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SYMBOLS AND NOTATIONS

ACC= Access
AES= Aesthetics
AGE=Age
AGRE= Agreeableness
ALO= Always On
ANX= Anxiety
APER= Appearance
APU= Application Use
ATT= Attitude
BI= Behavioral Intention/ M-Shopping app adoption
CDMP= Consumer Decision Making Process
CFI= Comparative Fit Index
CINT= Continuance Intention
CK=Consumer Knowledge
CMSB= Consumer Mobile Shopping Behaviour
COMP= Compatibility
CON= Convenience
CONC= Consciousness
CONFM= Confirmation
CONQ= Content Quality
COST= Cost
CTAMTPB= Combined Technology Acceptance Model and Theory of Planned Behaviour
CV= Conditional Value
DF= Degrees of Freedom
EA= Early Adopter
ECM= Expectation Confirmation Theory
E-commerce= Electronic Commerce
EDU= Education
EE= Effort Expectancy
EMST= Emotional Stability
EPV= Epistemic Value
ESN= External Subjective Norm
EV= Emotional Value
EXP= Experience
EXVER= Extraversion
FV= Functional Value
GEND= Gender
GFI= Goodness of Fit Index
GOF= Goodness of Fit
HPE= Hedonic Performance Expectancy
IDT= Innovation Diffusion Theory
IFSAT= Information Satisfaction
IM= Instant Messaging Service
IMB= Impulse Buying
IMP= Impulse Purchase
INC= Income
INFQ= Information Quality
INSC= Instant Connectivity
INT= Intention
INTAPP= Interest in App
INVL= Involvement
IS= Information system
ISA= Information Sharing Activities
ISN= Internal Subjective Norm.
ISSAT= Information Satisfaction
IT= Information Technology
LA= Late Adopter
LBS= Location Based Service
M-APP= Mobile App Adoption
MCA= Mobile Commerce Adoption
MCDMP= Mobile Consumer Decision Making Process
M-commerce=Mobile commerce
MCS= Mobile Coupon Service
MCSA= Mobile Coupon Service Adoption
MF=Mobile Features
MID=Mobile Interface Design
MM model= Motivational Model
MMS= Multimedia Messaging Service
MPCU= Model of PC Utilization
MSA= Mobile Shopping Adoption
MSAB= Mobile Shopping Adoption Behaviour
MSApp= Mobile shopping Application
MSCINT=Mobile Shopping Continuance Shopping Intention
MSE= Mobile Application Self-efficacy
MSKL= Mobile Skillfulness
MSL= Mobile Shopping Location
MTA= Mobile Internet Technology Adoption
MTAM= Modified Technology Acceptance Model
NFC= Near field communication
NFI= Normed Fit Index
OBS= Observability
OPEN= Openness
OSA=Online Shopping Adoption
PA= Purchasing Activities
PBC= Perceived Behavioral Control
PC=Personal Computer
PCON= Perceived Convenience
PCONT= Perceived Control
PCOST= Perceived Cost
PE= Performance Expectancy
SPCON= Specific Content
SV= Social Value
SYSQ= System Quality
SYSR= System Reliability
TA= Technical Adequacy
TAM= Technology Acceptance Model
TAM2= Technology Acceptance Model 2
TAM3= Technology Acceptance Model 3
TPB= Theory of Planned Behaviour
TRA= Theory of Reasoned Action
TRI= Trialability
TRST= Trust
PI= Purchase Intention
TSLV= Time since Last Visit
U&G= Uses and Gratification Theory
UBI= Ubiquity
UPE= Utilitarian Performance Expectancy
UTAUT= Unified Theory of Technology Acceptance Model
UTAUT2= Unified Theory of Technology Acceptance Model 2
VOS= Voluntariness of use
Wi-Fi= Wireless Fidelity