regard to the magnitude of the value of VIF. If the value of VIF <10, there is no multicollinearity. Multicollinearity test results are presented in table 4.5.2 below:

Table 4.5.2
Multicollinearity Test Result

Variables	VIF	Result
Computer Experience (X ₁)	1.082	Multicollinearity did not occur
Attitude (X ₂)	1.011	Multicollinearity did not occur
Moral Beliefs (X ₃)	1.419	Multicollinearity did not occur
Affect (X ₄)	1.051	Multicollinearity did not occur
Perceived Consequences (X ₅)	1.539	Multicollinearity did not occur

Source: Primary data, 2013

According to table 4.5.2 the result of calculations using SPSS showed that VIF value less than 10. It can be concluded that the regression equation does not contain multicollinearity problem. Therefore, the data can be analyzed further because there is no significant correlation among the independent.

4.5.3. Heteroscedasticity Test

The heteroscedasticity test in this study is performed using the Spearman's Rank Correlation. If the probability value (sig) > 0.05, there are no symptoms of heterocedastity. Calculation results can be seen in the following table:

Table 4.5.3
Heteroscedasticity Test

Independent Variables	Sig	Result
Computer Experience (X ₁)	0,905	Heteroscedasticity did not occur
Attitude (X ₂)	0,824	Heteroscedasticity did not occur
Moral Beliefs (X ₃)	0,766	Heteroscedasticity did not occur
Affect (X ₄)	0,467	Heteroscedasticity did not occur
Perceived Consequences (X ₅)	0,909	Heteroscedasticity did not occur

Source: Primary data, 2013

The above table shows that the values of all independent variables are greater than 0.05, so that the regression model is not going heteroscedasticity.

4.6 Regression Analysis

Multiple linear regression models are used to determine factors influencing the students intention to use pirated accounting software at Faculty of Economics, Universitas Islam Indonesia. Results of regression estimation using SPSS can be shown in the following table:

Table 4.6
The Result of Multiple Linear Regression Analysis

Variables	Regressi on Coef.	T _{count}	T _{table}	Sig t
Constanta	3,154			
Computer Experience (X ₁)	0,252	4,504	1,9845	0,000
Attitude (X ₂)	0,135	2,237	1,9845	0,028
Moral Beliefs (X ₃)	-0,108	-2,088	1,9845	0,040
Affect (X ₄)	0,247	6,215	1,9845	0,000
Perceived Consequences (X ₅)	-0,136	-2,244	1,9845	0,027
Adjusted R square : 0,492				
R Square : 0,518				
Multiple R : 0,720				
F _{count} : 20,197				
F _{Table} : 2,311				
Signif F : 0,000				

Source: Primary data, 2013

The calculation of multiple linear regression using SPSS showed the following results:

$$Y = 3.154 + 0.252 X_1 + 0.135 X_2 - 0.108 X_3 + 0.247 X_4 - 0.136 X_5$$

Based on the above equation, the researcher could describe the data as follows:

1. Constant (α) = 3.154

The constant value is 3.154. So, the magnitude of the intention to use pirated accounting software is 3.154.

2. Computers experience coefficient (b_1) = 0.252

Computer experience variable has a positive regression coefficient on students intention to use pirated accounting software in the Faculty of Economics, University of Islam Indonesia, Yogyakarta. The regression coefficient is 0.252, which means that if the computer experience variable increases by 1 unit, students' intention to use pirated accounting software will increase by 0.252 units, assuming that attitude, moral belief, affect, and perceived consequences variables are in constant conditions.

3. Attitude coefficient (b_2) = 0.135

The attitude variable has a positive regression coefficient on students' intention to use pirated accounting software in the Faculty of Economics, Universitas Islam Indonesia Yogyakarta. The regression coefficient of 0.135, which means when the attitude variable, increased by 1 unit, then the intention to use pirated accounting software will increase by 0.135 units, Assuming that the computer experience, moral beliefs, affect, and the perceived consequence variables are in constant conditions.

4. Moral beliefs coefficient (b_3) = -0.108

The moral beliefs variable has a negative regression coefficient on students' intention to use pirated accounting software in the Faculty of Economics, Universitas Islam Indonesia, Yogyakarta. The regression coefficient is -0.108, which means that if the moral belief variable increased by 1 unit, students' intention to use the pirated accounting software will decrease by 0.108 units, assuming that use of computer experience, attitude, affect, and perceived consequence variables are in constant conditions.

5. Affect coefficient (b4) = 0.247

The affect variable has a positive regression coefficient on students' intention to use pirated accounting software in the Faculty of Economics, Universitas Islam Indonesia Yogyakarta. The regression coefficient is 0.247, which means that if affect variable valuation increased by 1 unit, students' intention to use pirated accounting software will increase by 0.247 units, assuming that the computer experience, attitude, moral belief, and perceived consequence variables are in constant conditions.

6. Perceived consequences coefficient (b5) = - 0.136

The perceived consequences variable has a negative regression coefficient on students' intention to use pirated accounting software at the Faculty of Economics, Universitas Islam Indonesia Yogyakarta. The regression coefficient is - .136, which means that if the perceived consequence variable increased by 1 unit, the intention to use pirated accounting software will decrease by 0.136 units,

assuming that the variable computer experience, attitude, moral beliefs, and affect variables are in constant conditions.

4.7 T-Test Result

4.7.1. The first hypothesis testing

The first hypothesis to test in this study is that the computer experience has a positive and significant impact on the intention to use pirated accounting software on undergraduate student of Faculty of Economics, Universitas Islam Indonesia, Yogyakarta. The test is performed by comparing the value of t_{count} and t_{table} .

Based on the test results shown in Table 4.6, t_{count} value is 4.504 and probability is 0.000, whereas t_{table} value is 1.9845; meaning that $t_{\text{count}} > t_{\text{table}}$ (4.504 > 1.9845). This value may prove that H_0 is rejected and H_a is accepted, which means that the computer experience has an positive influence on the intention to use pirated accounting software. Therefore, the first hypothesis is proven.

4.7.2. The second hypothesis testing

The second hypothesis to test in this study is that there are positive and significant correlation between the variable attitude towards intention to use pirated accounting software on undergraduate student of Faculty of Economics, Universitas Islam Indonesia, Yogyakarta. The test is performed by comparing the value of t_{count} with t_{table} .

Based on the test results shown in table 4.6, t_{count} value is 2.237 and probability is 0.028, whereas the t_{table} value is 1.9845; meaning that $t_{\text{count}} > t_{\text{table}}$ ($2.237 > 1.9845$). This value may prove that H_0 is rejected and H_a is accepted, which means that attitude significantly influences students' intention to use pirated accounting software.

Therefore, the second hypothesis stating that attitude has positive and significant effect on the intention to use pirated accounting software is proven.

4.7.3. The third hypothesis testing

The third hypothesis to test in this study is that there are a negative and significant effects between moral belief variables on the intention to use pirated accounting software by students of Faculty of Economics, University of Islam Indonesia, Yogyakarta. The test is conducted by comparing the value of t_{count} and t_{table} .

Based on the test results shown in table 4.6, t_{count} value is -2.088 and probability is 0.040, whereas the t_{table} value is -1.9845; meaning that $t_{\text{count}} > t_{\text{table}}$ ($-2.088 > -1.9845$). This value may prove that H_0 is rejected and H_a is accepted, which means that moral beliefs have a significant effect on the intention to use pirated accounting software. Therefore, the third hypothesis is not fully proven.

4.7.4. The fourth hypothesis testing

The fourth hypothesis to be tested in this study is that there are positive and significant correlation between the variables affect and the intention to use pirated

accounting software students of Faculty of Economics, Universitas Islam Indonesia, Yogyakarta. The test is conducted by comparing the value of t_{count} and t_{table} .

Based on the test results shown in table 4.6, t_{count} value is 6.215 and probability is 0.000, whereas the t_{table} value is 1.9845; meaning that $t_{\text{count}} > t_{\text{table}}$ ($6.215 > 1.9845$). This value may prove H_0 is rejected and H_a is accepted, which means that affect has significant positive effect on the intention to use pirated accounting software. Therefore, the fourth hypothesis is proven.

