Exploring the Impact of Government Incentive Programs on E-Wallet Adoption among Malaysian Youth

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ABSTRACT

This paper focuses on the impact of government incentive programs on the adoption of e-wallets among the youth population in Malaysia. Given the swift growth of digital financial transactions, it is crucial to comprehend the elements that influence the acceptance and use of e-wallets. This study focuses on three primary government initiatives: the Belia e-cash, e-Tunai Rakyat and eMADANIto promote the adoption of e-wallets among the youth population in Malaysia. Data was gathered through an online survey that utilized a quantitative methodology. The survey involved 113 students Universiti Utara Malaysia PoliteknikTuanku Syed Sirajuddin. The results show that government incentives have a substantial influence on young people's choices to use e-wallet technology. Factors such as user-friendliness, perceived benefit, and social influence are key determinants in this decision-making process. The study offers valuable information on how policymakers may optimize the efficacy of financial incentives to promote digital financial inclusion among young individuals.

Keywords: E-wallet adoption, Youth financial behavior, Technology Acceptance Model (TAM), and Unified Theory of Acceptance and Use of Technology (UTAUT)

I. INTRODUCTION

E-wallets have emerged as significant tools for electronic payments in Malaysia, storing information in smartphone apps and facilitating transactions. This technology has simplified

financial interactions, particularly with the proliferation of various e-wallet providers such as Boost, GrabPay, FavePay, and Touch'nGo. As a novel concept in Malaysia, understanding the factors influencing its adoption is crucial [1]. Information technologies are likely to be adopted when perceived as easy to use and beneficial. Given their widespread use of smartphones and preference for convenience, young people represent an ideal target market for e-wallet growth [2].

This study focuses on the adoption of e-wallets among Malaysian youth, examining the factors that drive their usage, including government incentive programs. It is posited that governmental normative influence significantly affects the decision of young individuals to integrate e-wallets into their daily routines. The introduction of e-wallets has sparked considerable discussion, marking a step towards a cashless society in Malaysia.

II. BACKGROUND OF E-WALLET ADOPTION IN MALAYSIA

It is found that Malaysian consumers typically have a preference for using debit cards and cash when making purchases. Credit cards, though available, are not as popular due to Malaysian aversion to credit due to debt-related cultural taboos. The main user segments for debit cards and credit cards are employed adults and tertiary students, whereas cash is still widely used for day-to-day expenses, especially with youths and low-income groups. [3]This indicates that the older age group of employed adults and tertiary students

would be more readily adopting e-wallets compared to other consumer segments. This assumption holds as the e-wallet providers Boost and Touch 'n Go have obtained approval to increase the e-money limit to RM 20 million from RM 5 million, showing that the central bank and other financial institutions have more confidence in the capability of e-wallets to promote transactions. [4]This policy change also shows that the private sector e-wallets like Boost and Touch 'n Go have a stronger case in promoting money service business compared to their predecessors such as Mobile Money and uPay, who have less e-money limit and less direct promotion from the central bank.[5]

This part of the chapter generally discusses the background of e-wallet adoption in Malaysia. E-wallets are becoming increasingly prevalent in Malaysia due to the aggressive push by the central bank to boost the migration to epayment. The high smartphone penetration and internet usage present a strong case for e-wallet adoption in Malaysia, as smartphones are the primary devices used to carry out digital financial transactions.[6] There have been mixed successes in the adoption of e-wallets in Malaysia, with the predominantly cash-based society being the main inhibitor in migrating to digital payment methods. While there is high awareness about e-wallets available in the market, there is a general lack of understanding on how to use e-wallets and the benefits in comparison to traditional cash and card payments

III. OVERVIEW OF GOVERNMENT INCENTIVE PROGRAMS

An extensive analysis has been conducted the government's incentive programs, pinpointing the 'Belia e-cash' initiative by the Ministry of Youth and Sport as particularly relevant to the study on e-wallet adoption. This program awards RM 50 to the first 100,000 ewallet users aged 18 to 20, followed by RM 100 to the initial 100,000 users between the ages of 20 and 25. Eligibility requires participants to complete any e-wallet transactions within a specified timeframe. This strategic allocation seeks to incentivize the adoption and use of e-wallets among young Malaysians, directly targeting the demographic most likely to engage with digital payment technologies. With a total of RM 150, taxpayers are hoping for a positive change in the attitude of how the youth spend their money.[7] This was backed by the finance minister Lim Guan Eng stating that this program is to educate the youth to manage their spending. Users must be careful in spending

the money as it is a cash back program for any successful transactions made. If users tend to spend the money on unnecessary items, the ministry's effort in educating the youth will be futile. [8]This program is seen as a big push towards the usage of e-wallet as the ministry has targeted over 2 million Malaysian youths with a total allocation of RM 300 million. This program is expected to have a high impact on the usage of e-wallet services among youths as it is directly giving money to the users.

Another program is the 'e-Tunai Rakyat' incentive provided by the Ministry of Finance. This program was intended to encourage the usage of ewallet among Malaysian citizens. A total of RM 450 million will be allocated for this program and it is eligible for all Malaysians aged 18 years and above and with an annual income of less than RM 100,000. Significantly, youths that fall into this category will be the ones that benefit the most. [9]For the implementation of this initiative, ewallet service providers such as Boost, Grab, and Touch 'n Go e-wellet have been selected. The government allocates RM 30 to each qualified applicant, who can claim this amount through any of the specified service providers. Applicants have a two-month period to claim their funds on a firstcome, first-served basis, with a cap of 15 million participants. This approach is expected to benefit ten million Malaysians, effectively broadening the adoption and use of e-wallet technology across the population. This is seen as a valuable cash injection for the citizens, as the money can be claimed for free and within a short period. The ministry stated that this program is to give something back to the people amidst the economic constraints due to the spike in the cost of living, this will make the people feel a bit easier with the free RM 30.[10] This program is expected to have a high impact on ewallet usage among Malaysian citizens. Videos, banners, and pamphlets will be made to educate and remind the people about this program. As people tend to forget, these reminder tools will constantly remind the people to claim the money. This shows that the government is very serious about implementing this program, with a lot of tools and a relatively large amount of allocation.

