

ACKNOWLEDGEMENT

All praises be to Allah SWT for all His mercy and blessings that had bestowed upon me so He granted me the opportunity to compile and complete this mini thesis with the title "**THE ROLE OF GAMIFICATION IMPACT TOWARDS THE ADOPTION OF SHOPEE GAMES USING MODIFIED UTAUT-2**" as one of the requirements to work on a thesis in the undergraduate program in the International ICT Business Department, Faculty of Economics and Business, Telkom University.

During compiling this mini-thesis, I experienced many obstacles, but with the help, guidance from various parties, this mini-thesis was finally completed well, yet this mini-thesis also gives a lot of experience and knowledge beyond anything I could ever imagine. I hope that this mini thesis will contribute academic world and as well as readers.

During the process of compiling and completing this mini-thesis, I realize that the preparation of this thesis proposal will not be completed without the help of various amazing parties. Therefore, on this occasion, I would like to respectfully thank you to:

1. My beloved parents who rested peacefully by His side.
2. Candiwan, Ir., M.ICT., my supervisor for his continuous support, as well as his patience in providing guidance, advice, and motivation so that encouraged me to keep trying to give my best in this mini thesis.
3. Indira Rachmawati S.T., M.S.M., Ph.D., for her guidance and critical review on validating my questionnaire also as my academic supervisor who has been very supportive to her students, including me.
4. Osa Omar Sharif S.Si., M.S.M., for his willingness to validate my questionnaire.
5. My brothers, Andy Saibani Abas, Amd., Ria Widya Adhi, S.H., and Drh. Thedy Hajar Subkhan for their unconditional love and support in every life stage I took.
6. My friends and my sister-in-law who always give me support.

Suggestions and criticism are very welcomed for its perfection and improvement so that finally this mini thesis can provide benefits to the field of education and

knowledge in the field of technology acceptance and gamification and can be further developed.

Bandung, January 27th, 2021

Mu'is Yatunikmah Dewi Tiyaningsih

1401172303