4.7.5. The fifth hypothesis testing

The fifth hypothesis to be tested in this study is that there is significant and negative effect between the perceived consequence variable and the intention to use pirated accounting software on undergraduate students of the Faculty of Economics, Universitas Islam Indonesia, Yogyakarta. The test is conducted by comparing the value of t_{count} with t_{table} .

Based on the test results obtained are shown in table 4.6, t_{count} value is -2.244 and probability is 0.027, whereas the t_{table} value is -1.9845; meaning that $t_{\text{count}} > t_{\text{table}}$ ($-2.244 > -1.9845$). This value proves that H_0 is rejected and H_a is accepted; meaning that the perceived consequences have positive and significant effect to the intention to use pirated accounting software. Therefore, the testing on the fifth hypothesis shows that the fifth hypothesis not fully proven.

4.7.6. Coefficient of determination (R^2 square)

To determine the influence of the variable computer experience, attitude, moral beliefs, affect, and perceived consequences towards students' intention to use pirated accounting software in the Faculty of Economics Universitas Islam Indonesia Yogyakarta, the researcher used the coefficient of multiple determination (R_{square}). The data shows that in table 4.6 in the coefficient of determination (R_{square}) of 0.518, which means that 51.8% of the intention to use pirated software accounting in Faculty of Economics, Universitas Islam Indonesia, Yogyakarta is influenced by five variables consisting of computer experience, attitude, moral beliefs, affect, and perceived consequences. The remaining 48.2% is influenced by other variables not included in the research model.

4.8 Discussion and Implication

Based on the analysis conducted, the researcher obtained a result that there are significant effect of computer experience, attitude, moral beliefs, affect, and perceived consequences, towards the intention to use pirated accounting software by undergraduate student of the Faculty of Economics, Universitas Islam Indonesia, Yogyakarta.

T-test result shows that the use of computers has positive and significant impact on the intention to use pirated accounting software. Thus, the more computer experience an undergraduate student is the more likely he or she will choose to use pirated software Hinduja (2003). Moreover, the more experience an undergraduate student is, the higher his/her knowledge and literacy about the way

of using software will be. The researcher concludes that undergraduate students who can operate computer and have more experience with it will choose pirated software rather than buying original and licensed software. It might happen because students tend to try and explore a wide variety of softwares to increase their computer skill. Students preferred to do many activities with a wide range of softwares. Because of that, experienced undergraduates may choose for pirated softwares. This is consistent with a study conducted by Ramayah et al. (2008), who found that there is a positive relationship between computer experience and uses intention to use pirated software.

There is positive and significant correlation between attitude variable and the intention to use pirated accounting software by undergraduate student of the Faculty of Economics, Universitas Islam Indonesia, Yogyakarta. The higher the positive attitude toward piracy, the higher the intention to use pirated software accounting. This result is consistent with Culbertson (1968), he found that individual attitude have a significant effect on ethical intention to do piracy. Many undergraduate students see that there are no victims in copying the software and it is an easy way to reduce their spending.

Moral belief variable has a negative and significant effect on students' intention to use pirated accounting software in the Faculty of Economics, Universitas Islam Indonesia, Yogyakarta. This results is relevant with Higgins & Makin (2004) study that found that moral beliefs do have impact on undergraduates' behavior of using pirated software. Individual attitudes have a significant effect towards ethical intention to illegally do software piracy. The

moral belief in the behavior may inhibit some individuals from pirating software Higgins & Makin (2004).

Affect has positive and significant effect towards students' intention to use pirated accounting software at the Faculty of Economics, Universitas Islam Indonesia, Yogyakarta. Affect as feeling response is divided into four types of response consisting of: emotions, specific feelings, moods, and evaluations. Moral intention to do a software piracy is primarily influenced by the ethical judgment Ramayah et al. (2009).

Perceived consequences variable has negative and significant impact on the intention to use pirated accounting software in the Faculty of Economics, Universitas Islam Indonesia, Yogyakarta. Vittel et al. (1993) found that a specific individual or group perceived is affected by his/her decisions. There are also reasons evoked by individuals as factors to make people do piracy. First, the original software was expensive. Second, people want to try other software, and they cannot buy the original software. Third, original software and pirates software are basically have similar contents, but different label of originality of package.

Table 4.7
Hypothesis Testing Result

Hypothesis		Notes
H ₁	There is a positive relationship between Computer Experience and Intention to use pirated accounting software.	Proven
H ₂	There is a positive relationship between Attitude and Intention to use pirated accounting software.	Proven
H ₃	There is a negative relationship between Moral Belief and Intention to use pirated accounting software.	Proven
H ₄	There is a positive relationship between Affect and Intention to use pirated accounting software.	Proven
H ₅	There is a negative relationship between Perceived Consequences and Intention to use pirated accounting software.	Proven

CHAPTER V

SUGGESTIONS AND CONCLUSION

5.1 Conclusions

Based on the results of the study discussed in the previous chapter, the researcher is able to make several conclusions as follows:

1. There is a positive relationship between the computer experience and the intention to use pirated accounting software on undergraduate students of Faculty of Economics, Universitas Islam Indonesia, Yogyakarta.

2. There is a positive relationship between attitude and the intention to use pirated accounting software on undergraduate students of Faculty of Economics, Universitas Islam Indonesia, Yogyakarta.

3. There is a negative relationship between moral beliefs and the intention to use pirated accounting software on undergraduate student of Faculty of Economics, Universitas Islam Indonesia, Yogyakarta.

4. There is a positive relationship between affect and the intention to use pirated accounting software on undergraduate students of the Faculty of Economics, Universitas Islam Indonesia, Yogyakarta.

5. There is a negative relationship between the perceived consequences and the intention to use pirated accounting software on undergraduate student of Faculty of Economics, Universitas Islam Indonesia, Yogyakarta.

Those results indicate that all hypotesized relationships in the research model are confirmed. Computer experience, attitude, and affect variables are

found statistically to have positive significant influence. Moral beliefs and perceived consequences variables are found statistically to have negative significant influence. Computer experience variable positive significant influence to undergraduate student intention to use pirated software is the most influence variable rather than other variables.

5.2 Research Limitations

The researcher notes several limitations in the process of doing this research. The limitations are as follow:

1. The sample used in this research consists of 100 undergraduate students that collected only from Universitas Islam Indonesia in Yogyakarta. Researcher took the sample only 100 because the limit of students when holiday season.
2. This research is adopting a research conducted outside Indonesia and then it is adjusted based on the situation and condition in Indonesia. It is likely that there will be many differences.
3. The data collection technique used is questionnaire, and it limits the description of opinion from the students toward intention to use accounting pirated software. Measurement scale used in this research is interval scale, which is not appropriate to show the actual measurement because the answer level between one respondent to the others does not have any same standard to answer and to fill the questionnaire.

5.3 Recommendations

There are several recommendations for the next research in this topic, including:

1. It would be better for next researcher to collect more samples not only from Universitas Islam Indonesia, however other universities in Yogyakarta. Furthermore, the next research can also collect the samples not only from Yogyakarta, but also Jakarta, Surabaya, Bandung, and other big cities that have big probability for software piracy by university students.
2. The next researcher could develop more variables such as social factors, habit, and behavior. This three factors are related to people that wants do the piracy, it can be more specific to know why people always like to do the piracy.
3. It would be better for the next researcher to provide the analysis answer from the respondents. If the next research provide the analysis answer from the respondents it can make researcher more efficient to analyze or easier in completing the data.

Appendix I: Research Questionnaire



RESEARCH QUESTIONNAIRE

To:
Dearest, Mr./Mrs.
In the Place

My name is Isa Abdullah from Undergraduate Program of Accounting Department, Universitas Islam Indonesia, Yogyakarta. I conducting a research with entitled “The Intention to Use Accounting Pirated Software: A study on Undergraduate Students in Economic Faculty of Universitas Islam Indonesia” atau “Niat untuk Menggunakan Perangkat Lunak Akuntansi Bajakan: Studi pada Mahasiswa Strata Satu (S1) Fakultas Ekonomi Universitas Islam Indonesia”. This research is the partial requirement for graduation for Undergraduate Degree or Strata Satu (S1) in Accounting Department, Universitas Islam Indonesia, Yogyakarta.

In relation to my project, I would like to ask for your help to fill the following questionnaire. Your answers and identities will be kept in private and only the researcher has an access to it.

Thank you for your participation to fill in this questionnaire.

