

# Table of Contents

<b>ABSTRAK .....</b>	<b>i</b>
<b>ABSTRACT .....</b>	<b>ii</b>
<b>MOTTO .....</b>	<b>vii</b>
<b>DEDICATION SHEET .....</b>	<b>viii</b>
<b>ACKNOWLEDGEMENTS.....</b>	<b>ix</b>
<b>CHAPTER I.....</b>	<b>1</b>
<b>1.1 Background Of Study .....</b>	<b>1</b>
<b>1.2 Problem Formulation.....</b>	<b>8</b>
<b>1.3 Research Objectives .....</b>	<b>8</b>
<b>1.4 Research Benefits .....</b>	<b>8</b>
<b>1.5 Research Methods .....</b>	<b>9</b>
<b>1.6 Literature Review.....</b>	<b>11</b>
<b>1.7 Systematical Writing.....</b>	<b>18</b>
<b>CHAPTER II .....</b>	<b>20</b>
<b>2.1 Impulse Buying.....</b>	<b>20</b>
<b>2.1.1 Definition Of Impulse Buying.....</b>	<b>20</b>
<b>2.1.2 Aspects of Impulse Buying.....</b>	<b>21</b>
<b>2.1.3 Types of Impulse Buying.....</b>	<b>22</b>
<b>2.1.4 Indicator of Impulse Buying.....</b>	<b>23</b>
<b>2.1.5 Factors Affecting Impulse Buying.....</b>	<b>23</b>
<b>2.1.6 Consumer Impulse Buying Behaviour and Motivation .....</b>	<b>25</b>
<b>2.2 Theory of Maslahah .....</b>	<b>26</b>
<b>2.2.1 Definition of Maslahah.....</b>	<b>26</b>
<b>2.2.2 The Maslahah in Consumption .....</b>	<b>29</b>
<b>CHAPTER III .....</b>	<b>36</b>

<b>3.1 Overview of Pakuwon Mall Yogyakarta .....</b>	<b>36</b>
<b>3.1.1 Development History .....</b>	<b>36</b>
<b>3.1.2 Facilities and Attractions .....</b>	<b>36</b>
<b>3.2 Research Result .....</b>	<b>39</b>
<b>3.2.1 Impulse Buying Behaviour of Millennial Generation Users of Go-Pay and OVO Digital Payment at Pakuwon Mall Yogyakarta .....</b>	<b>39</b>
<b>3.2.2 The concept of masalah on Impulse Buying Behaviour in Millennial Generation Users of Digital Payment (Go-Pay &amp; OVO) at Pakuwon Mall Yogyakarta. ....</b>	<b>50</b>
<b>CHAPTER IV .....</b>	<b>55</b>
<b>4.1 Conclusion .....</b>	<b>55</b>
<b>4.1.1 Impulse Buying Behaviour in Millennial Generation Users of Digital Payment Go-Pay dan OVO at Pakuwon Mall Yogyakarta.....</b>	<b>55</b>
<b>4.1.2 The concept of masalah towards Impulse Buying Behaviour in the Millennial Generation of Digital Payment Users (Go-Pay &amp; OVO) at Pakuwon Mall Yogyakarta .....</b>	<b>55</b>
<b>4.2 Suggestion .....</b>	<b>56</b>
<b>BIBLIOGRAPHY .....</b>	<b>58</b>
<b>APPENDICES .....</b>	<b>64</b>



## FIGURE LIST

Figure 1. 1 Percentage of Financial Technology Types Most Frequently Used by Indonesians.....	2
Figure 1. 2 Percentage of E-Wallet Platform Users Who are Most Popular Among Indonesians.....	3
Figure 1. 3 Proportion of Number of Transactions by Age Group .....	4
Figure 1. 4 Triangulation of "Data Collection Methods".....	10
Figure 2. 1 The Concept of Maslahah in Consumption .....	32
Figure 3. 1 Pakuwon Mall Yogyakarta .....	37
Figure 3. 2 Types of Transactions Often Used .....	40
Figure 3. 3 Planning Data Before Shopping .....	41
Figure 3. 4 Factors that Trigger Impulse Buying.....	42
Figure 3. 5 Classification of Impulse Buying Categories .....	47

## TABLE LIST

Table 3. 1 Concept of Maslahah .....	50
Table 3. 2 Types of Impulse Buying from a Maslahah Perspective .....	51

