

**PENGARUH *USER GENERATED CONTENT INSTASTORY*  
TERHADAP *E-RETENTION* MELALUI *BRAND IMAGE***  
(Survei terhadap Pelanggan Aplikasi JIWA+)

**SKRIPSI**

Diajukan untuk Memenuhi Salah Satu Syarat Menempuh Ujian Sidang Sarjana  
Pendidikan pada Program Studi Pendidikan Bisnis



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**UNIVERSITAS PENDIDIKAN INDONESIA**  
**2024**

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Sebuah skripsi yang diajukan untuk salah satu syarat memperoleh gelar Sarjana  
Pendidikan pada Program Studi Pendidikan Bisnis

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Universitas Pendidikan Indonesia  
Agustus 2024

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**PENGARUH *USER GENERATED CONTENT INSTASTORY* TERHADAP  
*E-RETENTION* MELALUI *BRAND IMAGE*  
(Survei terhadap Pelanggan Aplikasi *JIWA+*)**

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## PERNYATAAN KEASLIAN SKRIPSI

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Menyatakan dengan sesungguhnya bahwa skripsi dengan judul "**Pengaruh User Generated Content Instastory terhadap E-Retention melalui Brand Image (Survei terhadap Pelanggan Aplikasi Jiwa+)**" ini beserta seluruh isinya adalah benar-benar karya saya sendiri. Tidak melakukan penjiplakan atau pengutipan dengan cara-cara yang tidak sesuai dengan etika ilmu yang berlaku dalam masyarakat keilmuan.

Atas pernyataan ini, saya siap menanggung risiko dan sanksi yang dijatuhkan kepada saya apabila di kemudian hari ditemukan adanya pelanggaran etika keilmuan atau ada klaim dari pihak lain terhadap keaslian karya yang saya buat ini.

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## ABSTRAK

Raptanaria Sinurat (2003297) “**Pengaruh *User Generated Content Instastory* terhadap *E-Retention* melalui *Brand Image* (Survei terhadap Pelanggan Aplikasi JIWA+)**” di bawah bimbingan Dr. Lili Adi Wibowo, S.Pd., S.Sos., MM. dan Dr. Dita Amanah, MBA.

Penelitian ini bertujuan untuk memperoleh gambaran dan pengaruh *user generated content instastory* terhadap *e-retention* melalui *brand image* pada pelanggan aplikasi JIWA+. Penelitian ini menggunakan jenis penelitian deskriptif dan verifikatif dengan pendekatan kuantitatif. Metode yang digunakan pada penelitian ini adalah *simple random sampling* dengan ukuran sampel sebanyak 210 responden. Data diolah secara statistik menggunakan metode *Structural Equation Modelling* (SEM). Hasil penelitian ini menemukan bahwa gambaran *user generated content instastory*, *brand image*, dan *e-retention* berada pada kategori tinggi. *User generated content instastory* memiliki pengaruh positif dan signifikan terhadap *e-retention* melalui *brand image*. Temuan ini menunjukkan bahwa pengaruh tidak langsung *user generated content instastory* memperoleh besaran pengaruh yang lebih rendah terhadap *e-retention*, dibandingkan pengaruh langsung. Implikasi penelitian menunjukkan bahwa *user generated content instastory* akan mempengaruhi persepsi pelanggan tentang merek Kopi Janji Jiwa sehingga merek dengan *brand image* yang positif akan mampu meningkatkan *e-retention*.

Kata kunci: *User generated content, brand image, customer e-retention*

## **ABSTRACT**

Raptanaria Sinurat (2003297) "***The Influence of User Generated Content Instastory on E-Retention through Brand Image (Survey of JIWA+ Application Customers)***" under the guidance of Dr. Lili Adi Wibowo, S.Pd., S.Sos., MM. and Dr. Dita Amanah, MBA.

*This research aims to obtain an overview and influence of user generated content Instastory on e-retention through brand image among JIWA+ application customers. This research uses descriptive and verification research with a quantitative approach. The method used in this research was simple random sampling with a sample size of 210 respondents. The data was processed statistically using the Structural Equation Modeling (SEM) method. The results of this research found that the image of user generated content instastory, brand image, and e-retention were in the high category. User generated content instastory has a positive and significant influence on e-retention through brand image. This finding shows that the indirect influence of user generated content on Instagram has a lower influence on e-retention, compared to the direct influence. The research implications indicate that user-generated content on Instastory will affect customer perceptions of the Kopi Janji Jiwa brand, leading to the ability of brands with a positive brand image to enhance e-retention.*