Content Advisor

Researcher

Fitriati Akmila, S.E., M.Com.

Isa Abdullah

GENERAL INFORMATION

Name : _____ (you may skip this)

Age : _____

Sex : () Male () Female

Length of computer use : () 1-2 hours/day () 2-4 hours/day
() 4-6 hours/day () >6 hours/day

Place to download software : () Home () College () Internet Cafe
() Café () Mall () other:.....

Site to download Software : () Indowebster () Pirate Bay () Filehippo
() Kaskus () Ganool () other:.....

Name most downloaded software : () Ms. Office () MYOB () IDM
() SPSS () EViews () Adobe
() Accurate () Winrar () other:.....

Originality : () Original () Pirated

Purpose to use the software for... : () work () reselling () classes
() recreation () security () etc:.....

Supporting the copyrights law : () Yes () No

Please read each question carefully and select one answer from each question by crossed (x) marking into column given to your appropriate perception about accounting software piracy intention among university students:

For questions section 1, please select one of the scales below according to your condition:

1	2	3	4	5
Never	Seldom	Sometimes	Often	Always

Computer Experience						
No.	Questions	1	2	3	4	5
1.	If you have access to a personal computer at home, how often do you use it?					
2.	How often do you use the college computer labs ?					
3.	If you have access to a computer at work, how often do you use it ?					

For questions section 2, please select one of the scales below according to your condition:

1	2	3	4	5	6
Strongly Disagree	Disagree	Slightly Disagree	Slightly Agree	Agree	Strongly Agree

Attitude							
No.	Questions	1	2	3	4	5	6
1.	I do not think it is okay to use pirated software because it may create a negative image						
2.	I think pirated software helps people, including me, save money						
3.	I think it is okay to use pirated software to improve my productivity						
4.	I think it is okay to use pirated software if it improves my knowledge						
5.	I think it is okay to use pirated software for research purposes						

For questions section 3, please select one of the scales below according to your condition:

1	2	3	4	5
Never	Seldom	Sometimes	Often	Always

Moral Beliefs						
No.	Questions	1	2	3	4	5
1.	Thinking of impact on the revenue of the original software company					
2.	Thinking of impact on the revenue of the software seller					
3.	Buying pirated software other than original					
4.	Self-motivated to not buy pirated software					

For questions section 4, please select one of the scales below according to your condition:

1	2	3	4	5	6
Strongly Disagree	Disagree	Slightly Disagree	Slightly Agree	Agree	Strongly Agree

Affect							
No.	Questions	1	2	3	4	5	6
1	Getting information from the internet is easy and interesting						
2	Using internet to look for information is fun						
3	Internet search and download information make my life easier						

For questions section 5, please select one of the scales below according to your condition:

1	2	3	4	5	6
Strongly Disagree	Disagree	Slightly Disagree	Slightly Agree	Agree	Strongly Agree

Perceived Consequence							
No.	Questions	1	2	3	4	5	6
1.	Existing laws do not deter me from making unauthorised copies of software						
2.	I pirate software because the chance of me getting caught is low						
3.	I refrain from making unauthorised copies of software as the risk of being penalized is too high						
4.	I do not make unauthorised copies of software as it would deteriorate my sense of ethics						
5.	I believe that I will gain significantly from making unauthorised copies of software						

For questions section 6, please select one of the scales below according to your condition:

1	2	3	4	5	6
Definitely will not	Will not do	Probably will not	Probably will	Will do	Definitely will

Intention							
No.	Questions	1	2	3	4	5	6
1	Recommend to a friend the site to download pirated software						
2	Share the site to download the pirate software with a friend						
3	Recommend to a friend the software that they must download						



KUISIONER PENELITIAN

Kepada:
Yth: Saudara/i
Di Tempat

Nama saya adalah Isa Abdullah dari Program Sarjana Jurusan Akuntansi, Universitas Islam Indonesia, Yogyakarta. Saya melakukan penelitian dengan judul ***“The Intention to Use Accounting Pirated Software: A study on Undergraduate Students in Economic Faculty of Universitas Islam Indonesia”***. Penelitian ini adalah bagian dari persyaratan untuk kelulusan Gelar Sarjana atau Strata Satu (S1) di Jurusan Akuntansi, Universitas Islam Indonesia, Yogyakarta.

Sehubungan dengan proyek saya, saya ingin meminta bantuan Anda untuk mengisi kuesioner berikut. Jawaban Anda dan identitas akan disimpan secara pribadi dan hanya peneliti memiliki akses ke sana.

Terima kasih atas partisipasi Anda untuk mengisi kuesioner ini.

Dosen Pembimbing

Peneliti

Fitriati Akmila, S.E., M.Com.

Isa Abdullah

INFORMASI UMUM

Nama : _____ (boleh dilewati)

Umur : _____

Jenis Kelamin : () Laki - Laki () Perempuan

Penggunaan komputer : () 1-2 hours/day () 2-4 hours/day
dalam sehari () 4-6 hours/day () >6 hours/day

Tempat untuk download software : () Rumah () Kampus () Warnet
() Café () Mall () dll:.....

Situs untuk download Software : () Indowebster () Pirate Bay () Filehippo () Kaskus () Ganool () dll:.....

Nama software yang sering di download : () Ms. Office () MYOB () IDM () SPSS () Eviews () Adobe () Accurate () WinRar () dll:.....

Keaslian : () Asli () Bajakan

Tujuan penggunaan : () pekerjaan () di jual kembali () kelas kuliah
untuk... () kesenangan () keamanan () dll:.....

Mendukung UU : () Ya () Tidak
hak cipta

Bacalah pertanyaan-pertanyaan berikut, ini adalah item-item mengenai faktor-faktor mahasiswa/i dalam perilaku niat menggunakan Software Akuntansi Bajakan. Untuk itu mohon Saudara/i memberi tanda silang (×) pada kotak yang tersedia dari setiap pertanyaan berikut sesuai dengan pengalaman atau perasaan saudara/i.

Untuk Pertanyaan Bagian ke-1, pilihlah salah satu jawaban sesuai dengan skala yang tersedia di bawah ini:

1	2	3	4	5
Tidak Pernah	Jarang	Kadang - Kadang	Sering	Sangat Sering

Penggunaan Komputer						
No.	Pertanyaan	1	2	3	4	5
1.	Jika Anda memiliki akses ke komputer pribadi di rumah, seberapa sering Anda menggunakannya?					
2.	Seberapa sering Anda menggunakan laboratorium komputer kampus?					
3.	Jika Anda memiliki akses ke komputer di tempat kerja, seberapa sering Anda menggunakannya?					

Untuk Pertanyaan Bagian ke-2, pilihlah salah satu jawaban sesuai dengan skala yang tersedia di bawah ini:

1	2	3	4	5	6
Sangat Tidak Setuju	Tidak Setuju	Agak Tidak Setuju	Agak Setuju	Setuju	Sangat Setuju

Sikap							
No.	Pertanyaan	1	2	3	4	5	6
1.	Saya pikir tidak baik untuk menggunakan software bajakan karena membuat jelek di mata orang lain						
2.	Saya pikir menyalin software membantu orang lain dan menghemat uang						
3.	Tidak apa – apa menggunakan Software bajakan untuk meningkatkan produktivitas saya						
4.	Saya pikir tidak apa – apa menggunakan software bajakan untuk menambah pengetahuan saya						
5.	Saya pikir tidak apa – apa menggunakan software bajakan untuk tujuan penelitian						

Untuk pertanyaan bagian ke-3, pilihlah salah satu jawaban sesuai dengan skala yang tersedia di bawah ini:

1	2	3	4	5
Tidak Pernah	Jarang	Kadang - Kadang	Sering	Sangat Sering

Keyakinan Moral						
No.	Pertanyaan	1	2	3	4	5
1.	Berpikir berdampak pada pendapatan perusahaan perangkat lunak yang asli					
2.	Berpikir dampak pada pendapatan penjual perangkat lunak					
3.	Membeli perangkat lunak bajakan selain asli					
4.	Memotivasi diri untuk tidak membeli software bajakan					

Untuk pertanyaan bagian ke-4, pilihlah salah satu jawaban sesuai dengan skala yang tersedia di bawah ini:

1	2	3	4	5	6
Sangat Tidak Setuju	Tidak Setuju	Agak Tidak Setuju	Agak Setuju	Setuju	Sangat Setuju

