ABSTRACT

In this Covid-19 era, the government was forced to impose rules that limit the mobility of its people in various countries. As a result, some companies are turning to a work-from-home culture and online collaboration. Many companies issue policies for their employees to work at home or work from home, besides this also has an impact on the education sector by conducting distance learning activities online using a platform. Thus, all school activities are carried out online, starting from teaching and learning activities carried out online using face-to-face remote applications such as Microsoft Teams. Microsoft Teams is an e-learning platform that has features that can be integrated with Office 365 and makes it easier for its users, but the number of users of Microsoft Teams is still lower than that of face-to-face e-learning platforms such as Zoom and Google Meets. This is evidenced by the results of the survey which showed that the most widely used application was Zoom which received a percentage of 57.2%, followed by Google Meets with a percentage of 18.5% and most recently Microsoft Teams only received the least percentage of 2%.

This study aims to determine how the acceptance of e-learning technology uses the Technology Acceptance Model (TAM) based on the constructs of Perceived Usefulness, Perceived Ease of Use, Behavioral Intention to Use, Attitude Toward Use and Actual Use in Microsoft Teams users in Indonesia during the Covid-19 era. .

The method used in this research is quantitative, using Partial Least Squares Structural Equation Modeling (PLS - SEM). The measurement scale used is a Likert scale from one to five. The technique in collecting data from this research is by distributing questionnaires through electronic media or social media which are distributed to all Microsoft Teams users in Indonesia.

The results of this study indicate that Computer Playfulness and Enjoyment have a positive and significant effect on the Perceived Ease of Use of Microsoft Teams users in Indonesia. In addition, the Enjoyment variable has a positive and significant effect on Perceived Usefulness, the Perceived Usefulness variable, Perceived Ease of Use, and Attitude Toward Using have a positive effect on Behavioral Intention to Use and the Behavioral Intention to Use variable has a positive effect on the Actual Use variable for Microsoft Teams users in Indonesia.

Researchers suggest that Microsoft Teams as an e-learning service provider should improve the quality of the system and also the quality of information available in Microsoft Teams by creating more interesting functions and interactions from the Microsoft Teams system.

Keywords: PLS-SEM, E-learning, Technology Acceptance Model, Microsoft Teams, Covid-19.