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Reference	Country	Aim	Methodology	Sample	Main Variable	Measurment	Main Finding
(Mareta &	Indonesia	This Study aims to	This study	Gen Z	Technology	ı	Perceived ease of use,
Meiryani, 2023)		identify the factors	used	Indonesia	Acceptance		perceived usefulness,
		that influence the	systematic		Model, E-		promotion, trust, and
		interest of Gen Z in	literature		wallet, QRIS		social influence has a
		using the QRIS	review				positive and significant
		payment system in					influence on the interest
		the e-wallet					of Generation Z in using
							QRIS as a payment
							technology for e-wallets
(Waliyuddin &	Indonesia	This research aims to	This study	424 Indonesian	Digital	This study used	Based on the findings of
Rahadi, 2023)		determine and	used	respondents	Literacy,	the purposive	this study, financial and
		analyze the influence	quantitative		Financial	sampling	digital literacy variables
		of Financial and	methodology		Literacy, QRIS	technique for	partially and
		Digital literacy on			Payment	sampling. The	simultaneously did not
		QRIS				study was based	have a significant effect
						on primary data	but had favourable odds
						collected through	on the use of QRIS
						questionnaires	payment

intention of the continuity	relationship		QRIS users		Generation Z through		
affect satisfaction and the	analyze the	Expectation	generation Z		QRIS adoption in		
usefulness significantly	SEM-PLS to	QRIS,	from 100	quantitative	continuity factors of		
showed that perceived	this study used	intention,	primary data	approach is	understand the		
This study findings	The analysis in	Continuance	The study used	The study	The research aims to	Indonesia	(Sholihah, 2023)
	variables.						
	variable dependent						
	the independent						
QRIS platform	much influence						
generation to use the	determine how						
positively affect the Z	study is to						
technological innovations	equation in this				usage determination		
personal attachment and	regression				Indonesian Standard		
(QRIS). In contrast,	variables. The				the Quick Respond		
Indonesian Standard	independent	QRIS	City		innovations influence		
use Quick Respond	variables through	innovation,	Lhokseumawe		technological		
Gen Z determinants to	dependent	Technological	generation in		issues, and		
issues do not influence	measures	Privacy issues,	100 Z		attachment, privacy		
efficacy and privacy	casual and	attachment,	this study is the	quantitative	self-efficacy, personal		
demonstrates that self-	categorized as	Personal	population of	approach is	determine whether		
The result analysis	The study is	Self-efficacy,	The research	The study	This study aims to	Indonesia	(Yoesoef, 2023)

QRIS on MSME, and							
decision to transact using					Small and Medium		
significant effect on the					on MSME (Micro		
of use has a positive and		Using QRIS			transact using QRIS		
South Denpasar, the risk		Transactions	MSME		the decision to		
using QRIS on MSME in		Make	sample of 99		financial literacy on		
the decision to transact	regression analysis	Decisions to	obtained a		and risk of use, and		
and significant effect on	multiple linear	Literacy on	formula, which		perceived ease of use		
ease of use has a positive	study used	Use, Financial	using the Slovin	quantitative	influence of		
indicate that perceived	technique in this	Ease, Risk of	determined	approach is	determine the		2023)
The results of this study	The data analysis	Perceived	The sample was	The study	This study aims to	Indonesia	(Putri et al.,
Generation Z							
of QRIS users from							
usefulness and satisfaction							
affect the perceived							
addition, confirmation	SmartPLS						
of QRIS adoption. In	variable with						
the intention of continuity	endogenous						
also significantly affects	variable and				(ECM) theory		
Furthermore, satisfaction	exogenous	Model (ECM)			Confirmation Model		
of QRIS adoption.	between	Confirmation			the Expectation		

			business				
			QRIS in their				
			implemented				
			have				
perform a transaction			Indonesia, that				
suitable by retailers to			Jakarta,				
QRIS are considered			business in				
payment methods using		Countries	medium				
user-friendly transactions,		Developing	micro to				
secure, consistent, and		Cashless in	or work in				
lifestyle to make fast,		Operations,	who either own		in Indonesia		
business needs and	this study	Business	respondents		adoption by retailers		
intention to; whereas the	analyze the data of	Payment,	the result of 300		Service (QRIS)		
positive influence on the	SEM approach to	Integrated	profile shows	quantitative	Code Payment		
the business also has a	using the PLS-	Payment,	demographic	approach is	the integrated QR		Fajar, 2022)
QRIS compatibility with	This research	QR Code	The following	The study	This paper examines	Indonesia	(Rafferty &
MSME.							
transact using QRIS on							
effect on the decision to							
positive and significant					Denpasar.		
financial literacy has a					Enterprises) in South		

internet to find					approach		
individuals using the					macroeconomic		
level of education, and					Indonesia with a		
19 are financial inclusion,					provinces of		
provinces during COVID-			investigation		merchants in all		
merchant in Indonesia			chosen for this	method	using QRIS on		
payment using QRIS on		19	are specifically	regression	the digitals payment		
factors affecting digital		QRIS, Covid-	in this research	linear	what factors affect		2022)
research found that the		Payments,	and sample used	a multiple	study is to examine		Nainggolan,
The results of this	-	Digital	The population	This study use	The purpose of this	Indonesia	(Anggadipati &
method							
using the QRIS payment	MSMEs						
work with Merchants	method for a						
MSMEs who actively	the QRIS payment				object		
all people use it like	Fintech, namely				MSME research		
the economic field but no	used in writing on				payment method with		
digital transformation in	various literature	QRIS, MSMEs			focusing on the QRIS		
awareness regarding	to conclude	payment,			in the economic filed,		
already a lot of public	analysing method	Digital			financial technology		
be concluded that there is	bibliometric	Technology,	the use of QRIS	study	investigate the role of		2022)
From this research, it can	This study use a	Financial	The papers on	A bibliometric	This research aims to	Indonesia	(Nafisa et al.,

