FAKTOR-FAKTOR YANG MEMPENGARUHI KEPUASAN PENGGUNA *E-LEARNING* PADA PUSDIKLAT ANGGARAN DAN PERBENDAHARAAN

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Abstract

Purpose – The purpose of this paper is to investigate factors affected end user computing satisfaction from performance budget training based e-learning.

Design/methodology/approach – This study employs a sample comprising 127 trainee of performance budget training with e-learning method. Results were analysed using multiple regression.

Findings – The findings suggest that accuracy, timelinnes of information and training provider have impact on the end user computing satisfaction.

Research Limitation – future research should use present sample and more variable.

Originality/Value – The results of this study are specifically important for Budget and Treasury Traning Center in implementing e-learning more better.

Keywords: end user computing satisfaction, e-learning, training.