



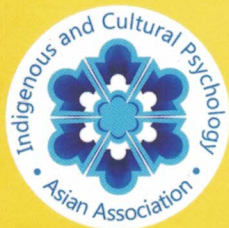
THE SECOND INTERNATIONAL CONFERENCE OF  
INDIGENOUS AND CULTURAL  
**PSYCHOLOGY**

Denpasar, Bali - Indonesia ( December 21-23, 2011 )

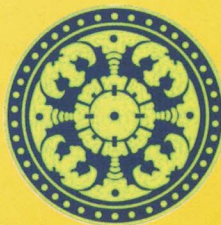


**PROGRAM AND ABSTRACTS BOOK**

Hosted by:



Asian Association  
of Indigenous and  
Cultural Psychology  
(AAICP)



Psychology Department  
Faculty of Medicine and  
Health Science  
University of Udayana



## CHARACTERISTICS OF HIGH SCHOOL STUDENT AS ONLINE GAMERS IN WEST JAKARTA: AN EXPLORATION FROM TECHNOLOGY ACCEPTANCE PERSPECTIVE

Tji Beng Jap, Sri Tiatry, Meliana, Yeni Anna Appulembang

Tarumanagara University

The pattern of leisure activity, which is guided by certain socio-cultural circumstances has changed considerably with the inception of internet based activities such as online games (Thirlaway & Upton, 2009). As in many parts of the world, the Indonesian high school students' interest of online games has been very high (Oktorina et al, 2010). This study explored the characteristics of high school students as online gamers from Technology Acceptance perspective (Vankatesh & Davis, 1989, Meliana et al. 2010). Quantitative approach was used across the study. A total of 463 students from 6 public and private high schools in West Jakarta have participated in this inquiry. The result showed perceived enjoyment ( $R^2=4.83$ ,  $p<0.01$ ) and descriptive norm ( $R^2=5.19$ ,  $p<0.01$ ) which characterized the acceptance of online games as a lifestyle. Additionally, socializing and befriending as in Hofstede's collectivism (2011) motivated participants to play online games.

**Keywords:** *online games, technology acceptance, lifestyle, collectivism*