A Malaysia government effort, the eMADANI program was unveiled under the 'Ekonomi MADANI: Memperkasa Rakyat' template. Its main goal is to ease financial strains while encouraging cashless transactions among the broader public. Theinitiative is promote the adoption of cashless transactions among Malaysians. By providing RM100 e-wallet credit for use in physical stores through partner e-wallet

service providers, the program aims to improve financial burdens for citizens while simultaneously driving the transition towards a digital economy.

The inclusion of additional perks such as coupons, rebates, discounts, and reward points from service providers is a clever strategy to incentivize participation and maximize the program's impact. These incentives not only encourage individuals to utilize the e-wallet credit but also foster long-term engagement with cashless transactions, thereby nurturing a habit that can potentially enhance financial literacy and efficiency. Overall, the program appears to be a well-rounded effort that addresses both immediate financial needs and long-term economic objectives, ultimately benefitting a significant portion of the Malaysian population

IV. FACTORS INFLUENCING E-WALLET ADOPTION

This section aims to extensively focus on identifying, categorizing, and carefully theorizing the determinant factors that have a significant impact on the Malaysian youth in their adoption and integration of e-wallets as a primary medium for their financial transactions and dealings. This research is of utmost importance because, before this era of seamless digital payment methods, there existed no such viable alternative between traditional cash and credit/debit cards. Thus, the transition from cash-based transactions to the adoption of e-wallets poses considerable challenges and requires substantial adjustments. By delving into and comprehensively understanding the driving factors behind this adoption, [11] Numerous technology adoption theories have been developed and extensively studied, providing valuable frameworks for understanding how the rate of technology adoption is influenced by various factors. Among these, the widely acclaimed Diffusion of Innovation Theory (DOI) and the comprehensive Technology Acceptance Model (TAM) have emerged as vital theoretical tools.

These theories offer a deep understanding of the factors that impact the adoption rate of e-wallets in Malaysian youth, ranging from individual attitudes and beliefs to social influences and external contexts. By utilizing these theoretical frameworks, researchers and policymakers gain a comprehensive understanding of the adoption behaviours and motivations among Malaysian youth, ultimately leading to the design and implementation of targeted interventions and strategies to facilitate widespread e-wallet adoption. [12] The Diffusion of Innovation Theory,

for example, emphasizes the role of communication channels, time, and the characteristics of the innovation itself in influencing adoption rates. This theory recognizes that certain characteristics of e-wallets, such as relative advantage, compatibility, complexity, trialability, and observability, can significantly influence the adoption rate among Malaysian youth. Similarly, the Technology Acceptance Model focuses on individual perceptions and beliefs, such as perceived usefulness and ease of use, as key determinants of technology adoption.

Understanding these theories and their application in the context of e-wallet adoption among Malaysian youth provides valuable insights into the challenges and opportunities in promoting widespread and inclusive utilization of e-wallets. It allows for the identification of specific areas that require improvement, whether it be through education and awareness campaigns, enhancing the user interface and experience, or addressing concerns regarding privacy and security. Moreover, this research aims to go beyond theoretical frameworks and examine the unique cultural, economic, and social factors that influence e-wallet adoption in Malaysia. [13] The context-specific insights gained from this research contribute to the body of knowledge on technology adoption in developing economies, ultimately fostering increased financial inclusion digital empowerment for Malaysian youth.

V. THEORETICAL FRAMEWORK

Technology Acceptance Model (TAM) is a theory that helps researchers understand why people decide to use or not use new technology. It is a theory that explains user acceptance of technology through a mix of perceptual and actional processes. TAM was proposed to explain user acceptance and use of computer technology. Then, a second version of TAM was developed, which is the same as the first version but with the addition of social influence and cognitive instrumental processes. [14]This theory is ideally suited to explain the study, as it examines the impact of government incentive programs on ewallet adoption among Malaysian youth. The theory highlights how external factors, such as incentive programs, can influence the perceived usefulness and ease of use of e-wallet transactions, thereby increasing the intention to use them among the youth.

UTAUT, was first developed by Venkatesh et al. (2003)[16] to explain user behavior intention to use a technology. This theory

provides a major impact on users in influencing their behavior towards new technology. UTAUT is an integration of eight unique models of technology acceptance, and the theory itself consists of four main determinants: effort expectancy, performance expectancy, social influence, and facilitating According to UTAUT, conditions. determinants must affect the behavioral intention to use and the actual use behavior, which leads to the outcome of adopting this new technology. [17 Based on our study, these incentive programs are a new technology for the youth in adopting e-wallet transactions. Therefore, UTAUT's determinants will be very useful for us to identify the new behavior of youth in adopting e-wallets because of these programs.

The questionnaire was designed to gather information about these factors, which enabled us to evaluate users' attitudes and perceptions of e-wallet apps in a thorough manner. In order to collect data that is consistent with the fundamental ideas of the UTAUT model, questions were asked about e-wallet usage, perceived usefulness, social factors, and simplicity of use. This method gave the study an organized and thorough foundation by allowing us to examine user acceptability and behavior toward e-wallet apps within the context of accepted theoretical frameworks.

