



TECHNOLOGY TRAINING & CREATIVITY FOR STRENGTHENING EMPLOYEES INNOVATIVE BEHAVIORS

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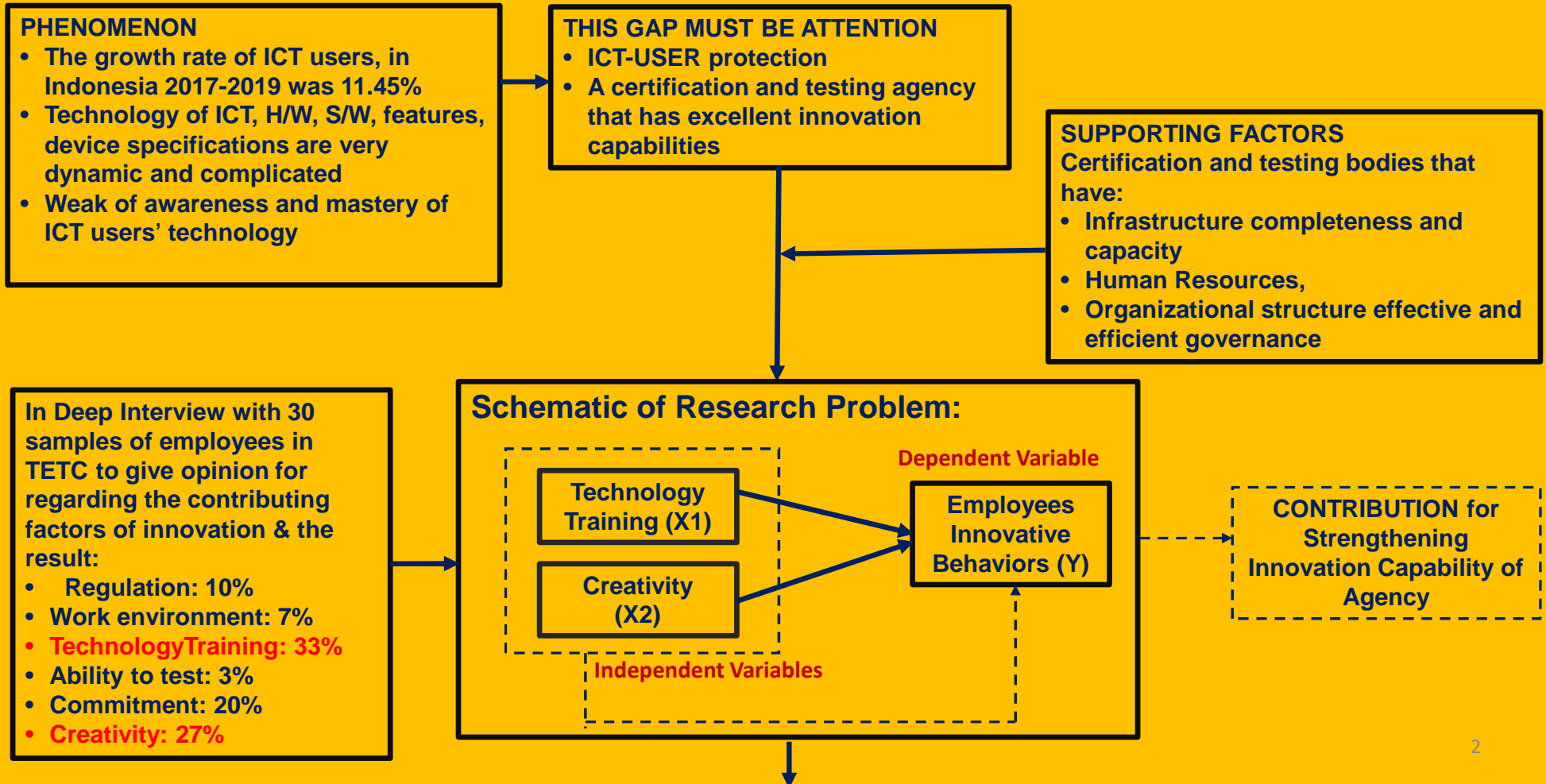
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RACHMAWATI NURUL HIDAYATI, MM

