# Factors That Determined E-Purchase Decision in Fashion Industry for Gen 

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#### Abstract

This study aims to determine factors that impact e-purchasing decisions in fashion products for Gen Y and Gen Z. This statistical parametric study adopted a method that uses a multiple linear regression in which the data processed by SPSS program. The method used in the form of a standardized questionnaire with Likert scale was used to gather data consisting of 20 questions organized on the basis of indicators and measurements derived from each variable. Based on Hair et. al (2014) with ratio 10:1, the total sample size was 200 respondents and questionnaire is distributed to respondents with accidental sampling technique. The result showed that the value of R-squared is $32.8 \%$ and the factors that determined e-purchase decisions in the fashion industry for Gen Y and Gen Z are utilitarian motivation and sales promotion.


## Keywords

Hedonic motivation, utilitarian motivation, characteristic of social media, sales promotion, purchasing decision online.
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## Introduction

Nowadays, as an alternative to the traditional market, electronic purchasing or e-purchase has become a popular way to purchase products in many countries due to its unique advantages. E-purchase is a new trend in the field of e-Business and will undoubtedly be the future of the purchase industry in the world (Chaturvedi, 2014). Many businesses use their official website to offer and sell their products/services online. In regards to digital purchasing, the Indonesian market shows optimistic projections. Indonesia is one of the countries with the highest number of internet users in the world; around 184.94 million out of the country's total population of over 308 million were active internet users as of December 2019 (Statista, 2020) and around $65 \%$ of total Indonesian internet users are dominated by users in the Java Area with around $37.3 \%$ are located in DKI Jakarta based on research by the Indonesian Internet Service Providers Association (APJII) in 2017.
Based on a study in January 2020 by Alvara Research Center, most people in Jakarta who use the internet in the past 6 months ( $82.7 \%$ ) consume internet between 1-3 hours ( $39.1 \%$ ) and $4-6$ hours ( $36.3 \%$ ). Interestingly, the intensity of Gen Y (born in 1980 - 1994) and Gen Z (born in 1995 2010) consuming the internet is the most compared to other generations. As shown in Figure 1, internet users are dominated by Gen Y (26-40 years) and Gen Z (15-25 years). These generations have done many activities related to their daily lives such as search information and purchase products or services through any e-commerce platform (Suhartini, 2013).

Internet User in Indonesia by Age in 2018


Figure 1: Data internet users by age for 2018
(Source: APJII,2019)
Traditional marketing and management of the fast fashion industries are also experiencing a revolution because of the emergence of e-commerce (Wei \& Zhou, 2013). Marketplaces for fashion are becoming competitive, where the fashion industries need to constantly change their models at a minimum every season of the year (Molendijk, 2017). In research done by Alvara Research Center (2020), products that mostly buy through e-commerce platforms by Gen Y and Z are fashion, then followed by electronics, such as computer/laptop, handphone.
In today's ever changing and competitive market climate, it has become important for retail managers to clearly understand and predict what are the factors that impact on consumers'purchase decisions. Consumers are also motivated by internal and external factors in their epurchase decision-making processes. (Belch and Belch, 2003). In previous studies, it was found that consumers who get strongly motivated, tend to lead to consumptive behavior (Dawson and Kim, 2010). Generally, purchase decision motivation has two types, intrinsic (hedonic) and extrinsic
(utilitarian) (Wahab et al., 2018). From previous research, Yuldinawati (2015) and Kasnaeny, et al (2013) found hedonic motivation and utilitarian variables simultaneously had a significant influence on consumer purchase decisions in normal economic conditions.
In general, $79.2 \%$ of Indonesian people consume social media networking and they can spend around 3 hours per day based on the survey with data 2019 from Alvara Research Center (2020). The result from previous research done by Khatib (2016) and Hassan (2018) indicated characteristics of social media is one kind of external influence that has an impact on e-purchasing decisions. Consumers will follow their favorite brands' accounts on social media and during accessing social media, customers will get updates, ideas and also review about products and it will trigger to customer's purchase decisions. Other scholars also said that customers have a high degree of knowledge of promotional offers and always search for them, which is why sales promotion is important predictors of customer's e-purchase decisions (Ajibola, 2019).
The topic has been long investigated in many studies with different independent variables and also different business factors for each study impacted to one dependent variable which is customer e-purchasing decision. Thus, this study is designed quite differently from previous researches in which the researchers combine internal consumers' motivation (hedonistic and utilitarian motivations) and external influence (characteristics of social media and sales promotion tools) to consumers' e-purchase decisions, especially for fashion products with focusing on generation Y and Z as the most users on the internet. This research tried to find out the internal and external factors affecting epurchase decisions of fashion products.