VI. METHODOLOGY

Study Design

This study seeks to quantitatively evaluate the influence of government incentive programs on the adoption of e-wallets among young people in Malaysia. The study employs a survey methodology to measure the associations between participant characteristics, their adoption of e-wallets, and their changes in attitudes after receiving government incentives.

Participants

The individuals involved in the study are young Malaysians between the ages of 18 and 30. This age group constitutes a substantial demographic for digital financial services, being the focus of attention for both e-wallet companies and government initiatives. People from different socioeconomic and geographic origins in Malaysia are included in the study to provide a representative sample.

Data Collection

A structured online survey is administered using Google Forms to collect data. The survey comprises sections designed to capture:

Demographics: Age, gender, education level, and region.

E-Wallet Usage: Frequency of use, preferred e-wallet services, and specific features utilized.

Perceptions of Government Incentives: Awareness of, and attitudes towards, various government-led initiatives related to e-wallets.

Instruments

The survey has a combination of multiplechoice questions to gather demographic information and Likert-scale questions to evaluate individuals' attitudes toward e-wallet features and government incentives. Because of the survey's design, a wide range of pertinent data related to understanding the dynamics of e-wallet usage will be collected.

VII. DATA ANALYSIS

Quantitative Analysis:

Descriptive Statistics: The survey calculates fundamental statistical measures, including the average for all quantitative variables. This approach facilitates comprehension of the central tendencies and variabilities of the data.

Data Handling and Preparation: The data extracted from Google Forms and imported into Excel is subjected to a process of cleaning and preparation to facilitate analysis. This task entails the verification and management of absent data, guaranteeing precise data input, and organizing data files for statistical examination.

Ethical Considerations

The design of all study procedures is intended to conform to ethical norms in research. Participants are provided with information regarding the study's objective and their entitlements, such as confidentiality and voluntary involvement, via an online informed consent procedure. The data is subjected to anonymization techniques and securely kept to guarantee privacy.

VIII. LIMITATIONS

The study admits drawbacks, such as the dependence on self-reported data, which may induce response biases. The extent of regional and demographic coverage can potentially impact the applicability of the findings to all Malaysian youngsters. The study had a tight deadline of less than four months, which may have had an impact on the standard and scope of the researchers' effort. Due to time constraints, data collection and

analysis may have been rushed, which could have affected the validity and consistency of their conclusions. Their capacity to fully investigate various facets or include a wide variety of individuals may have also been limited. Consequently, even though the study is insightful, its overall validity and usefulness may have been undermined by its hasty pace.

Expected Outcomes

This study will use quantitative analysis to empirical information regarding gather government usefulness of incentives encouraging the usage of e-wallets. The objective is to provide valuable information on how various adolescent demographics react to these incentives, therefore guiding future policy and marketing approaches in the digital financial industry.

RESULT AND DISCUSSION IX.

This study explores user engagement with e-wallet applications, assessing their usability, effectiveness, and overall satisfaction. Data were gathered from 113 students at Universiti Utara Malaysia (UUM) and PoliteknikTuanku Syed Sirajuddin (PTSS) through an online survey comprising ten sections with approximately five questions each. The objective is to analyze this data to gain insights and pinpoint improvements needed in e-wallet apps. By understanding user feedback, developers can better tailor their products to meet changing needs and ensure smooth integration into the digital marketplace. This analysis will also highlight current trends and future directions in ewallet technology.

Subgroup Analysis

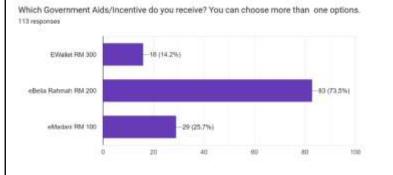
Table 1: Ouestionnaire Responses Demographic Section

Demographic	Description Responses
Characteristic	
Age Group	The majority of respondents fall within the age range of 18 to 14 years old,
Distribution	encompassing both university and polytechnic students. This demographic spans
	from the youngest participant at 18 years old to the oldest at 46 years old.
Gender	Our study shows a gender distribution of 34.5% female and 65.5% male among
Distribution the respondents.	
Educational Respondents exhibit diverse educational backgrounds, including S	
Background	DIPLOMA, DEGREE, and Not Pursuing Any Education levels. 23.3% of
students are pursuing a diploma, while 75.7% are pursuing a degree.	
Geographic Findings reveal a diverse distribution of respondents across Urban Areas (5	
Distribution	Suburban Areas (19.5%), and Village Areas (30.1%), indicating widespread
	adoption of e-wallets across different geographical settings.

Demographic Profile of Participants in E-Wallet Adoption Study

Refer on Table on the success and adoption of e-wallets among student is influenced by various demographic factors. In this section, to provide a comprehensive overview of the demographic profile of participants involved in this study on e-wallet adoption.

Figure 1: Graph respondents receiving three main government incentives through e-wallets. Which Government Aids/Incentive do you receive? You can choose more than one options. 113 responses



DOI: 10.35629/5252-0607686702 |Impact Factorvalue 6.18| ISO 9001: 2008 Certified Journal Government initiatives and incentives play a pivotal role in promoting e-wallet adoption. Figure 1 show respondents in the study report receiving three main government incentives through e-wallets, including the eBelia Rahmah RM200 (73.5%), E-Madani RM100 (25.7%), and RM300 E-Wallet (14.2%). Additionally, some participants have benefitted from government aid through e-wallets on two separate occasions. The choice of e-wallet platform reflects consumer preferences and convenience.