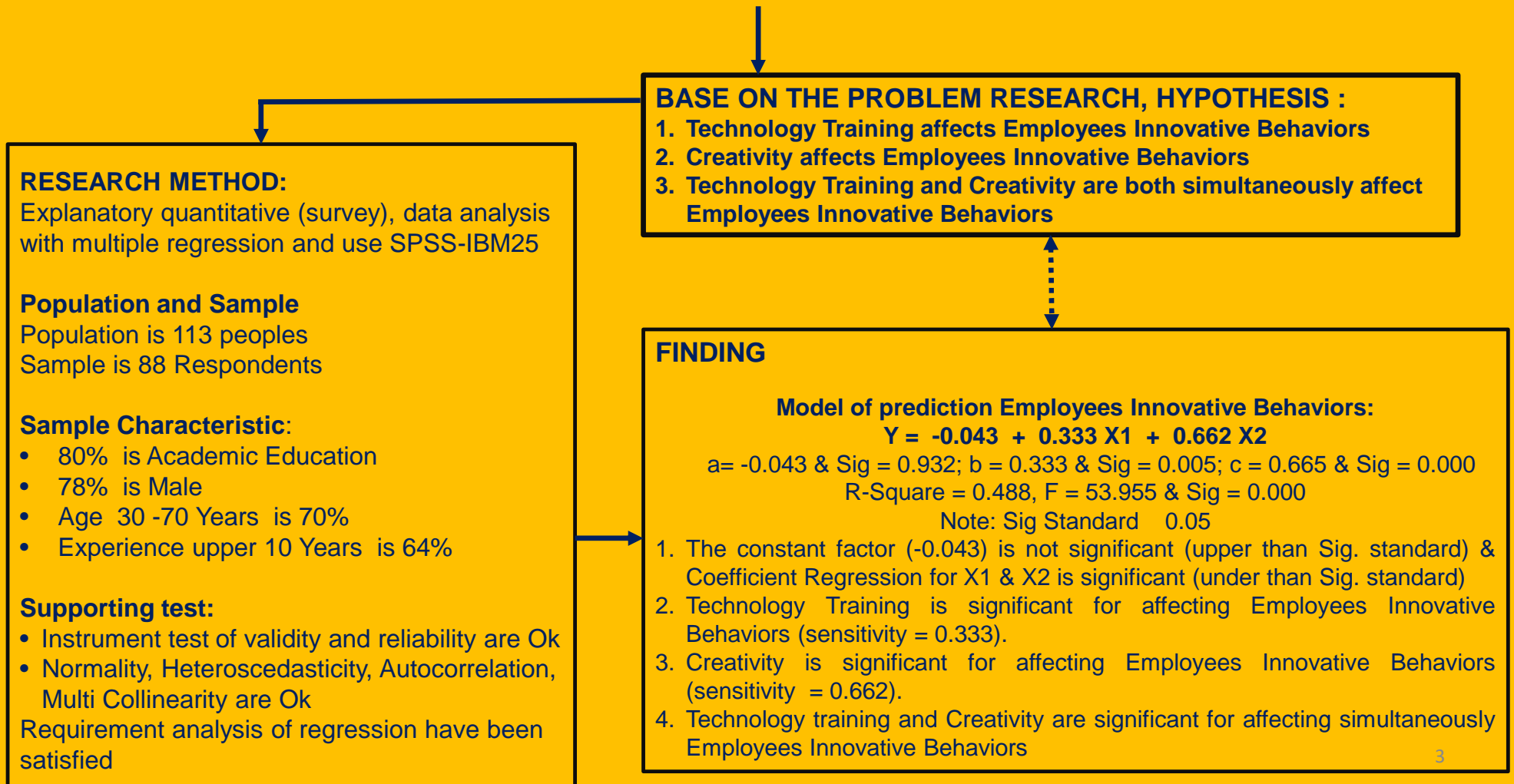
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1. OVERVIEW



2. HYPOTHESIS, RESERACH METHOD & FINDING



3. CONCLUSION & REFERENCES

CONCLUSION

- 1) The variables of technology training and creativity have the R² value of 0.488, meaning that both variables contributed 48.8% to the innovative behaviors, and the remaining 51.2% refers to other factors;
- 2) Technology training and creativity aspect simultaneously and significantly affect the innovative behaviors; for the reason, the mathematical model: $Y = -0.043 + 0.333 X_1 + 0.662 X_2$ is applicable for predicting the influence of technology training and creativity to employees innovative behaviors;
- 3) The absence of technology training and creativity will, therefore, decrease the value of employees' innovative behaviors to -0.043, in scale of 1 to 5, poor category; on that ground, it is essential to conduct programs regarding technology training and creativity cultivation.
- 4) The creativity is the one that contributes to the innovative behaviors the most, since the significance value is greater than the technology training ($0.662 > 0.333$).
- 5) Strengthening employees' innovative behaviors through the creativity development and technology training program is in line with the advancement of science and technology.

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CLOSING

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GOOD BLESS FOR ALL....”**