## Literature Review

The theoretical framework refers to the title of this research which aims at examining and testing the impact that hedonic motivation (HM), utilitarian motivation (UM), characteristics of social media (CSM) andsales promotion (SP) have on e-purchasing decision (PD).

### 2.1Purchase Decision

The consumer is the process of making decisions and physical activities carried out by individuals when evaluating, obtaining, using or disposing of goods and services are various definitions of consumer purchasing decisions. Purchasing decisions (City et al., 2016). Postpurchase is a matter that should be a very important concern because the buyer is not only buying an item but after the market is also one of the concentrations of the purchase selection and this is also a consumer behavior (City et al., 2016). So, electronic purchasing is a process of decision making activities in online purchasing.
This research considers the meaning of Engel, Blackwell \& Miniard with consumer purchasing decision-process model (Jha, 2018). There are five stages of the decision process stage: (Yuldianawati, 2015).
a. Problem recognition, consumer realizes a necessity triggered by the internal or external stimuli that activates the motivation to meet the perceived needs.
b. Search for alternatives, consumers seek information from the personal (family, friends), commercial (advertising, web sites), the public (media) and experimental (product usage experience).
c. Alternate evaluation, consumers evaluate various alternatives, looking for specific benefits of the product, and consumers see each product attributes that particularly characterize them that could attract attention.
d. Purchase decision, consumers form a preference in making a decision to buy within an assorted selection of products.
e. Post-purchase behaviour, the consumer's satisfaction or dissatisfaction with a product will affect the subsequent purchase behavior.


Figure 2: Decision Process Stage
(Source: Yuldinawati,2015)

### 2.3 Hedonic Motivation (HM)

Hedonic motivation is a shopping motivation that is based on the emotional needs of individuals which are primarily intended for pleasure and comfort (Saeed \& Paracha, 2019). Hedonic motivation will be created with a desire to purchase for someone who is really easily influenced by the latest models and it will become a lifestyle for someone to meet their daily needs. The type of consumption of people with a hedonic lifestyle involves using products to fulfill fantasy and satisfy emotions, in satisfying their needs more with often using emotional criteria rather than logic in evaluating brand choices (Wahyuningsih, 2014). Hedonic consumers assume shopping as an enjoyable and pleasant activity and at the end of this activity they will purchase or buy something new on a regular basis (Mafini, 2014).
There are categories of hedonic motivation as stated by Yuldinawati (2015), including:
a. Idea, purchases something to stay abreast of the latest trends, new products or innovations that are taking place today.
b. Gratification, purchases something to reduce bad thoughts, relieve stress, and indulge oneself.
The individual characteristics of things that affect consumers during their buying journey, especially their final purchasing decisions, are the motivations of those consumers who will shape a company's brand or product perception. Motivation of purchasing decisions, according to some authors, is divided into utilitarian and hedonic motivation (Karim \& Tajibu, 2019). Hedonic motives, including emotional motives, are caused by suggestions, thought associations, imaginary imagery, imitating them differently from others, feeling proud, romance, attracting hearts and so on (Mufarrohah, 2016). Results in previous studies, hedonic variables affect the purchasing decision of Starbucks Coffee Trans Studio Mall Bandung (City et al., 2016). The Hedonic motif also has a positive effect on purchasing decisions at Excelso Plaza Marina (Fuadiyah \& Hidayat, 2016). From this explanation, the hypothesis can be determined as follows:

Hypothesis 1: Hedonic motivation positively and significantly affects e-purchasing decision.

### 2.3Utilitarian Motivation (UM)

Utilitarians' motivation is when someone will shop and someone feels they are benefiting from a product that they want (Soebandi \& Sukoco, 2015). Characterizes the utilitarian motivation of e-purchasing decisions based on convenience, information availability, cost saving and product selection (Chakraborty, 2019). Utilitarian is defined as the value that a customer receives from the functionality of a product purchased (Chen, 2017). This motivation is based on objective thinking. Therefore, utilitarian motivation is motivation where consumers make purchasing activities really need or want to get the benefits of the product itself (Cholifaturrosida, 2018). Under time pressure, Godinho et al., (2016) argue individuals make decisions based on a specific collection of characteristics, allowing choices that are more utilitarian (Basso, K \& Duschitz, C, 2019).