This study indicates that 92% of respondents utilize e-wallets of the Touch 'n Go type, followed by Shopee (41.6%), Grab (27.4%), and Maybank (29.2%). Other e-wallets, including CIMB, Other Bank, Boost, BigPay, Settle, KiplePay, Wise, Sarawak Pay, Public Bank, RHB

Bank, Bank Islam, e-Wallet Zakat, and BSN, are also utilized to varying extents. This comprehensive demographic profile provides valuable insights into the characteristics of participants involved in e-wallet adoption. Understanding these demographic factors is essential for devising targeted strategies to enhance e-wallet adoption rates and promote financial inclusion.

Descriptive Statistics Analysis

For each question in the questionnaire, descriptive statistics were calculated to summarize the responses of participants. Refer to Figure 2 the questionnaire has been divided into nine sections and iscoloured with different colours for each section during the data analysis process.

		rigure 2 The q	ucstion	nane has been divided in	to mile se	CHOIIS	
Quest	Questionnaire divide section						
•	• Performance		•	Risk Section	•	Availability S	Section
Expectancy Section						•	
•	Effort	Expectancy	•	Trust Section	•	Participation	Intention
Sectio	n				Section	•	
•	Social	Influences	•	Reliability Section	•	Habitual	Behaviour
Sectio	n				Section		

Figure 2:. The questionnaire has been divided into nine sections

Table 1 below displays the average response and range for each questionnaire on Performance Expectancy Section (PE).

Question	Average	Conclusion
PE1	4.38	Respondents find the e-Wallet application easy to navigate and utilize its features, as indicated by the high score of 4.38 out of 5. This reflects a positive perception and agreement with the e-wallet application.
PE2	4.21	Respondent agrees that using the e-wallet application can save their time in managing financial transactions.
PE3	4.37	With a score of 4.37 out of 5, the respondent demonstrates high confidence in their ability to complete various tasks using the e-wallet application. This suggests proficiency and capability in tasks such as sending money and checking balances.
PE4	4.17	The respondent expressed high satisfaction (4.17/5) with the overall performance and speed of the e-wallet application in processing transactions.
PE5	4.39	The respondent strongly agrees (score: 4.39/5) towards continuing the use of the e-wallet application in the future, indicating a positive experience and intention to persist with its usage.

Table 1: Questionnaire Responses Performance Expectancy Section (PE)

The summary of questionnaire responses for the Performance Expectancy Section (PE) demonstrates a highly positive attitude and satisfaction among participants. They find the

application easy to navigate, believe it saves time, and express confidence in completing various tasks. Additionally, participants are highly satisfied with its overall performance and speed and strongly intend to continue using the application in the future. This overall positive sentiment suggests a strong endorsement of the application's

effectiveness and utility. Table 2 below displays the average response and range for each questionnaire in Effort Expectancy Section

Question	Average	Conclusion
EE1	4.34	The respondent finds it easy to understand the functionalities and features of the e-wallet application, scoring it at 4.34 out of 5. This indicates a high level of ease in comprehending the application's features and functionalities, suggesting a positive user experience and a low perceived effort required to grasp its workings.
EE2	4.20	The respondent agrees that they do not need to put much effort into performing basic tasks (e.g., sending money, or checking balance) using the e-wallet application, scoring it at 4.20 out of 5. This indicates a perception of ease in executing fundamental actions within the application and reflecting positively on its user-friendliness.
EE3	4.15	The respondent agrees that they do not need to put much mental effort into investing in using the e-wallet application for their financial transactions, scoring it at 4.15 out of 5. This suggests a perception that using the e-wallet application for financial transactions does not require significant mental effort, indicating ease and simplicity in its use for managing financial activities.
EE4	4.20	The respondent feels capable of quickly completing tasks within the e-wallet application without feeling strained or stressed, with a score of 4.20 out of 5. This positive respond that they perceive the application's interface and processes as intuitive and manageable, contributing to a positive user experience without significant feelings of strain or stress.
EE5	4.24	Considering the ease of use of the e-wallet application, the respondent is likely to recommend it to others for their financial transactions, scoring it at 4.24 out of 5. This indicates a positive perception of the application's usability and functionality, suggesting a high likelihood of endorsing it to others for their financial needs.

Table 2: Questionnaire Responses Effort Expectancy Section (EE)

The questionnaire responses on Table 2 from the Effort Expectancy Section reflect a positive perception and usability experience among participants regarding the e-wallet application. Participants find the application easy to understand and utilize its functionalities and features, as indicated by the high average score of 4.23. Moreover, they perceive minimal mental effort required for financial transactions, indicating a seamless user experience. Participants express

confidence in their ability to quickly complete tasks without stress, further emphasizing the application's efficiency. Additionally, the likelihood of recommending the application to others underscores the positive sentiment towards its usability. This overall positive endorsement suggests that the e-wallet application is perceived as user-friendly and efficient by respondents. Table 3 below displays the average response and range for each questionnaire Social Influences Section.

Question	Average	Conclusion
SI1	3.86	The respondent indicates that their friends or family have influenced their decision to use the e-wallet application for financial transactions, scoring it at 3.86 out of 5. This suggests an indifferent or not sure of influence from their social circle in adopting the e-wallet application for managing financial transactions.
SI2	3.99	The respondent notes that observing others, including peers or colleagues, using the e-wallet application encourages their own usage, scoring it at 3.99 out of 5. This suggests that social observation has a moderate impact on users' decisions to adopt e-wallet applications for

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		financial transactions, but not enough for persuading them.
SI3	4.00	The respondent indicates that societal norms and trends regarding the use of e-wallet applications influence their own usage behavior, scoring it at 4.00 out of 5. This suggests a agree perception of societal influence on their decision to use e-wallet applications.
SI4	4.14	Opinions and experiences shared by others, such as online reviews or social media posts, hold significant importance for the respondent when deciding to use the e-wallet application, scoring it at 4.14 out of 5. This emphasizes the respondents agree with the influence of external sources in shaping their decision-making process regarding the usage of e-wallet applications.
SI5	4.14	Considering the influence of others on their e-wallet usage, the respondent agree believes that they are likely to continue using it if those around them also use it regularly, scoring it at 4.14 out of 5.

