

Conference Paper

The Influence of Culture on General Elections in Indonesia

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Abstract

Introduction. Culture in society has an influence on general elections. It has particular influence over the legislative elections in South Nias district. Customary and kinship system living in the society as a law affect the legislative elections. The influence can be constructive and destructive. In order to investigate the influence of culture over the general elections, the researchers carried out a case study on legislative elections in Nias Selatan district, North Sumatra province, Indonesia in 2014. **Method.** This research is a qualitative research conducted through in-depth interviews to the people of South Nias district. **Results.** The findings showed that culture has influenced the general elections.

Keywords: Influence, Culture, Legislative Election, Indonesia.

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1. Introduction

Culture has long-standing relationship with local community. Herder contends that culture lives as a convergence known as *Volksseele* (the spirit of society) leading to a complete social homogeneity. Constructs on culture emerging in the early 20th century define culture as internal coherence [1] or consistency of idea and action patterns in a group of people. Another definition of culture refers to collective idea programming [2]. Culture is also defined as universal organization applied to certain society. Hofstede makes important point that certain aspects of culture are physically visible, but their meanings are not. The meaning of culture can only be seen and practiced by the members of society.

Nias island, one of the islands in the Indonesian archipelago, is located in North Sumatera province. Its capital city is Teluk Dalam. Nias tribe are a kind of society living in strong customs and culture. Their ancestor was *Boronadu* people also known as *Sadawamolo* (interview results with Sumangeli Mendrofa as the chief of General

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State of Annual Paid Leave–Doctors’ Working Conditions

GO Igusa, Katushi Mizuno, Eiji Takeda, Shunici Yasuda, and Masahiko Ichikawa

1. Survey Objectives

While it has been a long time since a term “black company”, in which they exploit their employees under execrable working environment, became generalized in Japan, another term “black hospital”, in which they impose excessive working hours on hospital-based doctors, has been recently introduced.

This “black hospital” nowadays is a serious issue in Japan. In the field of Japanese medical services, there are hospital-based doctors who have been forced to work under execrable working environment where they can hardly take any days off and are at the risk of *karoshi*, death from overwork.

The problem associated with demands and supplies, such as uneven distribution of doctors, has also been actualized; it is an urgent issue to comprehensively resolve this situation from the aspects of labor policies such as by improving working conditions of doctors or by rebuilding demand-supply coordination system, in order to satisfy demand for doctors’ works and to establish and maintain safe and secure medical service systems in the future. Needless to say, it is especially important for doctors to take annual paid leave of “holidays” where they can relieve cumulative fatigue and rest mentally and physically whenever they need. Medical services involve various social factors in a complex manner. A single and short-sighted measure will induce another problem. Therefore, from a long-term perspective, it is necessary to create a vision while looking into the future of medical services in Japan and to resolve the labor issues of doctors on the basis of the long-term vision of the future.

In this article, significance of actual situation of “annual paid holiday”, which is a crucial element for working condition of doctors, is discussed through quantitative analysis of questionnaire survey conducted in “hospital-based doctors”.

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Behaviour Intention Among Property Developer Employees to Adopt Technology Application at Workplace

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Abstract

Introduction. Many researchers have highlighted factors that influence people in adopting new applications at the office. Based on past studies, there is a questionable issue of what really effect employees from adopting a system in their daily work activities. The purpose of this research is to identify the behaviour intention among employees in adopting technology application at work. The specific objective of the research is to identify the relationship between Perceived Usefulness, Perceived Ease of Use, Enjoyment and Computer Self-Efficacy towards Behavioural Intention to adopt online technology application among employees at the workplace. **Method.** A quantitative research design is deployed in this research. A purposive sampling was used to collect data at the property developer premises. A total of 200 respondents were asked to rate questionnaire using 5 Likert-scale instruments. **Results.** The research findings show that Perceived Usefulness, Perceived Ease of Use, Enjoyment and Computer Self-Efficacy have a significant relationship towards the employees' behavioural intention to use the online technology application at their workplace.

Keywords: Perceived Usefulness, Perceived Ease of Use, Enjoyment, Computer Self-Efficacy, Behaviour Intention

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1. Introduction

The adoption of electronic HRM in the daily HR activities has brought about a significant impact on organizational effectiveness and efficiency [1]. With such change, the shape of administrative matters in organizations is taking a pace of change with the intention to reach the optimum productivity level, especially in human resource management as new technologies are supposed to add value and bring about efficiency and empowerment [2].

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Conference Paper

The Effect of Computer Simulation in the Development of Metacognitive Skills in Science

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Abstract

This study aimed to investigate the effect of computer simulation in the development of metacognitive skills in science among school students.

The sample of the study was chosen from the seventh-grade students who were divided into two groups, selected randomly to forty two for the experimental group and forty two for the control group, The parity of the two groups was tested according to their scores last year.

To achieve the objectives of this study, the computer simulation program was designed For Sa unit of science that continued to be applied for a month and a half, according to the model of [1], which had been submitted in 1995 to develop a five-stage multimedia-assisted education, and developed in 2002 to suit E-learning technology; The scale that prepared for measurement metacognitive skills, consisted of three parts; planning, monitoring control, and evaluation.

This scale was used for both experimental and control groups, before and after teaching using computer simulation of the experimental group and teaching in the traditional way of the control group.

The results of this study illustrated the importance of the effect of computer simulation in the development of metacognitive skills. This was shown in the presence of statistically significant differences between the experimental and control groups in favor of the experimental group, as well as in the experimental group itself before and after the use of computer simulation as a teaching method. Computer simulation, metacognitive, scale.

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1. Introduction

The technological revolution that was launched in the world at high speed was the product of the progress of science in our modern world. This scientific technological revolution influenced education and learning, including computer simulation technology and its patterns of use such as virtual reality, artificial intelligence and expert systems

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