Kim (2006) in O'Brien (2010) explores two dimensions for Utilitarian Motivation:
a. Efficiency refers to the needs of customers to save time and resources.
b. Achievement refers to the task relevant to purchase orientation where progress is achieved.
Utilitarian motives will substantially affect online purchasing decisions, while the hedonic motives that will probably emerge are the enjoyment gained by browsing and shopping on the internet (Varadaraj \& Charumathi, 2019). Utilitarian motivation can be characterized as decisions based on critical thinking, rational, effective decisions, goaloriented, and affect customer satisfaction (Hati \& Utami, 2019). In utilitarian choices, it is recognized that individuals understand the majority of characteristics required for decision making, allowing for the emergence of decision making heuristics), which causes time pressure to reduce the level of choice delay (Basso, 2018). This is consistent with the opinions of Kasnaeny, et al (2013) where they stated that there are many motives from utilitarian motivation that caninfluence purchasing and customer decisions. From this explanation, the hypothesis can be determined as follows:
Hypothesis 2: Utilitarian motivation positively and significantly affects e-purchasing decision.

### 2.4Characteristics of Social Media (SCM)

In addition, there are other studies that show that the characteristics of social media seem to be very influential on various purchasing and consumer decisions. advances in the field of communication in the world today have been seen clearly in various fields one of which is advertising, web sites, as well as one that is included in social networking sites very quickly spreading this greatly affects the community and behavior (Khatib, 2016). Consumer decision making is strongly influenced by social media. Social media also influences consumer behavior during the stages of the purchasing decision process. This was quoted from, Khatib (2016) would like to know the exact function that played by the characteristics of social media at different levels of
consumer purchasing decisions and as a result. There are characteristics of social media variables that influence electronic purchasing decisions, they are:
a. Easy to use, easy to understand, operate and flexible to access, and find users need
b. High credibility, the quality of being trustworthy or believable
Another factor influencing electronic purchasing decisions besides hedonic and utilitarian motivations is community: social media. current use of social media can have the power to influence consumer purchasing decisions (Solomon, et al, 2010). The characteristics of social media in e-purchasing decisions are ease of use, broad engagement and involvement, enjoyment and entertainment during use, ease of communication of information to the public and high degree of credibility (Khatib, 2016). Social media allows consumers to share content, write recommendations, and review products and companies. Consumers tend to trust reviews from people they know, friends and trusted family members to get credible social media. Research conducted by Google (2012) which targets the UK, US, France, Germany, Japan, Canada and Brazil shows that in these countries social media functions as a channel that helps build brand awareness, consideration, and intentions early in the buying channel (Hewage \& Madhuhansi, 2019). From this explanation, the hypothesis can be determined as follows:
Hypothesis 3: Characteristics of social media positively and significantly affects e-purchasing decision.

### 2.5Sales Promotion (SP)

Offering incentives in a certain period is a form of promotion that drives consumer desires (Martha et al., 2019). By attracting consumers' attention and influencing purchasing decisions is one of the forms and benefits of sales promotions (Hanasya, 2018). Many businesses rely on sales promotion in order to develop and enter new markets, establish a positive brand identity, provide information, increase and increase revenue and add value to their products or services and distinguish themselves from competitors (Hanasya, 2018). As for tips for entrepreneurs to provide promotions is one of them by providing incentives in various forms, such as price discounts, discount coupons, rebates / refunds, bundling, exchange offers, loyalty points, giving free product samples, etc (Ajibola, 2019 \& Essays, 2018). Other sales promotions also exist flash sales.
The popular method used for sales promotion (Fernanda, 2019):
a. Price Discounts, consumers like discounts because consumers benefit from direct price discounts from a product.
b. Free Shipping, this promo makes consumers do not need to spend extra money on shipping costs to the consumer.
c. Flash Sales, this promo similar with price discounts, but this promo only happened for a short period of time around 3 hours.
d. Buy more and Save More, this promo makes consumers feel guilty because of the price and this promotion can help the seller to sell more stock.