 Table 3: Questionnaire Responses Social Influences Section (SI)

Respondents in our survey rated the influence of social factors on their e-wallet usage at an average score of 4.02 out of 5 on Social Influences Section. This suggests that social influences, such as opinions from friends, family, societal norms, and online sources, play a significant role in shaping their decisions about using e-wallets. Additionally, respondents are more

likely to continue using e-wallets if they see others in their social circle using them regularly. These findings highlight the importance of social cues and peer influence in both the adoption and ongoing use of e-wallet applications. Table 4 below displays the average response and range for each questionnaire Risk Section.

Question	Average	Conclusion
RS1	4.22	Although on a somewhat different scale than in the preceding scenario, respondents' average score of 4.22 suggests that they are quite concerned about the security of their financial information when utilizing e-wallet applications.
RS2	4.07	The average score of 4.07 indicates that respondents believe there is a considerable danger of unauthorized access to their e-wallet accounts due to identity theft or hacking. This is a rather high degree of belief.
RS3	3.85	Respondents' moderate to high degree of trust in the e-wallet application's capacity to safeguard their transactions from fraudulent activity.
RS4	3.75	Somewhat believe that using the e-wallet application might result in a financial loss due to technical problems (such app crashes or system difficulties).
RS5	3.84	Respondents appear to be moderately prepared to tolerate the possible hazards of using e-wallet programs in exchange for the advantages they provide.

 Table 4: Questionnaire Responses Risk Section (RS)

Respondents express significant concerns about the security of their financial information when using e-wallet applications. Student fear identity theft or hacking, although they generally trust e-wallet apps to protect their transactions from fraud. While respondents have some faith in e-wallet security features, student worry about potential money losses due to technical issues like

system malfunctions or app failures. Despite these concerns, they are willing to accept some risks associated with using e-wallets because of the benefits they offer. In summary, participants are apprehensive about the safety of their financial data with e-wallets but still trust the apps' security features. They are willing to take some risk for the advantages e-wallets provide. Table 5 below

displays the average response and range for each

questionnaire Trust Section.

Question	Average	Conclusion
TS1	3.86	Respondents appear to have a modest level of trust in the security precautions the e-wallet application has put in place to safeguard their financial and personal data.
TS2	3.88	Indicates that respondents have a moderate to high degree of confidence in the e-wallet application's ability to perform their transactions consistently and without mistakes or disruptions.
TS3	3.98	Respondents are generally satisfied with the e-wallet application's transparency with regard to its terms of service, privacy policy, and user agreements.
TS4	3.95	Satisfied with the e-wallet application's customer assistance for rapidly addressing their problems and resolving difficulties.
TS5	4.12	Based on their entire experience and confidence in the e-wallet application's dependability and security, the respondents' remarkable average score indicates a very high possibility that they will recommend it to others.

Table 5: Questionnaire Responses Trust Section (TS)

Respondents generally have moderate confidence in the security measures of the e-wallet application but feel there's room for improvement to enhance user trust. They trust the application to process transactions reliably with minimal errors or disruptions. Satisfaction with user support is high, with users believing their issues are promptly resolved, highlighting the importance of efficient customer service in enhancing the user experience. Users are likely to recommend the e-wallet application to others due to their positive overall experience and high trust in its security and

reliability. This indicates strong endorsement and potential growth through word-of-mouth recommendations. Overall, respondents had a favourable experience with the e-wallet application, despite areas needing improvement, such as increasing trust in security measures. The high likelihood of recommendation underscores the application's success in delivering a satisfying user experience and building trust in its reliability and security. Table 6 below displays the average response and range for each questionnaire Reliability Section.

Question	Average	Conclusion
RS1	3.84	Low level of satisfaction among respondents regarding technical issues when
		using the e-wallet application.
RS2	3.99	Moderate level of trust among respondents in the e-wallet application to accurately reflect their current account balance and transaction history.
RS3	3.99	Respondents had a modest degree of confidence that their transaction history and current account balance were appropriately shown in the e-wallet application.
RS4	3.86	A rather frequent occurrence of transaction processing delays while utilizing the e-wallet program.
RS5	4.00	Based on their entire experience and confidence in the e-wallet application's dependability and security, the respondents' remarkable average score indicates a very high possibility that they will recommend it to others.

Table 6: Questionnaire Responses Reliability Section (RS)

In the reliability section of the survey, average score of 3.93 obtained from the survey indicates that users have identified areas in need of improvement regarding the performance and reliability of the e-wallet program. They express dissatisfaction with technical difficulties

experienced while using the application. Despite this, users maintain a reasonable amount of confidence in the application's ability to accurately display transaction histories and account balances. While users generally trust the e-wallet application's display of financial data to some

extent, they highlight frequent transaction processing delays, indicating a need for efficiency and optimization enhancements. Nevertheless, users have a high level of trust in the application's ability to consistently meet their financial demands, despite these obstacles. Overall, the e-wallet

application is perceived as reliable and capable of meeting user expectations, as evidenced by the confidence expressed by respondents in its performance, despite areas for improvement. Table 7 below displays the average response and range for each questionnaire Availability Section.

