DAFTAR ISI

Halaman

HALAMAN JUDUL DEPAN ..... **i**
HALAMAN JUDUL DALAM ..... **ii**
HALAMAN PERNYATAAN ..... **iii**
HALAMAN PENGESAHAN ..... **iv**
RIWAYAT HIDUP ..... **v**
PERSEMBAHAN ..... **vi**
MOTTO ..... **vii**
ABSTRAK ..... **viii**
ABSTRACT ..... **ix**
KATA PENGANTAR ..... **x**
DAFTAR ISI ..... **xii**
DAFTAR GAMBAR ..... **xv**
DAFTAR TABEL ..... **xvi**
DAFTAR LAMPIRAN ..... **xvii**

BAB I PENDAHULUAN
1.1 Latar Belakang 1
1.2 Rumusan Masalah 3
1.3 Batasan Masalah 4
1.3.1 Batasan Subjek 4
1.3.2 Batasan Objek 4
1.3.3 Batasan Tempat 4
1.3.4 Batasan Waktu 4
1.4 Tujuan Penelitian 4
1.5 Manfaat Penelitian 4
1.6 Sistematika Penulisan 5

BAB II LANDASAN TEORI
2.1 Grand Theory 6
2.1.1 Teori of Planned Behavior 6
2.1.1.1 Pengembangan Theory of TRA dan TPB . 7
2.1.1.2 TPB yang dikembangkan 8
2.1.1.3 Manfaat dan Tujuan Theory of.....
TRA dan TPB 9
2.1.2 Teori of User Interface and User Experience 10
2.1.2.1 User Interface 10
2.1.2.2 User Experience 11
2.2 Pengembangan Konsep 11
2.2.1 Konsep Desain Arsitektur 11
2.2.1.1 Theory Of Techonology Diffusion..... 11
2.2.1.2 TOE Model..... 12

2.2.1.3 Resource-Based View (RBV) Theory 13
2.2.1.4 Summary On Theories Related to E-Business Inovation Diffusion and Value Creation 14
2.2.2 The Open Group Architecture Technique (Togaf) 15
2.2.2.1 Togaf-Adm 16
2.2.3 Crowdfunding 17
2.3 Penelitian Terdahulu 18
2.4 Kerangka Pemikiran 27
BAB III METODOLOGI PENELITIAN
3.1 Ruang Lingkup Penelitian 28
3.2 Sumber Data 28
3.3 Desain Penelitian Sains 28
3.4 Flowchart 29
3.5 Arsitektur Teknologi 32
BAB IV HASIL DAN PEMBAHASAN
4.1 Deskripsi Objek 33
4.2 Hasil Uji Empiris 33
4.3 Preliminary Phase 34
4.3.1 Ruang Lingkup Organisasi EA 34
4.3.2 Identifikasi Stakeholder 35
4.3.3 Identifikasi Geografi 36
4.3.3.1 Potensi Zakat Skala Zona Wilayah 36
4.3.3.2 Potensi Zakat Karyawan Skala Industri 37
4.3.4 Tata Kelola Framework arsitektur 38
4.3.4.1 Architecture Vision 38
4.3.4.2 Business Architecture 38
4.3.4.3 Information Systems Architectures 38
4.3.4.4 Technology Architecture 38
4.3.4.5 Opportunities and Solution 38
4.3.4.6 Migration and Planning 39
4.3.4.7 Implementation Governance 39
4.3.4.8 Architecture Change Management 39
4.3.5 Prinsip-Prinsip Enterprise Architecture 39
4.3.6 Business Entities and Data Entities Matrix 40
4.3.7 Desain Architecture 41
a. Model Konseptual 41
b. Layanan Konvensional dan Perbankan 42
c. Network Activity for Zakat Digital Payment 43
4.3.8 Tampilan User Interface dan User Experience 43

4.4 Pembahasan 45
BAB V KESIMPULAN, IMPLIKASI DAN SARAN
5.1 Simpulan 49
5.2 Implikasi 49
5.3 Saran 50

DAFTAR PUSTAKA

LAMPIRAN