Perasaan Pribadi							
No.	Pertanyaan	1	2	3	4	5	6
1.	Mendapatkan informasi dari internet sangat mudah dan menarik						
2.	Menggunakan internet untuk mencari informasi sangat menyenangkan						
3.	Pencarian dan men-download informasi di Internet membuat hidup saya lebih mudah						

Untuk pertanyaan bagian ke-5, pilihlah salah satu jawaban sesuai dengan skala yang tersedia di bawah ini:

1	2	3	4	5	6
Sangat Tidak Setuju	Tidak Setuju	Agak Tidak Setuju	Agak Setuju	Setuju	Sangat Setuju

Konsekuensi Yang Dirasakan							
No.	Pertanyaan	1	2	3	4	5	6
1.	Hukum yang ada tidak menghalangi saya dari membuat salinan yang tidak sah dari perangkat lunak						
2.	Saya Membajak software karena kesempatan saya tertangkap sangat kecil						
3.	Menjauhkan diri karena risiko yang dikenakan dan sanksi terlalu tinggi						
4.	Saya tidak membuat salinan yang tidak sah dari perangkat lunak karena akan membuat buruk etika perasaan saya						
5.	Saya akan mendapatkan keuntungan secara signifikan dari membuat salinan yang tidak sah dari perangkat lunak						

Untuk pertanyaan bagian ke-6, pilihlah salah satu jawaban sesuai dengan skala yang tersedia di bawah ini:

1	2	3	4	5	6
Sangat Tidak Akan	Tidak Akan	Mungkin Tidak akan	Mungkin akan	Akan	Pasti Akan

Intention							
No.	Questions	1	2	3	4	5	6
1	Menyarankan kepada teman informasi tentang tempat unduh di internet						
2	Membagi informasi unduhan kepada teman						
3	Mengunduh informasi dari internet untuk diri sendiri						

Appendix II: Questionnaire Data

Respondent	Gender	Age (Years old)	Program
1	Female	22	Regular
2	Male	21	International
3	Male	21	Regular
4	Female	21	International
5	Female	21	International
6	Female	21	International
7	Female	21	Regular
8	Female	21	International
9	Male	21	Regular
10	Male	22	Regular
11	Male	21	International
12	Female	21	Regular
13	Male	21	Regular
14	Male	21	Regular
15	Female	22	International
16	Male	21	Regular
17	Male	22	Regular
18	Male	22	Regular
19	Female	21	Regular
20	Female	21	Regular
21	Female	21	Regular
22	Female	21	Regular
23	Female	21	International
24	Female	21	Regular
25	Female	22	Regular
26	Female	22	Regular
27	Female	21	International
28	Female	22	Regular
29	Female	21	International
30	Female	22	International
31	Female	21	Regular
32	Female	21	Regular
33	Female	21	Regular
34	Female	21	International
35	Female	21	Regular
36	Male	21	International
37	Male	21	Regular
38	Male	21	International
39	Male	21	Regular

Respondent	Gender	Age (Years old)	Program
40	Male	21	Regular
41	Female	21	Regular
42	Female	21	International
43	Female	21	Regular
44	Female	21	Regular
45	Female	21	International
46	Female	21	Regular
47	Female	21	International
48	Female	21	International
49	Female	21	International
50	Female	21	Regular
51	Male	21	International
52	Male	21	International
53	Male	21	International
54	Female	21	Regular
55	Female	21	Regular
56	Male	21	International
57	Male	21	International
58	Male	21	Regular
59	Female	21	International
60	Male	21	Regular
61	Male	22	International
62	Female	21	International
63	Male	21	International
64	Male	21	International
65	Male	21	International
66	Female	21	International
67	Female	21	International
68	Female	21	International
69	Female	21	International
70	Female	21	International
71	Female	21	International
72	Female	21	Regular
73	Female	21	Regular
74	Female	21	Regular
75	Female	21	International
76	Male	21	Regular
77	Male	21	Regular
78	Male	21	Regular
79	Male	21	International
80	Male	21	International
81	Female	21	Regular

Respondent	Gender	Age (Years old)	Program
82	Male	21	International
83	Male	21	Regular
84	Male	21	International
85	Male	21	Regular
86	Female	21	Regular
87	Male	21	Regular
88	Male	21	International
89	Male	21	International
90	Male	21	International
91	Male	21	International
92	Female	21	International
93	Female	21	International
94	Female	21	International
95	Female	21	Regular
96	Female	21	Regular
97	Male	21	Regular
98	Male	21	International
99	Male	23	Regular
100	Female	21	International

Appendix III: Validity and Reliability Test

Computer Experience Validity Test

Correlations

		Computer Experience (X1)
X.1.1	Pearson Correlation	.755**
	Sig. (2-tailed)	.000
	N	30
X.1.2	Pearson Correlation	.810**
	Sig. (2-tailed)	.000
	N	30
X.1.3	Pearson Correlation	.824**
	Sig. (2-tailed)	.000
	N	30
Computer Experience (X1)	Pearson Correlation	1
	Sig. (2-tailed)	
	N	30

Computer Experience Reliability Test

Scale: ALL VARIABLES

Case Processing Summary

		N	%
Cases	Valid	30	100.0
	Excluded ^a	0	.0
	Total	30	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.712	3

Attitude Validity Test

Correlations

		Attitude (X2)
X.2.1	Pearson Correlation	.688**
	Sig. (2-tailed)	.000
	N	30
X.2.2	Pearson Correlation	.737**
	Sig. (2-tailed)	.000
	N	30
X.2.3	Pearson Correlation	.590**
	Sig. (2-tailed)	.001
	N	30
X.2.4	Pearson Correlation	.649**
	Sig. (2-tailed)	.000
	N	30
X.2.5	Pearson Correlation	.633**
	Sig. (2-tailed)	.000
	N	30
Attitude (X2)	Pearson Correlation	1
	Sig. (2-tailed)	
	N	30

Attitude Reliability Test

Scale: ALL VARIABLES

Case Processing Summary

	N	%
Cases Valid	30	100.0
Excluded ^a	0	.0
Total	30	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.677	5

Moral Beliefs Validity Test

Correlations

		Moral Beliefs (X3)
X.3.1	Pearson Correlation	.712**
	Sig. (2-tailed)	.000
	N	30
X.3.2	Pearson Correlation	.829**
	Sig. (2-tailed)	.000
	N	30
X.3.3	Pearson Correlation	.552**
	Sig. (2-tailed)	.002
	N	30
X.3.4	Pearson Correlation	.690**
	Sig. (2-tailed)	.000
	N	30
Moral Beliefs (X3)	Pearson Correlation	1
	Sig. (2-tailed)	
	N	30

Moral Beliefs Reliability Test

Scale: ALL VARIABLES

Case Processing Summary

	N	%
Cases Valid	30	100.0
Excluded ^a	0	.0
Total	30	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.640	4

Affect Validity Test

Correlations

		Affect (X4)
X.4.1	Pearson Correlation	.751**
	Sig. (2-tailed)	.000
	N	30
X.4.2	Pearson Correlation	.899**
	Sig. (2-tailed)	.000
	N	30
X.4.3	Pearson Correlation	.793**
	Sig. (2-tailed)	.000
	N	30
Affect (X4)	Pearson Correlation	1
	Sig. (2-tailed)	
	N	30

Affect Reliability Test

Scale: ALL VARIABLES

Case Processing Summary

		N	%
Cases	Valid	30	100.0
	Excluded ^a	0	.0
	Total	30	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.749	3

Perceived Consequences Validity Test Correlations

		Perceived Consequences (X5)
X.5.1	Pearson Correlation	.686**
	Sig. (2-tailed)	.000
	N	30
X.5.2	Pearson Correlation	.560**
	Sig. (2-tailed)	.001
	N	30
X.5.3	Pearson Correlation	.769**
	Sig. (2-tailed)	.000
	N	30
X.5.4	Pearson Correlation	.795**
	Sig. (2-tailed)	.000
	N	30
X.5.5	Pearson Correlation	.717**
	Sig. (2-tailed)	.000
	N	30
Perceived Consequences (X5)	Pearson Correlation	1
	Sig. (2-tailed)	
	N	30

Perceived Consequences Reliability Test

Scale: ALL VARIABLES

Case Processing Summary

	N	%
Cases Valid	30	100.0
Excluded ^a	0	.0
Total	30	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.748	5

Intention Reliability Test

Correlations

		Niat (Y)
Y1.1	Pearson Correlation	.835**
	Sig. (2-tailed)	.000
	N	30
Y1.2	Pearson Correlation	.778**
	Sig. (2-tailed)	.000
	N	30
Y1.3	Pearson Correlation	.803**
	Sig. (2-tailed)	.000
	N	30
Niat (Y)	Pearson Correlation	1
	Sig. (2-tailed)	
	N	30

Intention Reliability Test

Scale: ALL VARIABLES

Case Processing Summary

		N	%
Cases	Valid	30	100.0
	Excluded ^a	0	.0
	Total	30	100.0

a. Listwise deletion based on all variables in the procedure.