Question	Average	Conclusion
AS1	3.82	Users generally experience minimal downtime or service interruptions, indicating good reliability, but there is room for improvement.
AS2	3.76	The e-wallet application is consistently accessible across different platforms, ensuring convenience for users.
AS3	4.00	Users are highly satisfied with the responsiveness of the e-wallet application's servers, which is crucial for smooth transaction processing.
AS4	3.87	While users typically don't face significant delays, occasional experiences suggest a need for better server management during peak times
AS5	3.96	Users express a high level of confidence in the e-wallet application's availability, indicating strong reliability and trustworthiness.

Table 7: Questionnaire Responses Availability Section (AS)

In the Availability Section with an overall average score of 3.88, users report generally positive experiences with the e-wallet application's performance. Students note minimal downtime, high accessibility, and excellent server responsiveness, and express strong confidence in its availability. However, occasional delays during peak times indicate room for further optimization

in server management. Overall, while the application maintains a positive user experience and reliability, there is still potential for enhancement to ensure consistently smooth performance.

Table 8 below displays the average response and range for each questionnaire Participation Intention Section.

Question	Average	Conclusion
PS1	4.15	Users express a strong intention to continue using the e-wallet application for their financial transactions in the future, indicating high satisfaction and trust.
PS2	4.10	Users are inclined to recommend the e-wallet application to others for their financial needs, suggesting positive experiences and confidence in its capabilities.
PS3	4.02	The e-wallet application is considered as a primary method for managing finances by users, highlighting its importance and reliability in their financial activities.
PS4	4.00	Users are motivated to explore and utilize all the features and capabilities offered by the e-wallet application, indicating a positive attitude towards its functionalities.
PS5	4.07	Users show willingness to actively engage with new updates and improvements introduced by the developers, reflecting a desire to stay updated and benefit from enhancements.

Table 8: Questionnaire Responses Participation Intention Section (PS)

With an average score of 4.07, the Participation Intention Section reveals a high level of satisfaction and trust among users towards the e-wallet application. Users express strong intentions

to persist in using it, recommending it to others, and relying on it as their primary method for financial management. Furthermore, users exhibit a motivation to explore the application's features and engage with updates, signaling a positive user

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experience and promising prospects for the application's future growth and adoption.

Table 9 below displays the average response and range for each questionnaire Habitual BehaviourSection.

Question	Average	Conclusion
HB1	4.20	Users express a strong tendency to frequently use the e-wallet application for their financial transactions, indicating high engagement and reliance on the platform.
HB2	4.22	Users are highly likely to automatically open the e-wallet application when making purchases or payments, suggesting ingrained usage habits and convenience.
HB3	4.20	The e-wallet application is considered a routine part of daily financial activities by users, indicating seamless integration into their everyday routines.
HB4	3.99	While users generally use the e-wallet application without much conscious thought, there is slight consideration of alternative payment methods, indicating some room for improvement in habit formation.
HB5	4.01	Users express a preference for using the e-wallet application in their financial behaviour, even when other payment options are available, highlighting strong loyalty and satisfaction.

Table 9: Questionnaire Responses Habitual Behaviour Section (HB)

With a score of 4.12, the Habitual Behaviour Section reflects strong user habits and preferences towards the e-wallet application. Users exhibit frequent usage patterns, automatic opening behaviour, and routine incorporation into daily financial activities. While there's a slight consideration of alternative payment methods and room for improvement in unconscious usage, overall, users demonstrate a high level of loyalty and preference for the e-wallet application in their financial behaviour.

X. CONCLUSION

Analyzing feedback from nine different sections has provided valuable insights into the sentiments of students regarding the usage of ewallet apps, particularly in the context of government incentives. By posing pertinent questions, valuable information has been gleaned concerning users' experiences and preferences. Overall, students express appreciation for these incentives, finding e-wallets user-friendly and dependable for their financial needs, with government incentives serving as an added benefit. Despite existing concerns, such as security and occasional technical glitches, most students intend to continue using e-wallets. This suggests that government incentives may positively influence their satisfaction levels. However, it is worth noting that some respondents did not strongly agree with the statements, indicating room for improvement. This highlights the need for further research to identify key requirements to ensure proper usage of e-wallets, even in the absence of government incentives. This deeper understanding will enable developers to enhance e-wallet apps and address other factors such as infrastructure and internet access that can affect user experience.

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Appendix A Questionnaire

Demographic Section	Performance Expectancy Section										
Age *	Please answer the following questions based on your exp you strongly disagree with the statement then choose 1, if indifferent or not sure choose 3, if you agree choose 4, and						, if you disagree choose 2, if you are				
Your answer	I find it very easy to n	avigate a	nd use t	the featu	res of the	e-Walle	t application.*				
		1	2	3	4	5					
Gander *	Totally Disagree	0	0	0	0	0	Totally Agree				
○ Male	33 33						175525				
○ Female	I believe that using the e-wallet application can save my time in managing my financial transactions.										
What level of education that you are pursuing now? *		1	2	3	4	5					
	Totally Disagree	0	0	0	0	0	Totally Agree				
STPM Level											
Diploma Level Degree Level	I am very confident in checking balance) us	100	-			ks (e.g.,	sending money, *				
Not Pursuing any education		1	2	3	4	5					
	Totally Disagree	0	0	0	0	0	Totall Agree				
What area do you come from? *											
○ Town Area	I am very satisfied wi application in proces				e and spe	ed of th	e e-wallet *				
Sub Urban Area	1	2		3	4		5				
○ Village Area	0	C)	0	0		0				
Which Government Aids/Incentive do you receive? You can choose more than one options.	Considering my expe wallet in the future.	rience wi	th the e	wallet ap	pplication	, I will co	ontinue using e- '				
☐ EWallet RM 300		1	2	3	4	5					
□ eBelia Rahmah RM 200	Strongly Disagree	0	0	0	0	0	Strongly Agree				
eMadani RM 100											
	Back Next						Clear fo				



