

**PENGARUH USER GENERATED CONTENT TERHADAP
CITRA MUSEUM KONFERENSI ASIA AFRIKA, BANDUNG**

SKRIPSI

Diajukan untuk memenuhi salah satu syarat dalam menyelesaikan
Program Strata-1 Studi Destinasi Pariwisata
Politeknik Pariwisata NHI Bandung



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JURUSAN KEPELAKUAN PARIWISATAAN
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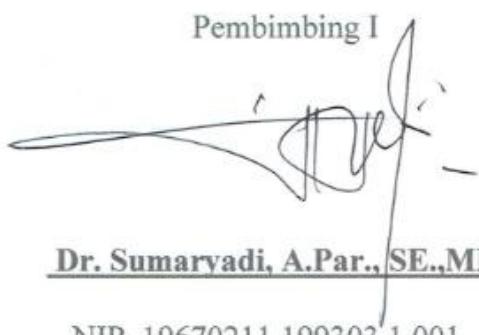
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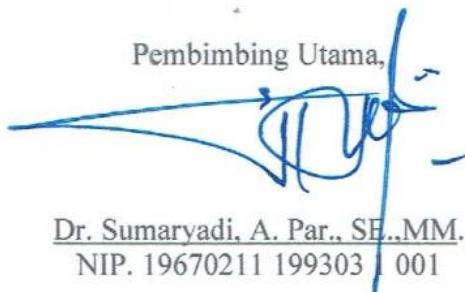
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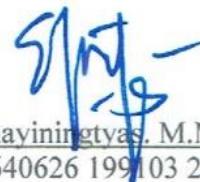
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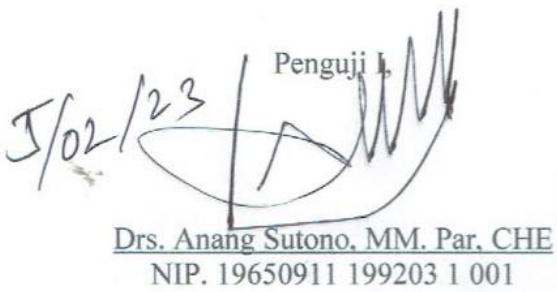
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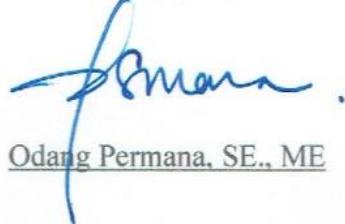
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Penulis

ABSTRAK

Dengan meningkatnya jumlah pengguna media sosial di Indonesia setiap tahunnya dan ekspektasi konsumen di era digital yang lebih tinggi. User Generated content dinilai efektif dalam meningkatkan persepsi positif terhadap destinasi. Tujuan dari penelitian ini adalah untuk mengetahui pengaruh user generated content yang terdiri dari factual user generated content dan emotional user generated content terhadap citra. Metode penelitian yang dipakai dalam penelitian ini adalah metode deskriptif dengan pendekatan kuantitatif. Metode pengambilan data yang dipergunakan dalam penelitian ini adalah *probability sampling* dengan jumlah sampel sebanyak 210 responden yang didapatkan melalui penyebaran Kuesioner di Museum Konferensi Asia Afrika, Bandung. Teknik analisis data yang dipakai adalah uji asumsi klasik, analisis regresi linier berganda, dan uji model. Hasil Penelitian ini menunjukkan bahwa *User Generated Content* yang terdiri dari *factual User Generated Content* dan *emotional user generated content* berpengaruh terhadap citra di museum Konferensi Asia Afrika Bandung.

Kata Kunci: *User Generated Content, Factual User Generated Content, Emotional User Generated Content, Museum, Citra*

ABSTRACT

With the increasing number of social media users in Indonesia every year and higher consumer expectations in the digital era. User Generated content is considered effective in increasing positive perceptions of destinations. The purpose of this study is to determine the effect of user generated content consisting of factual user generated content and emotional user generated content on image. The research method used in this research is descriptive method with a quantitative approach. The data collection method used in this study was probability sampling with a total sample of 210 respondents obtained through distributing questionnaires at the Museum Konferensi Asia Afrika, Bandung. The data analysis technique used is the classical assumption test, multiple linear regression analysis, and model test. The results of this study indicate that User Generated Content which consists of factual User Generated Content and user generated emotional content influences the image of the museum at the Bandung Asian-African Conference.

.Keywords: *User Generated Content, Factual User Generated Content, Emotional User Generated Content, Museum, Image*

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