Reliability Statistics

Cronbach's Alpha	N of Items
.729	3

Appendix IV: Respondent Characteristics

Frequencies

Statistics						
		Gender	Computer usage per day	Place download software	Site for download	Name frequently in download software
N	Valid	100	100	100	100	100
	Missing	0	0	0	0	0

Statistics				
		Authenticity	Purpose	Support copyright law
N	Valid	100	100	100
	Missing	0	0	0

Frequency Table

Gender					
		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Male	43	43.0	43.0	43.0
	Female	57	57.0	57.0	100.0
	Total	100	100.0	100.0	

Computer usage per day					
		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	1-2 hours/day	16	16.0	16.0	16.0
	2-4 hours/day	55	55.0	55.0	71.0
	4-6 hours/day	22	22.0	22.0	93.0
	>6 hours/day	7	7.0	7.0	100.0
	Total	100	100.0	100.0	

Place download software

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Home	68	68.0	68.0	68.0
	Internet Cafe	12	12.0	12.0	80.0
	Campus	9	9.0	9.0	89.0
	Café	7	7.0	7.0	96.0
	Mall	4	4.0	4.0	100.0
	Total	100	100.0	100.0	

Sites for download

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Indowebster	22	22.0	22.0	22.0
	Ganool	28	28.0	28.0	50.0
	Kaskus	18	18.0	18.0	68.0
	Pirate Bay	15	15.0	15.0	83.0
	Filehippo	17	17.0	17.0	100.0
	Total	100	100.0	100.0	

Name frequently in download software

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	MYOB	27	27.0	27.0	27.0
	SPSS	24	24.0	24.0	51.0
	Ms. Office	12	12.0	12.0	63.0
	EViews	9	9.0	9.0	72.0
	Accurate	10	10.0	10.0	82.0
	WinRar	6	6.0	6.0	88.0
	IDM	7	7.0	7.0	95.0
	Adobe	5	5.0	5.0	100.0
	Total	100	100.0	100.0	

Authenticity

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Pirated	72	72.0	72.0	72.0
	Original	28	28.0	28.0	100.0
	Total	100	100.0	100.0	

Purpose

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Classes	9	9.0	9.0	9.0
	Recreation	58	58.0	58.0	67.0
	Work	9	9.0	9.0	76.0
	Security	9	9.0	9.0	85.0
	Reselling	15	15.0	15.0	100.0
	Total	100	100.0	100.0	

Name frequently in download software

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Yes	71	71.0	71.0	71.0
	No	29	29.0	29.0	100.0
	Total	100	100.0	100.0	

Appendix V: Descriptive Statistics

Descriptives

Descriptive Statistics

	N	Minimum	Maximum	Mean	Std. Deviation
X.1.1	100	2	5	4.01	.823
X.1.2	100	2	5	4.05	.757
X.1.3	100	2	5	3.97	.846
Computer Experience (X1)	100	2.00	5.00	4.01	.640
Valid N (listwise)	100				

Descriptives

Descriptive Statistics

	N	Minimum	Maximum	Mean	Std. Deviation
X.2.1	100	2	6	4.71	.891
X.2.2	100	2	6	4.74	1.021
X.2.3	100	2	6	4.58	.997
X.2.4	100	2	6	4.57	.868
X.2.5	100	2	6	4.49	.835
Attitude (X2)	100	3.00	6.00	4.62	.575
Valid N (listwise)	100				

Descriptives

Descriptive Statistics

	N	Minimum	Maximum	Mean	Std. Deviation
X.3.1	100	1	5	3.88	.795
X.3.2	100	1	5	3.70	1.010
X.3.3	100	1	5	3.66	.934
X.3.4	100	1	5	3.56	.978
Moral Beliefs (X3)	100	1.25	5.00	3.70	.791
Valid N (listwise)	100				

Descriptives

Descriptive Statistics

	N	Minimum	Maximum	Mean	Std. Deviation
X.4.1	100	2	6	4.75	.999
X.4.2	100	2	6	4.92	1.012
X.4.3	100	2	6	4.70	1.000
Affect (X4)	100	2.00	6.00	4.79	.888
Valid N (listwise)	100				

Descriptives

Descriptive Statistics

	N	Minimum	Maximum	Mean	Std. Deviation
X.5.1	100	2	6	4.71	.844
X.5.2	100	2	6	4.71	.880
X.5.3	100	2	6	4.57	.913
X.5.4	100	2	6	4.63	.849
X.5.5	100	2	6	4.49	.959
Perceived Consequences (X5)	100	2.60	6.00	4.62	.707
Valid N (listwise)	100				

Descriptives

Descriptive Statistics

	N	Minimum	Maximum	Mean	Std. Deviation
Y1.1	100	4	6	4.98	.651
Y1.2	100	3	6	4.88	.700
Y1.3	100	3	6	4.97	.703
Intention (Y)	100	3.33	6.00	4.94	.481
Valid N (listwise)	100				

Appendix VI: Classical Assumption Test

Normality Test

NPar Tests

One-Sample Kolmogorov-Smirnov Test

		Unstandardized Residual
Normal Parameters ^{a, b}	N	100
	Mean	.0000000
	Std. Deviation	.33394495
Most Extreme Differences	Absolute	.092
	Positive	.092
	Negative	-.069
	Kolmogorov-Smirnov Z	.923
	Asymp. Sig. (2-tailed)	.362

a. Test distribution is Normal.

b. Calculated from data.

Multicollinearity Test

Coefficients^a

Model		Collinearity Statistics	
		Tolerance	VIF
1	Computer Experience (X1)	.924	1.082
	Attitude (X2)	.989	1.011
	Moral Beliefs (X3)	.705	1.419
	Affect (X4)	.951	1.051
	Perceived Consequences (X5)	.650	1.539

a. Dependent Variable: Niat (Y)

Heteroscedasticity Test

Nonparametric Correlations

			Unstandardized Residual
Spearman's rho	Computer Experience (X1)	Correlation Coefficient	.012
		Sig. (2-tailed)	.905
		N	100
	Attitude (X2)	Correlation Coefficient	-.022
		Sig. (2-tailed)	.824
		N	100
	Moral Beliefs (X3)	Correlation Coefficient	.030
		Sig. (2-tailed)	.766
		N	100
	Affect (X4)	Correlation Coefficient	-.074
		Sig. (2-tailed)	.467
		N	100
	Perceived Consequences (X5)	Correlation Coefficient	-.012
		Sig. (2-tailed)	.909
		N	100
	Unstandardized Residual	Correlation Coefficient	1.000
		Sig. (2-tailed)	.
		N	100

Appendix VII: Multiple Linear Regression Test

Regression

Variables Entered/Removed

Model	Variables Entered	Variables Removed	Method
1	Perceived Consequences (X5), Attitude (X2), Affect (X4), Computer Experience (X1), Moral Beliefs (X3) ^a		Enter

a. All requested variables entered.