			Boost T&G Grab BigPay Wise KiplePe Settle Chat Shoppe CIMB	ay	allet do	you have? *								
		_	Other E	3ank —										
		Back		Next	t					Clear f	orm			
Effort Expectancy Sect	tion					-	Social Influences Sect	ion						
Please answer the follow you strongly disagree will indifferent or not sure cho	ing quest	lement th	en choos	SE 1, 8 90	u disagre	e choose 2, if you are	Please arrawer the follow you strongly disagree with and flarent or not sure the	h the stat	ement th	en choos	or 1, if yo	u disagra	e choose I, if you are	
If is easy for me to und application.	derstand	The fund	ctionalfi	es and t	eatures	of the e-wallet "	My friends or family his for financial transaction		enced m	y decisio	on to us	e Die e-w	site! application	*
	4	2	3	4	5			.1	2	3	4.	s		
Strongly Disagree	0	0	0	•	0	Strongly Agree	Strongly Drasgree	0	0	0	0	0	Strongly Agree	
I do not need to put mo or checking balance) i					tanks (#	g , sending money, *	I always observe other which encourages me			lleaguer) using	The e-wa	net application,	
	- 1	23	2	4	1.			(1)	2	3	4.1			
Strongly Disagnee	0	0	0	•	0	Strongly Agree	Strongly Disagree	0	0	0	0	0	Strongly Agree	
i do not need to put m for my financial transa		ntal effor	t to inve	st in usi	ng the e	water application =	I always perceive soci applications influencing					the use o	f e-wallet	
	12	27	3	4	5			22.	.2	3	4.5			
Strongly Disagree	0	0	0	(3)	0	Strongly Agree	Strongly Disagree	0	0	0	0	0	Strongly Agree	
I can quickly complete strained or stressed	tanks w	offnin the	e-wallet	t applica	tion with	out feeling =	Opinions and experien posts) are very import							
Strongly Draugree	0	0	0		0	Strongly Agree	Strongly Disagree	0	0	0	0	0	Strongly Agree	
Considering the ease of to others for their final				ilication,	t will like		Considering the influer going to continue usin						kely that Lam	
Strongly Disagree	0	0	0	0	0	Strongly Agree	Strongly Disagree	0	0	0	0	0	Strongly Agree	
navantani transi														
Bech Nort						Clear form	Back Neut						Clear 5	norm



							Trust Section						
lease answer the follow ou strongly disagree wit different or not sure ch	h the stat	ement th	en choos	se 1, if yo	u disagre	e choose 2, if you are							
am very concerned a the e-wallet applicatio		security	of my f	inancial	informat	ion when using	I am very confident in application to protect						ne e-wallet
	1	2	3	4	5			1	2	3	4	5	
Strongly Disagree	0	0	0	0	0	Strongly Agree	Strongly Disagree	0	0	0	0	0	Strongly Agree
I do believe that the ri- hacking, identity theft			ed acces	s to my	e-wallet a	account (e.g.,	I do believe that the e- without errors or inter			n reliably	y proces	ses my t	transactions
	1	2	3	4	5			4	2	3	14	-5	
Strongly Diasgree	0	0	0	0	0	Strongly Agree	Strongly Disagree	0	0	0	0	0	Strongly Agree
	ties.					my transactions *	I am very satisfied with terms of service, priva	cy policy	, and us		ments.		tion regarding its
	ties.	2	3	ability to	5	my transactions * Strongly Agree		cy policy	, and us	er agree 3	ments.	5	tion regarding its Strongly Agree
from fraudulent activi Strongly Disagree	ties.	z O sues (e.g	3	4	5 O	Strongly Agree	terms of service, priva	1 O	, and us 2 O owided by	3 O	4 O	5 O	Strongly Agree
from fraudulent activi Strongly Disagree	1 O	2 O sues (e.g using the	3 O s, system e e-walle	4	5 O	Strongly Agree	terms of service, priva Strongly Disagree I find the customer sa	1 O	, and us 2 O owided by	3	4 O	5 O	Strongly Agree
from fraudulent activit Strongly Disagree	1 O	z O sues (e.g	3 O J., system e e-walle 3	4 O n glitche at applica	5 O	Strongly Agree ashes) could *	terms of service, priva Strongly Disagree I find the customer sa	1 O	, and us 2 O owided b imptly.	3 O	ments. 4 O rallet app	5 O	Strongly Agree
from fraudulent activit Strongly Disagree I do not think that tech result in a financial los Strongly Disagree Considering the poten	ties. 1 Onnical issess when 1	2 O sues (e.g. gas	3 . O	4 O n glitche 4 O	s, app cration.	Strongly Agree ashes) could Strongly Agree et application, I	terms of service, priva Strongly Disagree I find the customer su concerns or resolve is:	1 O	, and us 2 O wided by mptly.	3 O	### A C C C C C C C C C C C C C C C C C	5 O	Strongly Agree to address my Strongly Agree
I do not think that tecl result in a financial los	ties. 1 Onnical issess when 1	2 O	3 . O	4 O	s, app cration.	Strongly Agree ashes) could Strongly Agree et application, I	terms of service, priva Strongly Disagree I find the customer su concerns or resolive is: Strongly Disagree Considering my overal	1 O	, and us 2 O wided by mptly.	3 O	### A C C C C C C C C C C C C C C C C C	5 O	Strongly Agree to address my Strongly Agree



