

# Music Streaming Acceptance in Brazil: A Study using Structural Equations

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## Abstract

With the rise of access to mobile internet and the reduced cost for service over the last years, streaming services have replaced the way people access music over the internet. Music is an integral part of most peoples, lives, with a global average of 2.5 hours a day spent listening to music. Of these total 17.8 average hours a week, 86% of the music consumption is by streaming music. As the IPFI Global Music Report explains, streaming services accounted for less than US\$0.1 billion of the global music industry revenue in 2005; this is in contrast with 2018, where this industry accounts for US\$8.9 billion, accounting for 47% of the industry's revenues, with paid services being a 37% and ad-supported streams a 10% of the total revenue. In this context, this study examines the applicability of a model based on the hedonic information system framework to music streaming acceptance in Brazil. This framework is an extension of the Technology Acceptance Model to a hedonic context. An online survey based on scales of individual acceptance variables was used to measure the acceptance of Spotify by a sample of 51 Brazilian users. The partial least squares (PLS) technique was used to analyze the measurement and structural model. The scales translated into Portuguese were based on studies previous. All the items were quantified using a 7-point Likert-type scale. The research model considers four variables, perceived ease of use (PEOU), perceived usefulness (PU), perceived enjoyment (PE), and behavioral intention (BI). The model proposes that BI is explained by the other variables; besides, PEOU explains both PU and PE. The reliability and validity of the measurement models were computed taking into account the recommendations of the literature. The latent variable discriminant validity was confirmed using the Fornell–Larcker test and the Heterotrait–Monotrait test. Also, the SRMR of .9 confirming the consistency of the general estimated model. After the PLS estimation, a bootstrapping procedure was performed. Bootstrapping is a nonparametric procedure that permits testing the statistical significance of PLS results. PEOU affects both PU and PE; the relationship PEOU->PU has a beta of .536 (p-value <.001), and the relationship PEOU->PE has a beta of .649 (p-value <.001). Nevertheless, BI is only affected by PEOU; the relationship PEOU->BI has a beta of .367 (p-value = .015), the relationship PU->BI has a beta of .221 (p-value = .134), and the relationship PE->BI has a beta of .108 (p-value = .511). In short, the structural results indicated that the model poorly explains the behavioral intention in the adoption of music streaming in Brazil. Specifically, 35.4% of the variable behavioral intention is explained by the variable perceived ease of use; the variables perceived enjoyment and perceived usefulness have not significant effect on behavioral intention. In conclusion, this study is not enabled to support that the hedonic information system framework is applicable to music streaming acceptance in Brazil.

## Keywords

Music Streaming, Hedonic Information System, Brazil, and PLS-SEM.

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## Biographies

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