An important component in marketing campaigns to inspire and stimulate a more rapid and effective response (consisting of the number and speed of purchases) to the sale of certain products or services is promotion (Hanaysha, 2018). Ngolanya et al. (2006) argue that consumers can act quickly, especially if sales promotion tools can also be used by consumers to delay making purchases (Ajibola, 2019). To increase the number of purchases in the short term or to improve relationships between long-term customers Sales promotions are diversified in various ways, one of which sellers can use customer promotions (Sukamto et.al, 2019). Previous studies have reported that sales offers in terms of promotions have a significant positive effect on consumer purchasing decisions (Hanaysha, 2018); (Eleboda, 2017); (Ajibola, 2019). From this explanation, the hypothesis can be determined as follows:.
Hypothesis 4: Sales promotion positively and significantly affects e-purchasing decision.
Analysis Model, it will be clear that the research would analyze and assess whether these variables X1, X2, X3, X4, and X5 have a positive impact on Y. In this context, this study will investigate whether the variable hedonic motivation, utilitarian motivation, characteristics of social media and sales promotion have a positive influence on the e-purchasing decision in fashion industry. On the basis of the literature review mentioned above, the following research model can be described:


Figure 3: Reasearch Model

## Research Methodology

The purpose of this research is to explore the impact of hedonic motivation, utilitarian motivation, characteristics of social media and sales promotion on customer e-purchasing decisions for fashion products. In this study, the authors used quantitative research methods. According to Sugiyono (2016: 13) Quantitative research methods can be interpreted as a research method based on positivism philosophy, used to check specific populations or samples, data collection using research instruments, quantitative / statistical data analysis with the aim to test hypotheses that have been set. A quantitative research fit to complete this research. The questionnaire for this research contained many measures of hedonic motivation, utilitarian motivation, characteristics of social media, sales promotion and e-purchasing decisions. The sampling method in this study is accidental sampling by giving questionnaires to respondents through private messages WhatsApp and Instagram chat application. According to (Sugiyono, 2009: 85), accidental sampling is a sample determination technique based on coincidence, it's respondents who accidentally meet with researchers who are
suitable as data sources can be used as samples. Respondents that can fill our questionnaires if they meet the two criterias: (1) respondents in category gen Y around 26 40 years old and $Z$ around $15-25$ years old and (2) respondents purchase fashion products through e-commerce platforms. The researchers use 5-points Likert Scale to measure four independent variables and one dependent variable. Data validity testing is performed using SPSS v. 25 software.
The operations of the variables are important to establish the questionnaire so that each reader of this article understands the study more easily. This also eliminates the variable being analyzed as a reference structure for explaining the issue to be disclosed. All measures are of an ordinary scale in the application of this variable.

| Construct | Indicator | Items | Reference <br> $s$ |
| :---: | :---: | :---: | :---: |
| Hedonic Motivation (HM) | Gratificati on Idea | I purchase fashion product to fulfill my inner satisfaction. <br> I purchase fashion product to make my feelings better. I purchase fashion product when it looks good to be used by someone. | Yuldinaw ati(2015) |

I purchase trendy fashion product to make me looks fashionable.

| Utilitarian <br> Motivation <br> (UM) |
| :--- |

Efficiency I purchase fashion product whose price is comparable to the quality of fashion product.
I purchase fashion product through ecommerce platform because it can save time.
Achievem I purchase fashion ent product in the ecommerce platform according to my needs.
I prefer to purchase fashion product that are comfortable to wear than the model of fashion.


| Sales <br> Promotion $(S P)$ |  | the brand fashion |  |
| :---: | :---: | :---: | :---: |
|  | High <br> Credibility | I use social media to find newest information about fashion product. I trust to product information that posted in social media account of the brand fashion. |  |
|  | Price | Sales promotion | Hanaysha |
|  | Reduction | affects me in determining the fashion product that I want to purchase. <br> I purchase more fashion products when there are sales promotions. | (2018), <br> Ajibola <br> (2019), <br> Essays <br> (2018) |
|  | Shipping <br> Cost <br> Promotion | I choose to purchase fashion product through ecommerce platform that is currently offering promo. |  |
| Epurchasin $g$ Deision (PD) | Purchase Decision | I choose to purchase fashion product when there are sales promotion. <br> I purchase fashion product after I was | Yuldinaw ati (2015) |
|  |  | sure with my choice. <br> Purchase fashion product through ecommerce platform is the right choice. |  |
|  | Post <br> Purchase <br> Decision | The ease in purchasing fashion product through ecommerce platform has an effect on the next purchase decision. <br> Satisfaction after purchasing fashion product through ecommerce platform has an effect on the next purchase decision. |  |

