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Travel Mobile Technology Applications and Domestic Tourist Behavior: Analyzing the Reliability and Validity of Instruments

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ABSTRACT: The Internet plays a significant part in the lives of people in the modern age of globalization as it influences the way people travel to its cheaper, easier, and efficient prices. Nevertheless, limited research has been conducted on the use of mobile phones or android among young tourists in booking and planning their travels. By taking the approach of quantitative methods, this pilot study aims to evaluate the reliability and validity of the instruments used to assess the factors influencing the use of travel mobile applications among domestic tourists in Klang Valley. In this study, a total of 200 data samples were statistically analyzed using IBM SPSS 25. Preliminarily, experts' evaluation was employed to examine the data content as well as the reliability, validity, and normality of the data. Based on the findings, the reliability of the measuring instruments used in this study has been assured and the data were proven to be rationally normal. Additionally, this study supports the instruments proposed for further research.

Keywords: Mobile Application, Domestic Tourist, Technology, Behavior

1. INTRODUCTION

The way travel companies engage with clients have been changing along with the exponential progress, distribution, and growth of mobile advancements. Correspondingly, travel mobile technology apps have not only modified the way domestic tourists travel presently but they have also changed the way travel companies contact their clients (Hashim et al., 2019, Fatt et al., 2020; Hashim et al., 2020). As such, it cannot be denied that mobile technology applications have impacted the youth, adventurers, and even business travelers alike. Despite the growing popularity and immensity of mobile applications, it was reported that more than 50% of tourists were not interested in using mobile applications for trips (AARP real responsibilities, 2017). Instead of charting holidays and purchasing flight tickets via travel sites on computers, a small percentage of travelers would rather use their mobile phones for these purposes (Parker, 2017, Bakar et al., 2020). Corroborating a study by (Google Research, 2018) 65% of travelers opt for mobile sites for travel planning compared to 58% of those who use apps for traveling activities. The reason is that travelers often find travel mobile apps useless or occupy too much memory on mobile devices (Google Research, 2018).



As the majority of tourists in the market travel occasionally, they would rather not download travel applications to their mobile devices because they would use the booking service only a few times a year (Benady&Hadwick, 2016; Hashim et al., 2019). Besides, the use of such apps is also influenced by the types of tourists. For instance, teenage tourists would opt for low-cost options such as AirasiaGo, Traveloka, Skyscanner, and Airbnb when planning their travels. As they may just get started with little travel budgets, they would not choose luxury applications such as American Airlines, Emirates Airlines, United Airlines, or Marriott (Michael Barris, 2019). Additionally, there is limited literature on travelers' interest in using or practicing travel mobile applications. Studies have mostly examined apps usage in M-banking (Koksal, 2016; Evon& Lau, 2016; Zain, Ghazali& Wan Daud, 2020) and M-commerce (Gitau& Nzuki, 2014) however, some other research areas remain unexplored. As such, it is essential to examine the reliability and validity of the proposed measuring instruments relative to the influential determinants that might affect how domestic travelers accept the use of travel mobile apps. Reliability, also termed as soundness and fidelity, is hence the key to avoiding problems that may undermine significant research projects.

2. METHODOLOGY

The present study outlined three sections (Sections A, B, and C) for the necessary collection of data in accordance with the study's requirement. Section A emphasizes the construct of the independent variables, whereas Section B highlights the respondents' intended behaviors in adopting travel mobile apps. Finally, Section C focuses on the socio-demographic background. Table 1 outlines the assessment tools for each variable included in the study. A five-point Likert scale was used for every item in Sections A and B ranging from 1 with "Strongly Disagree" to 5 with "Strongly Agree". The survey employs the five-point Likert scale to obtain more improved expressions by the respondents as well as to raise their response frequency and data value. The data collection was conducted in Klang Valley during weekdays and weekends. Approximately 200 respondents answered the questions in the pilot test. Meanwhile, IBM SPSS version 25 was used for data analysis. The data analysis in this study was performed by calculating the Cronbach's Alpha value. The analysis also includes testing for skewness and kurtosis, which recorded positive scores, thus suggesting that the data were relatively sloped and had a leptokurtic distribution rather than a normal distribution (Std error), with skewness and kurtosis values of 0.406 and 0.787, respectively. Additionally, the values are both confined to the range of ± 1.96 ; hence, this implies that all of the combined formations are normally distributed with no extremely excessive normality deviation. Table 3 lists the details of the data values.

