

1. Introduction

The COVID-19 pandemic is the worst pandemic in world history. As of July 31, 2020, WHO reported more than 650,000 deaths due to COVID-19 worldwide [1]. The COVID-19 pandemic affects 213 countries worldwide [2]. The pandemic urges the government to reduce interactions between people, included in education activities [3]. The prohibition of face-to-face interactions makes educational institutions evaluate and transform to be online [4]. Since the COVID-19 pandemic, the online education business has also begun to be widely used and profited [5]. Currently, the condition of Indonesian society already start to adopt digitalization changes [6]. And for education, online-based has been widely provided. The online education business currently standing is CodePolitan, one of the biggest learning platform of Indonesia, specifically for programming. CodePolitan itself is categorized as Massive Open Online Courses or MOOC, an online course application that can be used anytime and by anyone in an unlimited number. MOOC is intended to allow users to take courses without restrictions on time and geographic location [7].

This study investigates the effect of the pandemic period on consumer behavior of CodePolitan platform users by measuring their adoption level. With Actual System Use, the condition where the system is actually used, reflecting how satisfied individuals are in using the system. The method used is the Technology Acceptance Model (TAM) [8]. This method is one of the models built to analyze and understand the influencing factors of acceptance. The TAM method was chosen for this study because of its empirically proven validity and highly predictive IT adoption model [9].