			samples				
	tested		research				
Ø	study model are		entrepreneurs		instrument		
e	hypotheses of the		250 MSME		QRIS digital payment		
	estimates, and		rounded up to		intention to utilize the		
	technique,	MSMEs	which is then		City behavioral		
	(PLS-SEM)	payment,	by 9 yields 252,		Pemantangsiantar		
<u> </u>	Equation Model	Digital	multiplying 28		affect MSMEs in		
	Structural	intention,	produced by	quantitative	the variable that		
	Least Square	Behavioral	samples	approach is	study is to examine		2022)
al	Using the Partial	QRIS,	The number of	The study	The main goal of this	Indonesia	(Butarbutar et al.,

perceived usefulness,					government support,		
the mediation of trust and		Perceived			perceived usefulness,		
both directly and through		Innovativeness,	through QRIS		innovativeness,		
to continue using QRIS,		Support,	payments		influence,		
with behavioral intention	Statistics software	Government	who had made		expectancy, social		
significant relationship	IBM SPSS	System,	respondents		between effort		
Support has a positive and	analyzed using the	Payment	Indonesian	quantitative	the relationship		
indicate that Government	statistically	Cashless	included 275	approach is	study was to look at		Salehudin, 2022)
This study's findings	The data were	QRIS,	This study	The study	The goals of this	Indonesia	(Puspitasari &
effect is not significant							
mouth generally partial					Jakarta		
perceptions of word of					generation in DKI		
In Jakarta, but the					the millennial		
the millennial generations			money		electronic money in		
QRIS electronic money in			electronic		to use QRIS		
risk on the decision to use	version 28		using QRIS		influence the decision		
perception ease of use and	Statistics software	Perception	have experience	approach	mouth, and risk) that		
effect on the variables of	IBM SPSS	Generation,	who know and	descriptive	of use, word of		
and partial significant	analyzed using the	Millennial	respondents	quantitative	the perceptions (ease		
there was a simultaneous	statistically	Money,	generations	method uses a	conducted to analyze		2022)
The result showed that	The data were	Electronic	96 millennial	The research	The study was	Indonesia	(Yasar et al.,

conclude that first, the		Medium		uses a	determine first, the		2023)
The results of the study	•	Small and	-	This research	This study aims to	Indonesia	(Azhari et al.,
affecting user satisfaction							
most dominant variable							
Ease of transaction is the							
effect on satisfaction.					MSMEs		
positive and significant					Blimbing Malang		
ease of transaction have a					satisfaction in Batik		
Then, system quality and					transaction QRIS user		
QRIS user satisfaction.		satisfaction			quality, and ease of		
significantly influence	regression analysis	quality, user			quality, system		
quality did not	multiple	quality, system	study was 103	quantitative	of information		
found that information	method used is	information	samples in this	approach is	determine the effect		et al., 2023)
The results of the study	The analytical	Ease of use,	The number of	The study	This study aims to	Indonesia	(Rachmacandrani
intention							
impact on behavioral							
trust all have a direct							
perceived usefulness, and							
influence, innovativeness,					in the future		
expectancy, social		Trust			intention to use QRIS		
Furthermore, effort		Usefulness,			and behavioral		

using QRIS as a digital	Consumer	techniques with	method	Use, Perceived Risk		
merchant intention in	Perceived risk,	data collection	approach	Perceived Ease of		
significant effect on	of use,	questionnaire	qualitative	the influence of		
perceived ease of use has	Perceived ease	method use	uses a	research is to analyse		2022)
- The result showed that	QRIS,	This research	This research	The purpose of this	Indonesia	(Pontoh et al.,
conducting						
also consumers in						
for MSMSE actors and						
that it become an obstacle						
conducting transactions so						
network is less stable in				city in using QRIS.		
Third, the internet				Pemantangsiantar		
practical, fast, and secure.				actors in		
make payment more				obstacles for MSME		
merchants MSME to				actors and the three		
existence of QRIS helps				QRIS for MSME		
Indonesia. Second, the	System			the benefits of using		
instrument issues by Bank	Payment			using QRIS. Second,		
digital payment	QRIS,		method	Pematangsiantar		
know that QRIS is a	(MSME),		approach	actors in		
majority of MSME actors	Enterprise		qualitative	knowledge of MSME		

					of Padang		
					enterprise in the city		
enterprise in Padang City			Padang		small, and medium		
micro, small, and medium			in the city of		QRIS on micro,		
interest in using QRIS on			at least 1 month		interest in using		
effect on the intensity of		perceived risk	used QRIS for		on the intensity of		
a positive and significant		of use,	MSMEs have		use, perceived of risk		
perception of risk all have	this study	perceived ease	the criteria that		perceived of ease of		
perception of ease and	analyze the data of	usefulness,	samples with		perceived usefulness,		
perception of benefits,	SEM approach to	Perceived	study was 100		of knowledge,		
are: that knowledge,	using the PLS-	Knowledge,	used in this	is quantitative	determine the effect		Susanto, 2022)
The results of this study	This research	QRIS,	The sample	This research	This study aims to	Indonesia	(Rahman &
payment method							
using QRIS as a digital							
merchant intention in							
significant effect on					QRIS		
consumer trust has on			people		Intention in using		
perceived risk and		intention	data of 100		toward Merchant		
payment method, while		trust, Merchant	the respondent		and Consumer Trust		