Tabel 1: The Operations of the Variable
Researchers distributed questionnaires to respondents through an online channel with google forms and then distributed online by social media in June 2020 until July 2020. The researchers sent the questionnaire by sending private messages through WhatsApp and Instagram. The questionnaire was developed for six sections: the first one
describes demographic characteristics, the second until six related to hedonic motivation, utilitarian motivation, characteristics of social media, sales promotions and epurchase decisions. A five-point Likert scale (1 strongly disagree to 5 strongly agree) was used in the second until six sections of the questionnaire to obtain the information to test the impact of hedonic motivation, utilitarian motivation, characteristics of social media, and sales promotion on consumer purchasing decision making through the internet.
According to Hair et al., (2014) the sample size should be 100 or larger. As a general rule, the minimum number of samples is at least 5 times more than the total number of questions. For this research, there were 20 questions and we took ratio 10:1, so the total sample was 200 samples.
The google form-based questionnaire for this research. Respondents were collected by sharing google form links with relevant online social media groups. There were 223 respondents collected, 23 responses were discarded because respondents never purchase fashion products through ecommerce paltforms and the age is not in gen Y and Z , so that the remaining 200 respondents would continue to process data. Below are the profiles of respondents from this research.

| Baseline Characteristics | $\mathbf{N}$ | \% |
| :--- | :--- | :--- |
| Age |  |  |
| $15-26$ years old | 116 | 58,0 |
| $26-40$ years old | 84 | 42,0 |
|  |  |  |
| Profession |  |  |
| School Students | 10 | 5,0 |
| University Students | 34 | 17,0 |
| Employees | 123 | 61,5 |
| Enterpreneurs | 11 | 5,5 |
| Others (e.g. Housewife) | 22 | 11,0 |
| Expenses for fashion (IDR) |  |  |
| < 500 thousands | 63 | 31,5 |
| 500 thousands - 1 mio | 89 | 44,5 |
| $>1$ mio - 5 mio | 44 | 22,0 |
| $>5$ mio - 10 mio | 4 | 2,0 |
| $>10$ mio | 0 | 0,0 |
| Product Fashion Favorite |  |  |
| Apparel (Clothing line) | 145 | 72,5 |
| Footware/Sportware | 35 | 17,5 |
| Bag/Clutch | 10 | 5,0 |
| Watches | 9 | 4,5 |
| Jewelries | 1 | 0,5 |

Table 2 : Profile of Respondent
According to the below chart, the majority is respondent Gen Y (58\%). Around $61.5 \%$, the respondent's occupation is employees. In terms of expenses related to purchasing fashion products, about $44.5 \%$ indicate that their consumption is between $\operatorname{Rp} 500,000$ and $\operatorname{Rp} 1,000,000$,
$31.5 \%$ below $\mathrm{Rp} 500,000$ and $22.0 \%$ in between Rp $1,000,000$ and $\operatorname{Rp} 5,000,000$. The favourite fashion products from the respondents are fashion related to clothing line, shoes, bags and jewelries.

## Result And Discussion

### 4.1 Validity and Reliability Test

The validity test calculates the validity of the indicators. The indicator is valid if the value of pearson correlation (r) is higher than r table (Sugiyono, 2011). Next, the reliability test is performed when the variables are proven as valid with validity tests. The reliability test calculated the correlation between indicators and variables (Ghozali, 2018). The researchers use Cronbach Alpha > 0.60 as the scale to measure the reliability of variables. The results of all variables show that the Pearson correlation above the r-table $0.139(\mathrm{df}=198)$ and the Cronbach's alpha is more than 0.6 , it means all the variables are valid and reliable.
In addition, based on the mean value of the average value of each question. Research will analyze based on value average every question and group them into five categories with intervals 0.8 . The result of the calculation of the mean value is the rating of the respondents from 20 questions is $35 \%$ higher category and $65 \%$ very high categories. It describes that respondents studied have a very high response to online purchasing decisions.