lealibility Section							Avilibility Section							
ease answer the follow u strongly disagree wit different or not sure ch	h the stat	ement th	en choos	se t, if yo	u disagre	e choose 2, if you are								
seldom experience to ansactions) when us					, and em	ors during *	I seldom encounter do e-wallet application.	owntime	or servic	ce intern	uptions (when att	empting to use th	
	1	2	3	4	5			1	2	3	4	5		
Strongly Disagree	0	0	0	0	0	Strongly Agree	Strongly Disagree	0	0	0	0	0	Strongly Agree	
always trust the e-wa			o accura	itely refli	ect my cu	urrent account	I always find the e-wal mobile, desktop).	llet applic	cation ad	ccessible	e across	differen	rt platforms (e.g.,	
	1	2	3	4	5			1	2	3	4:	5		
					0	Strongly Agree	Strongly Disagree	0	0	0	0	0	Strongly Agree	
			y and rei	liability o	f the e-w	vallet application's *	I am always satisfied when processing my t		responsi			wallet ap	optication's server	
am very satisfied wit erformance across d		nsistenc devices (y and rei (e.g., sm 3	liability o artphon 4	of the e-w es, tablet 5	rallet application's * ts).	I am always satisfied when processing my t		responsi ons.	iveness	of the e	5		
am very satisfied wit erformance across d Strongly Disagree	1	nsistenc devices (2	y and rei (e.g., sm 3	fiability of artphone	of the e-w es, tablet 5	vallet application's * is). Strongly Agree	I am always satisfied when processing my t	1	responsions.	3	of the e	5	Strongly Agree	
am very satisfied wit erformance across d Strongly Disagree seldomly encounter	1	nsistenc devices (2	y and rei (e.g., sm 3	fiability of artphone	of the e-w es, tablet 5	vallet application's * is). Strongly Agree	I am always satisfied when processing my t	1 O	responsions.	3	of the e	5	Strongly Agree	
am very satisfied wit erformance across d Strongly Disagree seldomly encounter (1	nsistenc devices (2	y and rei (e.g., sm 3	fiability of artphone	of the e-w es, tablet 5	vallet application's * is). Strongly Agree	I am always satisfied when processing my to Strongly Disagree	1 O	responsions.	3 O	of the e	5 O	Strongly Agree	
am very satisfied wit erformance across d Strongly Disagree seldomly encounter	1 O	nsistenc devices (2 O	y and rel (e.g., sm 3	iliability of artiphonic 4	of the e-w es, tablet 5	vallet application's * is). Strongly Agree	I am always satisfied when processing my to Strongly Disagree	1 O	responsions. 2	3 O	of the e-	5 O	Strongly Agree	
am very satisfied with erformance across of Strongly Disagree seldomity encounter upplication?	1 O delays in	process 2 O	y and rei	sactions 4 O sonfident	of the e-wees, tablet	rallet application's * is). Strongly Agree sing the e-wallet *	I am always satisfied when processing my to when processing my to Strongly Disagree I seldom experience do overload or high traffic	1 O	responsions. 2 O accessin	3 O	of the e-	5 Opplication 5 O	Strongly Agree In due to server Strongly Agree	
am very satisfied wit verformance across d Strongly Disagree seldomly encounter application?	1 O delays in 1 O II experie	process 2 O	y and rei	sactions 4 O sonfident	of the e-wees, tablet 5 5 when us 5 in the relatity.	rallet application's * is). Strongly Agree sing the e-wallet *	I am always satisfied when processing my to when processing my to Strongly Disagree I seldom experience dowerload or high traffic Strongly Disagree Considering my overa	1 O	responsions. 2 C accessin	3 O	of the e-	pplication 5 Continue aver I require	Strongly Agree In due to server Strongly Agree	



Participation Intention Section							Habitual Behaviour Section							
Please answer the following questions based on your experience using various e-wallets. If you strongly disagree with the statement then choose 1, if you disagree choose 2, if you are indifferent or not sure choose 3, if you agree choose 4, and if you strongly agree choose 5. I am going to continue using the e-wallet application for my financial transactions * In the future.							Please answer the following questions based on your experience using various e-wallets. If you strongly disagree with the statement then choose 1, if you disagree choose 2, if you are indifferent or not sure choose 3, if you agree choose 4, and if you strongly agree choose 5. I will frequently use the e-wallet application for my financial transactions. "							
Strongly Disagrée	0	0	0	0	0	Strongly Agree	Strongly Disagree	0	0	0	0	0	Strongly Agree	
intend to recommend	I the e-w	allet ap	plication	to other	rs for the	ir financial needs. *	I will automatically op-	en the e-	wallet a	pplicatio	n when	making (ourchases or	
	18	2	3	14	5			1	2	3	4	5		
Strongly Disagree	0	0	0	0	0	Strongly Agree	Strongly Disagree	0	0	0	0	0	Strongly Agree	
will be using the e-wa inances?			as my pr			r managing my	I will use the e-wallet a	applicatio		outine p		y daily fi 5	nancial activities. '	
Strongly Disagree		0		0		Strongly Agree	Strongly Disagree	200	0	Sept.	-	0	Strongly Agree	
am motivated to exp the e-wallet applicatio		utilize a	II the fea	tures ar	nd capab	lities offered by *	I will use the e-wallet a payment methods.	application	on witho	ut conso	ciously t	hinking a	about alternative	
	1	2	3	4	5			1	2	3	4	5		
Strongly Disagree	0	0	0	0	0	Strongly Agree	Strongly Disagree	0	0	0	0	0	Strongly Agree	
Considering myr overa actively engage with n developers?							I will use the e-wallet a other payment options			financia	il behavi	or, even	in situations where	
	1	2	3	4	5			1	2	3	4	5		
							Strongly Disagree	0	0	0	0	0	Strongly Agree	