

## **ABSTRACT**

PT. Kereta Api Indonesia (KAI) is a state-owned company that provides railroad transportation services in Indonesia. Thus, the passenger can obtain train tickets from several kinds of channels. In order to fulfill the needs of millions of passengers, PT. KAI has to innovate their business strategy in boosting up their train ticket sales. Following the technologies nowadays, the availability of ICT-based infrastructure is one of the most useful indicators to build up smart mobility. Therefore, the company launched its official mobile application named KAI Access in 2016. This research was conducted to analyze factors influencing the continuance intention of using KAI Access. The research framework used in this study is adapted from the Modified Unified Theory of Acceptance and Use of Technology 2 (UTAUT2) with System Quality as an extension variable.

The data was distributed through online Google Forms and gained 409 valid respondents who have been using the application at least three times and are above 17 years old. All the data gathered had fulfilled the requirements of validity and reliability. To test the hypothesis, this research used Structural Equation Modeling (SEM) with SmartPLS 3.0 as software tool. The result shows that there are four factors that significantly influence the continuance intention of using KAI Access, namely Hedonic Motivation, Habit, System Quality, and Performance Expectancy. In terms of moderating variables, Age and Gender are not moderating any factors that influence the Continuance Intention. The model can strongly predict the Continuance Intention of consumers towards KAI Access since the  $R^2$  is 72%. This model can be used by the company to improve and develop customer continuance intention towards KAI Access by considering those factors and their indicators.

This research has found that the most significant factor from the Modified UTAUT 2 Model that influences the continuance intention of using KAI Access is Hedonic Motivation. It means that the company may improve the application by creating a unique impression that will entertain the user to feel fun and satisfied to use KAI Access. For further research, it is expected to do longitudinal research and since the study has strong explanatory power which is 72%, the further study is expected to do research in the field of travel mobile application with different objects.

**Keyword:** Continuance Intention, UTAUT, Travel, KAI Access