Model Summary

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.720 ^a	.518	.492	.342711398292383

a. Predictors: (Constant), Perceived Consequences (X5), Attitude (X2), Affect (X4), Computer Experience (X1), Moral Beliefs (X3)

ANOVA^b

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	11.861	5	2.372	20.197	.000 ^a
	Residual	11.040	94	.117		
	Total	22.901	99			

a. Predictors: (Constant), Perceived Consequences (X5), Attitude (X2), Affect (X4), Computer Experience (X1), Moral Beliefs (X3)

b. Dependent Variable: Intention (Y)

Coefficients^a

Model		Unstandardized Coefficients		Standardized Coefficients
		B	Std. Error	Beta
1	(Constant)	3.154	.513	
	Computer Experience (X1)	.252	.056	.336
	Attitude (X2)	.135	.060	.161
	Moral Beliefs (X3)	-.108	.052	-.178
	Affect (X4)	.247	.040	.456
	Perceived Consequences (X5)	-.136	.060	-.199

a. Dependent Variable: Intention (Y)

Coefficients^a

Model			
		t	Sig.
1	(Constant)	6.148	.000
	Computer Experience (X1)	4.504	.000
	Attitude (X2)	2.237	.028
	Moral Beliefs (X3)	-2.088	.040
	Affect (X4)	6.215	.000
	Perceived Consequences (X5)	-2.244	.027

a. Dependent Variable: Intention (Y)

No	Computer Experience (X1)					Attitude (X2)							Moral Beliefs (X3)						
	X.1.1	X.1.2	X.1.3	Total	Average	X.2.1	X.2.2	X.2.3	X.2.4	X.2.5	Total	Average	X.3.1	X.3.2	X.3.3	X.3.4	Total	Average	
1	5	4	4	13	4.33	5	5	4	5	5	24	4.80	4	4	4	3	15	3.75	
2	4	4	5	13	4.33	6	6	6	5	4	27	5.40	3	3	3	2	11	2.75	
3	3	4	4	11	3.67	4	6	4	5	5	24	4.80	1	1	1	2	5	1.25	
4	4	4	4	12	4.00	6	6	6	4	4	26	5.20	4	4	3	3	14	3.50	
5	4	4	4	12	4.00	6	4	4	4	6	24	4.80	4	4	4	4	16	4.00	
6	4	3	4	11	3.67	5	6	4	5	4	24	4.80	3	2	2	3	10	2.50	
7	5	4	5	14	4.67	4	5	5	4	4	22	4.40	4	4	3	3	14	3.50	
8	4	4	4	12	4.00	5	5	5	3	3	21	4.20	5	5	5	5	20	5.00	
9	5	5	5	15	5.00	6	5	4	5	5	25	5.00	4	4	3	2	13	3.25	
10	4	5	4	13	4.33	6	5	5	4	4	24	4.80	4	4	4	4	16	4.00	
11	3	4	4	11	3.67	4	3	3	3	4	17	3.40	5	4	5	5	19	4.75	
12	5	5	5	15	5.00	5	5	5	4	4	23	4.60	4	4	4	4	16	4.00	
13	4	4	4	12	4.00	4	4	4	4	4	20	4.00	4	4	4	2	14	3.50	
14	5	4	4	13	4.33	4	4	4	4	4	20	4.00	4	4	4	4	16	4.00	
15	5	4	4	13	4.33	5	3	3	3	3	17	3.40	4	4	4	5	17	4.25	
16	4	5	5	14	4.67	5	5	5	5	5	25	5.00	4	3	3	3	13	3.25	
17	4	4	5	13	4.33	5	5	4	4	4	22	4.40	4	3	4	3	14	3.50	
18	5	5	5	15	5.00	3	4	3	3	3	16	3.20	3	2	3	3	11	2.75	
19	5	4	4	13	4.33	5	5	5	5	5	25	5.00	4	4	4	4	16	4.00	
20	4	5	4	13	4.33	5	5	5	5	5	25	5.00	2	1	1	1	5	1.25	
21	5	4	4	13	4.33	5	5	5	5	5	25	5.00	5	5	5	5	20	5.00	
22	5	4	4	13	4.33	6	5	6	6	4	27	5.40	5	5	5	5	20	5.00	
23	4	5	5	14	4.67	6	6	6	6	6	30	6.00	2	1	1	1	5	1.25	
24	4	4	5	13	4.33	5	5	5	5	5	25	5.00	4	4	4	4	16	4.00	
25	5	5	5	15	5.00	5	5	5	5	5	25	5.00	2	2	3	4	11	2.75	
26	5	4	4	13	4.33	6	6	5	6	4	27	5.40	4	4	4	4	16	4.00	
27	3	3	3	9	3.00	5	5	6	5	5	26	5.20	2	1	1	1	5	1.25	
28	5	4	4	13	4.33	5	5	5	5	5	25	5.00	3	3	5	3	14	3.50	
29	5	4	4	13	4.33	5	5	5	4	4	23	4.60	4	2	2	2	10	2.50	
30	4	5	5	14	4.67	3	3	3	3	3	15	3.00	3	2	2	2	9	2.25	
31	4	4	5	13	4.33	4	5	3	3	3	18	3.60	5	5	5	5	20	5.00	

No	Computer Experience (X1)					Attitude (X2)							Moral Beliefs (X3)						
	X.1.1	X.1.2	X.1.3	Total	Average	X.2.1	X.2.2	X.2.3	X.2.4	X.2.5	Total	Average	X.3.1	X.3.2	X.3.3	X.3.4	Total	Average	
32	5	5	5	15	5.00	5	5	5	5	5	25	5.00	4	4	4	2	14	3.50	
33	5	4	4	13	4.33	5	5	5	5	5	25	5.00	4	4	4	4	16	4.00	
34	4	3	4	11	3.67	5	5	6	5	5	26	5.20	4	5	5	5	19	4.75	
35	4	5	4	13	4.33	5	6	5	6	6	28	5.60	4	3	4	3	14	3.50	
36	3	4	5	12	4.00	5	5	5	5	5	25	5.00	4	5	4	4	17	4.25	
37	4	5	4	13	4.33	5	5	5	5	4	24	4.80	4	3	4	3	14	3.50	
38	2	2	2	6	2.00	5	5	4	5	5	24	4.80	4	4	4	4	16	4.00	
39	5	4	5	14	4.67	5	4	4	5	5	23	4.60	3	4	4	4	15	3.75	
40	4	3	4	11	3.67	5	5	5	5	5	25	5.00	4	4	4	4	16	4.00	
41	5	5	4	14	4.67	5	5	5	5	5	25	5.00	5	5	5	5	20	5.00	
42	4	5	4	13	4.33	5	4	5	5	5	24	4.80	4	4	4	4	16	4.00	
43	4	4	3	11	3.67	5	5	5	5	5	25	5.00	3	3	3	3	12	3.00	
44	4	4	5	13	4.33	5	5	5	5	5	25	5.00	4	2	4	4	14	3.50	
45	4	4	5	13	4.33	5	5	5	5	5	25	5.00	5	5	5	5	20	5.00	
46	5	4	5	14	4.67	5	5	6	5	5	26	5.20	4	3	4	5	16	4.00	
47	4	3	3	10	3.33	4	5	5	4	4	22	4.40	5	5	3	3	16	4.00	
48	4	4	4	12	4.00	4	5	5	5	5	24	4.80	4	3	3	4	14	3.50	
49	4	3	3	10	3.33	5	5	5	5	5	25	5.00	5	5	3	3	16	4.00	
50	2	3	2	7	2.33	5	5	5	5	5	25	5.00	4	4	5	3	16	4.00	
51	3	3	4	10	3.33	5	2	2	6	6	21	4.20	4	4	3	4	15	3.75	
52	4	4	4	12	4.00	5	3	3	5	5	21	4.20	4	4	4	4	16	4.00	
53	4	5	4	13	4.33	4	3	4	3	3	17	3.40	4	5	5	4	18	4.50	
54	4	4	4	12	4.00	4	6	5	5	5	25	5.00	5	5	4	4	18	4.50	
55	4	3	3	10	3.33	5	6	4	5	5	25	5.00	4	2	2	2	10	2.50	
56	4	3	3	10	3.33	5	5	5	4	4	23	4.60	2	3	3	3	11	2.75	
57	4	4	4	12	4.00	5	5	5	5	5	25	5.00	4	3	5	4	16	4.00	
58	5	4	4	13	4.33	5	5	5	3	3	21	4.20	4	2	3	5	14	3.50	
59	5	5	5	15	5.00	5	5	5	6	6	27	5.40	5	3	4	4	16	4.00	
60	3	3	4	10	3.33	4	4	3	5	5	21	4.20	4	4	2	2	12	3.00	
61	4	3	4	11	3.67	5	4	4	5	5	23	4.60	4	4	4	4	16	4.00	
62	4	3	4	11	3.67	4	5	3	5	5	22	4.40	3	3	3	3	12	3.00	