| Variables | Indicators | Mean | Pearson <br> Correlation | Cronbach's <br> Alpha |
| :--- | :--- | :--- | :--- | :---: |
| HM | HM_1 | 3.71 | 0.816 | 0.791 |
|  | HM_2 | 3.49 | 0.856 | 0.790 |
|  | HM_3 | 3.43 | 0.790 | 0.795 |
| UM | HM_4 | 3.55 | 0.782 | 0.789 |
|  | UM_1 | 4.56 | 0.524 | 0.802 |
|  | UM_2 | 4.50 | 0.590 | 0.800 |
|  | UM_3 | 4.30 | 0.579 | 0.819 |
|  | UM_4 | 4.18 | 0.664 | 0.810 |
|  | CSM_1 | 4.36 | 0.632 | 0.801 |
| CSM | CSM_2 | 4.30 | 0.767 | 0.794 |
|  | CSM_3 | 4.21 | 0.794 | 0.792 |
|  | CSM_4 | 3.79 | 0.614 | 0.795 |
|  | SP_1 | 4.28 | 0.717 | 0.791 |
| SP | SP_2 | 4.10 | 0.817 | 0.789 |
|  | SP_3 | 4.28 | 0.745 | 0.801 |
|  | SP_4 | 4.26 | 0.746 | 0.801 |
| PD | PD_1 | 4.62 | 0.647 | 0.806 |
|  | PD_2 | 4.08 | 0.741 | 0.703 |
|  | PD_3 | 4.42 | 0.790 | 0.795 |
|  | PD_4 | 4.55 | 0.673 | 0.799 |

Table 3: Validity and Reliability Test
Based on Table 3, The result ofpearson correlation values greater than r-table $0.139(\mathrm{df}=198)$ for each indicator and the value of Cronbach's Alpha of each variable in Table

3also greater than 0,6 . It concluded that the variables and the indicators used are valid.

### 4.2Regression Test

Data analysis was conducted by using SPSS 25.0 data analysis software and linear regression analysis is conducted to find out the relationship among variables (hypothesis test). In the hypotheses, the researchers investigate the influence of hedonic motivation, utilitarian motivation, characteristics of social media and sales promotion on epurchasing decisions.

| R | R <br> Square | Adjusted <br> Square | R | Standard Error of <br> the estimate |
| :--- | :--- | :--- | :--- | :--- |
| 0.573 | 0.328 | 0.314 | 1.58725 |  |

Table 4: F-test

| Sum of <br> Squares <br> dfMean <br> Square | F | Sig. |  |  |  |
| :--- | :---: | :---: | :---: | :---: | :---: |
| Regression | 239.607 | 4 | 59.902 | 23.777 | 0.000 |
| Residual | 491.273 | 195 | 2.519 |  |  |
| Total | 730.880 | 199 |  |  |  |
|  |  |  |  |  |  |

Table 5: Annova test
According to Sujarweni (2015), from the F-value $=23.777$ and F-table $=2.37$, it is F -value $>\mathrm{F}$-table as stated in Table 5. It describes the influences of all independent variables in making e-purchase decisions simultaneously. It also implies that even though the variables model only describes $32.8 \%$ of the variances, those variables have a significant effect on e-purchase decisions.

|  | Unstandar <br> dized <br> B | Coeffici <br> ents <br> Std. <br> Error | Standar <br> dized <br> Coefficie <br> nts Beta | t | Sig |
| :--- | :--- | :--- | :--- | :--- | :--- |
| (Con <br> stant) 6.536 0.327  4.9 0 <br> HM 0.012 0.032 0.026 0.3 0.7 <br>     85 01 <br> UM 0.203 0.067 0.187 3.0 0.0 <br>     13 03 <br> CSM 0.096 0.058 0.116 1.6 0.0 <br>     69 97 <br> SP 0.343 0.049 0.440 7.0 0.0 <br>     02 00 |  |  |  |  |  |