*Keywords: User generated content, brand image, customer e-retention*

## KATA PENGANTAR

Puji dan syukur penulis panjatkan ke hadirat Tuhan Yang Maha Esa karena atas rahmat dan karunia-Nya penulis dapat menyelesaikan skripsi dengan judul “Pengaruh *User Generated Content Instastory* terhadap *E-Retention* melalui *Brand Image* (Survei terhadap Pelanggan Aplikasi JIWA+)” sebagai salah satu syarat menempuh ujian sidang Sarjana Pendidikan, Program Studi Pendidikan Bisnis, Universitas Pendidikan Indonesia. Penyusunan skripsi ini dilakukan untuk memperoleh temuan mengenai gambaran *user generated content instastory*, *brand image*, dan *e-retention* serta pengaruh *user generated content instastory* terhadap *e-retention* melalui *brand image*, pengaruh *user generated content instastory* terhadap *e-retention*, pengaruh *user generated content instastory* terhadap *brand image*, dan pengaruh *brand image* terhadap *e-retention*.

Skripsi ini dikerjakan dengan sebaik dan seoptimal mungkin dengan harapan dapat memberikan manfaat serta sumbangasih yang berarti bagi kemajuan dunia pemasaran digital. Penulis berharap agar skripsi ini dapat menjadi referensi yang berguna bagi mahasiswa, akademisi, dan praktisi yang tertarik pada bidang pemasaran digital serta memotivasi penelitian lebih lanjut di bidang ini. Penulis mengharapkan kritik dan saran yang membangun dari berbagai pihak untuk dijadikan landasan perbaikan yang berguna bagi pengembangan dan pengetahuan di masa mendatang.

Bandung, Agustus 2024

Penulis  
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## UCAPAN TERIMA KASIH

Puji dan syukur penulis panjatkan kehadirat Tuhan Yang Maha Esa karena rahmat dan karunia-Nya penulis dapat menyelesaikan skripsi ini yang disusun dalam rangka memenuhi salah satu syarat memperoleh gelar Sarjana Pendidikan pada Program Studi Pendidikan Bisnis. Penulis menyadari bahwa dalam proses penyusunan skripsi ini tidak lepas dari adanya kerjasama dan dukungan dari berbagai pihak. Oleh karena itu, dalam kesempatan ini penulis menyampaikan terima kasih sebesar-besarnya dan penghargaan yang setinggi-tingginya kepada pihak-pihak berikut ini:

1. Bapak Prof Dr. H. M. Solehuddin M.Pd., M.A. selaku Rektor Universitas Pendidikan Indonesia yang telah memberikan kesempatan kepada penulis untuk menempuh pendidikan di Universitas Pendidikan Indonesia. Penulis ucapkan terima kasih atas komitmen telah menciptakan lingkungan akademik yang aman serta nyaman untuk belajar, bertumbuh, dan mengeksplorasi ilmu.
2. Bapak Prof. Dr. H. Eeng Ahman, M.S. selaku Dekan Fakultas Pendidikan Ekonomi dan Bisnis Universitas Pendidikan Indonesia yang telah memberikan kesempatan kepada penulis untuk menempuh pendidikan di Fakultas Pendidikan Ekonomi dan Bisnis, Universitas Pendidikan Indonesia.
3. Ibu Dr. Puspo Dewi Dirgantari, S.Pd., M.T., M.M, selaku Ketua Program Studi Pendidikan Bisnis, Fakultas Pendidikan Ekonomi dan Bisnis, Universitas Pendidikan Indonesia, yang telah memberikan motivasi serta pengarahan selama masa studi penulis untuk berkembang di jalur akademik dan secara profesional. Semoga Tuhan Yang Maha Esa memberikan keberkahan, kesehatan, dan kelancaran dalam hidup.
4. Bapak Dr. Bambang Widjajanta, MM. selaku Ketua Tim Pengembangan Penulis Skripsi, Program Studi Pendidikan Bisnis, Fakultas Pendidikan Ekonomi dan Bisnis, Universitas Pendidikan Indonesia, yang telah bersedia memberikan arahan maupun bimbingan serta memfasilitasi penulis dalam proses penyelesaian skripsi. Semoga senantiasa diberikan keberkahan oleh Tuhan Yang Maha Esa.
5. Bapak Dr. Lili Adi Wibowo, S.Pd. S.Sos, MM. selaku Dosen Pembimbing I yang telah membimbing penulis dalam penyusunan skripsi dengan penuh



kesabaran dan ketelitian serta selalu memberikan motivasi dan arahan selama proses bimbingan. Terima kasih atas kesabaran, arahan, dan wawasan ilmiah dalam perjalanan penulisan skripsi ini. Semoga selalu menjadi panutan dan memberikan makna bagi penulis serta berbagai pihak lainnya. Semoga Tuhan Yang Maha Esa selalu memberikan perlindungan, pahala berlipat ganda, kebahagiaan, kesehatan, dan kelancaran dalam segala urusannya.