No	Computer Experience (X1)					Attitude (X2)							Moral Beliefs (X3)						
	X.1.1	X.1.2	X.1.3	Total	Average	X.2.1	X.2.2	X.2.3	X.2.4	X.2.5	Total	Average	X.3.1	X.3.2	X.3.3	X.3.4	Total	Average	
63	4	4	5	13	4.33	5	5	5	4	4	23	4.60	4	4	4	3	15	3.75	
64	4	4	3	11	3.67	5	5	6	6	6	28	5.60	3	4	4	5	16	4.00	
65	4	4	4	12	4.00	6	6	3	6	4	25	5.00	2	2	3	3	10	2.50	
66	4	5	3	12	4.00	5	3	5	5	5	23	4.60	5	5	4	5	19	4.75	
67	3	5	4	12	4.00	5	3	5	5	5	23	4.60	3	2	4	3	12	3.00	
68	3	4	5	12	4.00	3	4	4	5	5	21	4.20	4	4	4	2	14	3.50	
69	4	5	3	12	4.00	4	5	5	4	4	22	4.40	4	4	4	4	16	4.00	
70	5	5	4	14	4.67	6	6	6	2	2	22	4.40	5	5	5	5	20	5.00	
71	3	5	3	11	3.67	5	4	3	5	5	22	4.40	4	4	3	3	14	3.50	
72	3	5	2	10	3.33	6	4	4	4	4	22	4.40	4	4	4	4	16	4.00	
73	2	2	2	6	2.00	6	4	4	5	5	24	4.80	4	4	4	4	16	4.00	
74	5	5	5	15	5.00	3	4	5	4	4	20	4.00	4	4	3	3	14	3.50	
75	3	5	3	11	3.67	6	6	5	4	4	25	5.00	4	4	4	4	16	4.00	
76	3	5	3	11	3.67	4	5	6	6	6	27	5.40	4	5	5	5	19	4.75	
77	5	4	5	14	4.67	6	6	6	4	4	26	5.20	4	4	3	3	14	3.50	
78	4	4	4	12	4.00	5	4	4	4	4	21	4.20	4	4	4	4	16	4.00	
79	5	4	4	13	4.33	4	6	2	3	3	18	3.60	4	4	3	3	14	3.50	
80	3	2	2	7	2.33	3	4	5	6	6	24	4.80	3	5	3	4	15	3.75	
81	2	3	2	7	2.33	4	6	3	3	3	19	3.80	4	4	4	4	16	4.00	
82	4	4	4	12	4.00	2	6	5	4	4	21	4.20	5	4	3	4	16	4.00	
83	4	4	4	12	4.00	5	2	6	5	5	23	4.60	4	4	4	4	16	4.00	
84	5	4	4	13	4.33	3	3	2	4	4	16	3.20	4	3	4	3	14	3.50	
85	4	4	4	12	4.00	3	6	3	4	4	20	4.00	4	3	2	3	12	3.00	
86	3	5	4	12	4.00	4	6	6	4	4	24	4.80	3	5	3	3	14	3.50	
87	4	5	4	13	4.33	5	2	5	4	4	20	4.00	4	4	4	4	16	4.00	
88	4	4	5	13	4.33	3	6	4	5	4	22	4.40	4	4	4	4	16	4.00	
89	4	4	3	11	3.67	6	5	3	3	3	20	4.00	3	4	4	3	14	3.50	
90	4	4	4	12	4.00	4	4	4	4	4	20	4.00	4	4	4	4	16	4.00	
91	3	4	5	12	4.00	5	6	4	5	5	25	5.00	4	4	4	4	16	4.00	
92	2	4	3	9	3.00	3	5	4	3	3	18	3.60	4	4	4	3	15	3.75	
93	2	3	2	7	2.33	4	5	5	4	4	22	4.40	3	4	4	4	15	3.75	

No	Computer Experience (X1)					Attitude (X2)							Moral Beliefs (X3)					
	X.1.1	X.1.2	X.1.3	Total	Average	X.2.1	X.2.2	X.2.3	X.2.4	X.2.5	Total	Average	X.3.1	X.3.2	X.3.3	X.3.4	Total	Average
94	5	5	4	14	4.67	3	4	5	5	5	22	4.40	5	4	4	3	16	4.00
95	4	4	3	11	3.67	4	2	6	5	5	22	4.40	5	4	4	4	17	4.25
96	4	4	3	11	3.67	5	3	5	4	4	21	4.20	4	4	4	4	16	4.00
97	5	4	4	13	4.33	4	5	5	5	5	24	4.80	4	4	4	4	16	4.00
98	4	4	4	12	4.00	4	6	6	5	5	26	5.20	5	5	4	5	19	4.75
99	4	3	5	12	4.00	6	5	5	5	4	25	5.00	4	3	3	3	13	3.25
100	4	3	5	12	4.00	5	5	4	5	5	24	4.80	4	4	4	3	15	3.75

No	Affect (X4)					Perceived Consequences (X5)							Intention (Y)				
	X.4.1	X.4.2	X.4.3	Total	Average	X.5.1	X.5.2	X.5.3	X.5.4	X.5.5	Total	Average	Y1.1	Y1.2	Y1.3	Total	Average
1	6	6	5	17	5.67	6	6	6	5	5	28	5.60	6	5	5	16	5.33
2	6	5	5	16	5.33	4	3	2	3	4	16	3.20	5	6	6	17	5.67
3	5	6	5	16	5.33	5	6	5	5	5	26	5.20	5	5	6	16	5.33
4	4	5	5	14	4.67	4	3	4	4	2	17	3.40	6	6	6	18	6.00
5	5	5	6	16	5.33	5	5	5	4	5	24	4.80	6	5	5	16	5.33
6	6	5	5	16	5.33	5	3	4	3	3	18	3.60	5	6	5	16	5.33
7	6	5	5	16	5.33	4	5	4	5	5	23	4.60	5	6	4	15	5.00
8	5	6	6	17	5.67	5	6	6	6	6	29	5.80	5	4	4	13	4.33
9	5	5	6	16	5.33	5	5	5	5	5	25	5.00	4	5	5	14	4.67
10	6	6	6	18	6.00	4	3	4	3	3	17	3.40	5	5	5	15	5.00
11	6	5	5	16	5.33	3	5	5	5	6	24	4.80	4	4	5	13	4.33
12	5	6	5	16	5.33	5	4	3	3	3	18	3.60	5	5	6	16	5.33
13	5	5	5	15	5.00	4	5	4	5	5	23	4.60	5	5	5	15	5.00
14	5	6	5	16	5.33	5	5	5	5	5	25	5.00	4	5	6	15	5.00
15	5	6	5	16	5.33	4	3	4	3	3	17	3.40	5	5	5	15	5.00
16	6	5	5	16	5.33	5	4	4	4	4	21	4.20	6	5	5	16	5.33
17	6	5	5	16	5.33	4	5	4	5	4	22	4.40	6	5	5	16	5.33
18	5	6	6	17	5.67	4	4	4	3	4	19	3.80	5	6	6	17	5.67
19	5	5	6	16	5.33	5	5	5	5	5	25	5.00	5	5	6	16	5.33
20	6	6	6	18	6.00	3	2	3	3	2	13	2.60	6	6	6	18	6.00