Table 1: Details of the Research Variables

Section	Construct	No. of Items	Source of Scales
A	- Performance Expectancy	5	Ventakesh et al., 2003 Bakar et al, 2020
	- Effort Expectancy	4	
	- Social Influence	5	
	- Facilitating Condition	5	
B	Behavioral Intention	4	Ventakesh et al., 2003 Nik Hashim et al., 2019
C	Demographic Profile	4	Researcher

3. RESULTS

3.1 Demographic Profile

Table 2 presents the respondents' demographic profile. Based on the table, the respondents comprise 90 females and 110 males. In terms of income, the majority of the respondents earn from RM3,001 to RM4,000 with 30%, while the respondents from the lowest income group earn less than RM1,000 with 6%. Additionally, the respondents mostly belong to the age group of 31-40 years old, which makes up to 98 respondents in total; however, only 5% of the respondents are above 50 years old. Finally, most of the respondents are Bachelor's degree students with 55%, whereas those who are primary schoolers represent the lowest proportion with 1%.

Table 2: Demographic Profile

Variable	Frequency	Percentage (%)
Gender		
Male	110	55
Female	90	45
Income		
< RM 1,000	12	6
RM 1,001 – RM 2,000	22	11
RM 2,001 – RM 3,000	40	20
RM 3,001 – RM 4,000	60	30
> RM 4,000	66	33
Age		
21-30 years old	52	26
31-40 years old	98	49
41-50 years old	40	20
50 years old and above	10	5

Educational		
Primary	2	1
Secondary	8	4
Diploma	60	30
Bachelor's	110	55
Postgraduate	20	10

3.2 Reliability and Validity

study tested for reliability and validity earlier before running the actual data collection process. To enhance reliability, the researchers followed four criteria: (1) configure all variables, (2) improve measurement stages, (3) use several indicators, and (4) conduct pilot studies. Taking from the rule by [8] in Table 2, values lower than 0.6 are considered weak, whereas 0.70 is considered good and 0.8 is better, while values above 0.9 are considered excellent. Scores for items lower than 0.70 have been deleted or refined. Additionally, essential precautions were ensured by the researchers so that the content validity of the scales is applied. Therefore, experts from different universities had been invited to scrutinize and authenticate the content. Table 2 shows the outcome gained from the pilot study. Based on the obtained data, all measures clearly display high values of reliability: Performance Expectancy (0.832), Effort Expectancy (0.876), Social Influence (0.822), Facilitating Condition (0.881), and Behavioural Intention (0.956), all of which have shown good internal constancy. Instruments with coefficients of 0.60 and above are deemed to possess regular liabilities [10]. Consequently, the questionnaires can be regarded as an endorsed document and may be employed in conducting future research.

Table 3: Alpha Coefficient Score of Each Construct

Factors Affecting the Adoption of Travel Mobile Apps Technology	Cronbach's Alpha	No. of Items
SECTION A		
Performance Expectancy	0.832	5
Effort Expectancy	0.876	4
Social Influence	0.822	5
Facilitating Condition	0.881	5
SECTION B		
Behavioral Intention	0.956	4
SECTION C		
Demographic Profile	-	4

4. CONCLUSION

This pilot study primarily aims to ensure the reliability (suitability) and validity (robustness) of the measuring instruments prior to actual research relative to the factors influencing the use of travel mobile technology applications among travelers. Preliminary, pre-tests were conducted before progressing with evaluation from the experts regarding the authenticity of the content and the accuracy of the items in the questionnaires. Based on the reliability test results, the questionnaires are considered entirely reliable with a Cronbach's Alpha value of more than 0.7; hence, no items were deleted. Besides, the normality test results affirmed the normality of the data, thus deeming the research procedure feasible. Fundamentally, a "reliable and constructive" analysis is what validates a questionnaire. Hence, the actual research, which expects to gather more than 300 respondents, would be able to elucidate how the travel mobile technology applications give an impact on travel and tourism

alike. Anticipatively, the findings of this study would add to the body of knowledge in relevant areas, specifically in the fields of technology and tourism. These findings will also benefit the governments, non-governmental organizations, retailers, and practitioners in developing marketing strategies in the technology and tourism industry. It is further anticipated that this study will become a standard for future research.

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