6. Ibu Dr. Dita Amanah, MBA. selaku Dosen Pembimbing II yang dengan segala kerendahan hati senantiasa memberikan arahan, motivasi, dan bimbingan selama proses menyelesaikan skripsi ini. Terima kasih atas bimbingan, kesabaran, dan dedikasi luar biasa ditengah kesibukannya untuk memberikan arahan, wawasan, serta dukungan saat menghadapi tantangan dalam penulisan skripsi ini. Semoga Tuhan Yang Maha Esa memberikan balasan yang terbaik atas kebaikan hati ibu, senantiasa diberikan kesehatan, selalu dalam lindunganNya, dan diberikan umur panjang beserta keluarga.
7. Bapak Prof. Dr. H. Syamsul Hadi Senen, M.M. selaku Dosen Pembimbing Akademik yang telah memberikan pengarahan kepada penulis selama menempuh masa perkuliahan hingga akhir perkuliahan dengan penuh kesabaran. Semoga senantiasa selalu diberikan kesehatan, kebahagiaan, keberkahan hidup, dan selalu dalam lindungan Tuhan Yang Maha Esa.
8. Segenap dosen dan staff Program Studi Pendidikan Bisnis, FPEB UPI yang telah memberikan ilmu, motivasi, serta tuntunan selama masa perkuliahan. Semoga seluruh ilmu yang diberikan dapat penulis implementasikan dan semoga Tuhan Yang Maha Esa membalas segala kebaikan dengan pahala berlipat ganda.

Keluarga tercinta, Bapak Ambolas Sinurat (Alm) dan Ibu Romauli Simbolon selaku orangtua penulis yang senantiasa memberikan dukungan kepada penulis dalam segala keadaan. Terima kasih atas kasih sayang, do'a terbaik, serta dukungan moral dan materiil yang diberikan sehingga penulis dapat menyelesaikan masa studi S1. Adik penulis, yaitu Pretty Zinta Sinurat dan Rhendi Revaldo Sinurat yang telah menjadi motivasi untuk penulis agar dapat menjadi panutan yang baik sebagai seorang kakak. Semoga Tuhan selalu memberkati kita semua dengan kesehatan, kebahagiaan, dan kelancaran dalam segala urusan.

Sahabat-sahabat penulis, yaitu Fadya Zalfa Herdian, Utari Sinaga, Sinta Tyara Yuniar, Indriani Agustina, dan Novi Siti Fatimah yang selalu memberikan dukungan dan semangat kepada penulis selama penyusunan skripsi ini. Keberadaan kalian, baik dalam suka maupun duka, telah memberikan semangat dan motivasi yang tak tergantikan. Penulis berharap kita dapat terus mendukung dan menginspirasi satu sama lain di masa depan. Semoga Tuhan Yang Maha Esa memberikan kesehatan, keberkahan, kesuksesan, dan panjang umur kepada kita semua.

Rekan-rekan seperjuangan Pendidikan Bisnis angkatan 2020 (Jagadditha), terima kasih telah menjadi bagian dari cerita hidup penulis semasa kuliah dan senantiasa memberikan bantuan dan arahan selama melaksanakan kegiatan akademik di Program Studi Pendidikan Bisnis. Khususnya, Cerri Cantika dan Dewi Septi Sukmawati yang selalu menemani penulis dan memberikan dukungan moral maupun dalam memecahkan berbagai tantangan yang muncul selama proses penyusunan skripsi. Semoga apa yang telah kita capai menjadi langkah awal yang sukses di masa depan.

Akhir kata, penulis ucapkan terima kasih kepada seluruh pihak yang tidak dapat disebutkan satu persatu untuk mengungkapkan betapa berharganya kontribusi dan dukungan semua pihak. Semua bantuan, nasihat, dan dukungan menjadi fondasi kuat dalam proses penyusunan skripsi ini. Semoga kebaikan hati dari setiap pihak mendapat balasan sebaik-baiknya.

Bandung, Agustus 2024

Penulis  
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