Table 6: Coefficient Variables


Figure 4: Result Hypothesis Testing
T testresults for Hedonic Motivation can be seen from the table above. The hedonic motivation variable obtained tcount $=0.385$ with a probability value of 0.701 . To find out the table, we can look for the 0.05 significance with degrees of freedom $\mathrm{df}=(\mathrm{n}-\mathrm{k}-1)$ or $200-4-1=195(\mathrm{n}$ is the amount of data and $k$ is the number of independent variables). Then the table obtained is 1.960 . So it can be concluded that the value of tcount $=0.385<\mathrm{t}$ arithmetic 1.960 with a significance level of $0.701>0.05$, this indicates that H 1 is rejected so it can be concluded that hedonic motivation has no effect on epurchasing decisions.
Utilitarian motivation obtained value of $t=3.013$ with a probability value of 0.003 . So it can be concluded that the value of tcount $=3.013>\mathrm{t}$ arithmetic 1.960 with a significance level of $0.003<0.05$, this shows that H 2 is accepted, so it can be concluded that utilitarian motivation has effect on e-purchasing decisions.
Characteristics of social media obtained value of $t=1.669$ with a probability value of 0.097 . So it can be concluded that the value of tcount $=1.669<\mathrm{t}$ arithmetic 1.960 with a significance level of $0.097<0.05$, this shows that H3 is rejected, so it can be concluded that characteristics of social media has no effect on e-purchasing decisions.
Sales promotion obtained value of $t=7.002$ with a probability value of 0.000 . So it can be concluded that the value of tcount $=7.002>\mathrm{t}$ arithmetic 1.960 with a significance level of $0.000<0.05$, this shows that H 4 is accepted, so it can be concluded that sales promotion has effect on e-purchasing decisions.

## Conclusion And Recommendation

### 5.1 Conclusion

According to the analysis results, utilitarian motivation and sales promotion have an impact on e-purchasing decisions. They impact on e-purchasing decisions positively and significantly. The high number of utilitarian motivation \& sales promotion are followed by an increase in e-purchasing decisions. This is consistent with the opinions of Kasnaeny et al. (2013) where they stated that there were many motives from utilitarian motivation that can influence purchasing and customer decisions. Besides that, this research confirms that people in Gen Y and Gen Z prefer to purchase fashion products from e-commerce platforms because they can save
more time and their purchasing decision to fashion products determined by their needs, mildness and quality of the fashion products. They can spend a lot of money for good quality products. This finding of sales promotion is consistent too with the previous study conducted by (Hanaysha, 2018); (Eleboda, 2017); (Ajibola, 2019). Gen Y and Gen Z purchase decisions for fashion products online will be motivated when the seller creates and offers attractive sales promotion, such as discount price, free delivery cost, flash sale \& buy more, save more. Kotler and Keller (2009) suggests that sellers use sales promotions to attract new experiments, reward loyal customers, and increase repurchase rates for rarely purchased customers (Ch, 2018). So, sales promotion can encourage interest in epurchasing decisions.
In this research, there are two variables that are rejected. They are hedonic motivations and characteristics of social media. This finding does not match with the finding of the study conducted by Pebrianti (2016), Yu \& Liu (2018) and Khatib (2016). The type of social media used in this study is also not specific to the type of social media as a channel for purchasing fashion products. Not all social media has an impact on e-purchasing decisions (Caecilia et al., 2017). In addition, since this research was done in pandemic Covid19, researchers see that the rejected hypothesis was impacted by this condition. Employment losses are on the rise and economies are shrinking around the world. Through employment losses, consumer purch ase power decreases, which in effect causes other companies to fail and more people will lose their jobs (Roggeveen, 2020) and in research done by Jianming et. al. (2020) stated that some countries like Singapore and Australia , among others, have been hit with panic buying and stockpiling of PPEs, food items and general household supplies, than fashion products. For some people Gen Y and Gen Z, e-purchasing decisions is an activity to relieve stress. They agreed that making a fashion product purchase decision online for now would not make inner satisfaction and not change feelings for the better.

### 5.2 Research Limitation \& Development

The limitation of this research is conducted online because of the Pandemic situation and hence susceptible to limitation of online surveys. The scope of the study is restricted to the demographic profile of Gen $Y$ and $Z$ who purchased fashion products through e-commerce platforms. However, it will be interesting to study psychographic variables of the buyers and how these variables for the hedonic motivation to epurchasing decision, such as quality of website, which we did not use in this research.
The results of this study can be used for the development of academics and companies specifically in providing an overview of factors that determined e-purchasing decisions in the fashion industry for Gen Y and Z . In addition, for academics to continue this research by adding other variables that can influence online purchasing decisions such as price, individual factors, social factors, family factors, etc., and increase the number of respondents in subsequent studies. For companies, they can take advantage of opportunities with existing conditions in order to increase business profits.

### 5.3 Recommendation

On the further, the scope of the study is restricted to the demographic profile of Gen Y and Z who purchased fashion products through e-commerce platforms. However, it will be interesting to study psychographic variables of the buyers and how these variables for the hedonic motivation to epurchasing decision, such as quality of website, which we did not use in this research.

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