No	Affect (X4)					Perceived Consequences (X5)							Intention (Y)				
	X.4.1	X.4.2	X.4.3	Total	Average	X.5.1	X.5.2	X.5.3	X.5.4	X.5.5	Total	Average	Y1.1	Y1.2	Y1.3	Total	Average
21	6	5	5	16	5.33	6	4	4	6	2	22	4.40	6	5	5	16	5.33
22	5	6	5	16	5.33	6	6	6	6	6	30	6.00	5	5	5	15	5.00
23	3	3	3	9	3.00	5	5	5	4	4	23	4.60	6	5	5	16	5.33
24	5	5	5	15	5.00	5	5	5	5	5	25	5.00	6	5	5	16	5.33
25	5	5	5	15	5.00	4	3	3	3	3	16	3.20	5	6	6	17	5.67
26	5	5	5	15	5.00	5	4	5	5	4	23	4.60	5	5	6	16	5.33
27	5	5	5	15	5.00	5	4	3	4	4	20	4.00	6	6	6	18	6.00
28	4	5	3	12	4.00	4	5	4	5	5	23	4.60	6	5	5	16	5.33
29	5	6	6	17	5.67	2	3	3	2	3	13	2.60	5	6	6	17	5.67
30	5	6	6	17	5.67	5	4	5	5	5	24	4.80	4	5	4	13	4.33
31	5	5	5	15	5.00	6	4	4	5	6	25	5.00	6	4	4	14	4.67
32	5	6	5	16	5.33	4	4	3	3	3	17	3.40	5	6	5	16	5.33
33	5	4	5	14	4.67	5	5	5	5	5	25	5.00	5	6	4	15	5.00
34	4	5	5	14	4.67	5	6	5	5	6	27	5.40	4	5	5	14	4.67
35	5	5	5	15	5.00	4	5	4	5	5	23	4.60	5	5	5	15	5.00
36	3	3	3	9	3.00	4	6	6	6	3	25	5.00	4	5	4	13	4.33
37	5	4	5	14	4.67	4	5	4	5	5	23	4.60	4	5	5	14	4.67
38	3	2	2	7	2.33	5	6	6	6	5	28	5.60	4	3	3	10	3.33
39	6	6	6	18	6.00	5	5	5	4	4	23	4.60	4	5	6	15	5.00
40	5	5	4	14	4.67	5	5	5	5	4	24	4.80	5	5	5	15	5.00
41	5	5	5	15	5.00	6	5	3	3	5	22	4.40	5	5	5	15	5.00
42	5	6	6	17	5.67	3	3	3	3	3	15	3.00	5	6	5	16	5.33
43	4	5	5	14	4.67	3	5	3	5	5	21	4.20	5	4	5	14	4.67
44	4	3	3	10	3.33	5	4	5	4	4	22	4.40	4	6	4	14	4.67
45	6	5	5	16	5.33	6	6	6	6	6	30	6.00	4	5	5	14	4.67
46	5	5	6	16	5.33	5	3	4	3	2	17	3.40	6	5	6	17	5.67
47	5	4	5	14	4.67	5	5	5	5	5	25	5.00	5	4	5	14	4.67
48	5	5	4	14	4.67	4	5	4	5	5	23	4.60	5	5	5	15	5.00
49	4	5	5	14	4.67	5	5	5	5	5	25	5.00	5	5	5	15	5.00
50	5	6	5	16	5.33	5	5	6	6	6	28	5.60	4	4	5	13	4.33
51	4	5	6	15	5.00	5	5	4	5	5	24	4.80	5	5	5	15	5.00

No	Affect (X4)					Perceived Consequences (X5)							Intention (Y)				
	X.4.1	X.4.2	X.4.3	Total	Average	X.5.1	X.5.2	X.5.3	X.5.4	X.5.5	Total	Average	Y1.1	Y1.2	Y1.3	Total	Average
52	5	5	5	15	5.00	5	3	3	4	2	17	3.40	5	5	6	16	5.33
53	5	4	5	14	4.67	6	5	6	5	5	27	5.40	5	6	5	16	5.33
54	5	6	5	16	5.33	6	5	6	5	5	27	5.40	5	5	6	16	5.33
55	4	3	4	11	3.67	4	5	4	5	5	23	4.60	5	5	4	14	4.67
56	4	5	4	13	4.33	5	2	5	3	3	18	3.60	5	5	4	14	4.67
57	4	5	5	14	4.67	4	4	4	4	4	20	4.00	5	5	5	15	5.00
58	5	5	4	14	4.67	4	5	4	5	5	23	4.60	6	5	6	17	5.67
59	4	5	4	13	4.33	5	5	5	5	5	25	5.00	5	5	5	15	5.00
60	4	5	5	14	4.67	3	5	3	5	5	21	4.20	5	5	5	15	5.00
61	6	4	5	15	5.00	5	5	5	5	4	24	4.80	5	4	6	15	5.00
62	6	4	4	14	4.67	3	5	3	5	4	20	4.00	6	5	4	15	5.00
63	3	5	4	12	4.00	4	5	5	5	5	24	4.80	6	4	5	15	5.00
64	4	6	4	14	4.67	5	5	5	5	5	25	5.00	6	4	5	15	5.00
65	6	6	6	18	6.00	5	5	5	5	4	24	4.80	6	5	5	16	5.33
66	5	5	4	14	4.67	6	6	6	5	5	28	5.60	5	5	5	15	5.00
67	5	4	4	13	4.33	4	4	4	4	4	20	4.00	4	4	5	13	4.33
68	5	6	5	16	5.33	4	5	4	5	5	23	4.60	5	6	6	17	5.67
69	6	5	5	16	5.33	5	5	5	5	5	25	5.00	5	4	5	14	4.67
70	3	3	3	9	3.00	6	6	6	6	6	30	6.00	6	5	5	16	5.33
71	4	5	5	14	4.67	4	5	4	5	5	23	4.60	5	5	5	15	5.00
72	5	6	6	17	5.67	5	5	5	5	4	24	4.80	4	5	6	15	5.00
73	5	6	6	17	5.67	5	5	5	5	5	25	5.00	4	4	5	13	4.33
74	2	2	2	6	2.00	4	5	4	5	5	23	4.60	5	4	5	14	4.67
75	6	6	5	17	5.67	5	5	5	5	4	24	4.80	5	5	4	14	4.67
76	5	6	5	16	5.33	6	6	6	5	5	28	5.60	5	4	4	13	4.33
77	3	3	3	9	3.00	4	5	4	5	5	23	4.60	4	5	5	14	4.67
78	5	6	4	15	5.00	5	5	5	5	5	25	5.00	5	5	4	14	4.67
79	4	5	5	14	4.67	5	4	5	4	4	22	4.40	5	4	6	15	5.00
80	5	5	5	15	5.00	6	5	5	5	5	26	5.20	5	4	4	13	4.33
81	4	5	4	13	4.33	5	5	5	5	5	25	5.00	4	5	5	14	4.67
82	2	3	3	8	2.67	5	5	5	5	5	25	5.00	4	3	4	11	3.67

No	Affect (X4)					Perceived Consequences (X5)							Intention (Y)				
	X.4.1	X.4.2	X.4.3	Total	Average	X.5.1	X.5.2	X.5.3	X.5.4	X.5.5	Total	Average	Y1.1	Y1.2	Y1.3	Total	Average
83	5	5	5	15	5.00	5	5	5	5	5	25	5.00	5	5	4	14	4.67
84	3	5	4	12	4.00	4	5	4	5	5	23	4.60	5	4	5	14	4.67
85	4	5	5	14	4.67	4	4	5	4	4	21	4.20	5	5	4	14	4.67
86	5	4	5	14	4.67	4	5	4	5	5	23	4.60	5	4	5	14	4.67
87	3	3	3	9	3.00	5	5	5	5	4	24	4.80	5	4	4	13	4.33
88	5	6	6	17	5.67	6	4	6	4	4	24	4.80	5	5	6	16	5.33
89	5	4	3	12	4.00	4	5	4	5	5	23	4.60	4	6	4	14	4.67
90	6	5	5	16	5.33	5	5	5	5	5	25	5.00	5	5	5	15	5.00
91	5	5	5	15	5.00	5	5	5	5	4	24	4.80	4	5	5	14	4.67
92	5	5	5	15	5.00	4	5	4	5	5	23	4.60	5	5	4	14	4.67
93	6	6	6	18	6.00	5	5	5	4	4	23	4.60	5	4	5	14	4.67
94	3	5	3	11	3.67	5	5	5	5	5	25	5.00	5	4	5	14	4.67
95	6	6	4	16	5.33	6	5	5	4	5	25	5.00	5	5	5	15	5.00
96	5	4	3	12	4.00	5	5	5	5	5	25	5.00	5	5	4	14	4.67
97	6	6	5	17	5.67	5	5	5	5	5	25	5.00	6	5	5	16	5.33
98	5	5	5	15	5.00	6	6	6	5	5	28	5.60	5	5	5	15	5.00
99	2	2	2	6	2.00	4	5	4	4	4	21	4.20	4	3	4	11	3.67
100	3	3	3	9	3.00	6	5	5	5	5	26	5.20	4	4	4	12	4.00