

Use of Electronic Information Resources: A study of Relevance of Extrinsic and Intrinsic Factors for predicting

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User acceptance of technology is an important issue during the last decade in the field of information science. With the growing reliance on computerized systems and the introduction of new technologies, electronic information resources (EIR) are available for university library users in order to fulfill their information requirements. Although universities have been provided with EIR and services, it is important to understand whether EIR are actually used by their intended users. Previous research has revealed that information systems and resources were underutilized or abandoned due to the lack of user acceptance. Understanding the factors that promote effective utilization of EIR continues to be a vital issue for library practitioners.

This study attempted to identify the extent to which extrinsic and intrinsic factors influence the acceptance of EIR usage by undergraduates. The study applied the Technology Acceptance Model (TAM) which explains extrinsic factors of perceived usefulness and perceived ease of use and incorporated the intrinsic variables of perceived enjoyment and concentration in order to predict the use of EIR by undergraduates in Sri Lanka. The results indicated that perceived enjoyment and perceived usefulness have a direct effect on behavioral intention to the use of EIR. Perceived ease of use has indicated strong effect on behavioral intention to use EIR both directly and indirectly. Perceived user enjoyment shows that significant influence on behavioral intention mediated through perceived ease of use rather than user concentration. The findings suggest that library managers should consider the user intrinsic and extrinsic factors when introducing or implementing EIR in the university library sector. To build the pleasure of accessing EIR, library managers should find innovative methods when publicizing their services. They should consider the application of games, quizzes and creative approaches to infuse more fun and interest in the learning process through electronic information resources.

Key words: *Electronic Information Resources, Intrinsic Factors, Extrinsic Factors, Sri Lanka, Technology Acceptance Model*