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LEARN HOW DIGITAL TRANSFORMATION COULD DIFFUSE INTO ORGANISATIONS:

Impact of Motivation and Innovation on Digital Competences and Learning

Sandra Starke and Iveta Ludviga



Digital 2025, 06.-10.07.25 in Venice, Italy

Presenting author:

Sandra Starke received a diploma degree in business administration at the University of Applied Sciences in Mainz (Germany) in 2006.

Professional experience:

- Head of the IT Division at a health insurance company in Germany
- PhD candidate at BA School of Business and Finance in Riga, Latvia since 2022
- Scientific assistant since 2024

Research interest:

The workforce is a decisive factor for a successful digital change. She investigates sustained learning as a dynamic capability in digitally changing work environments in the healthcare sector.

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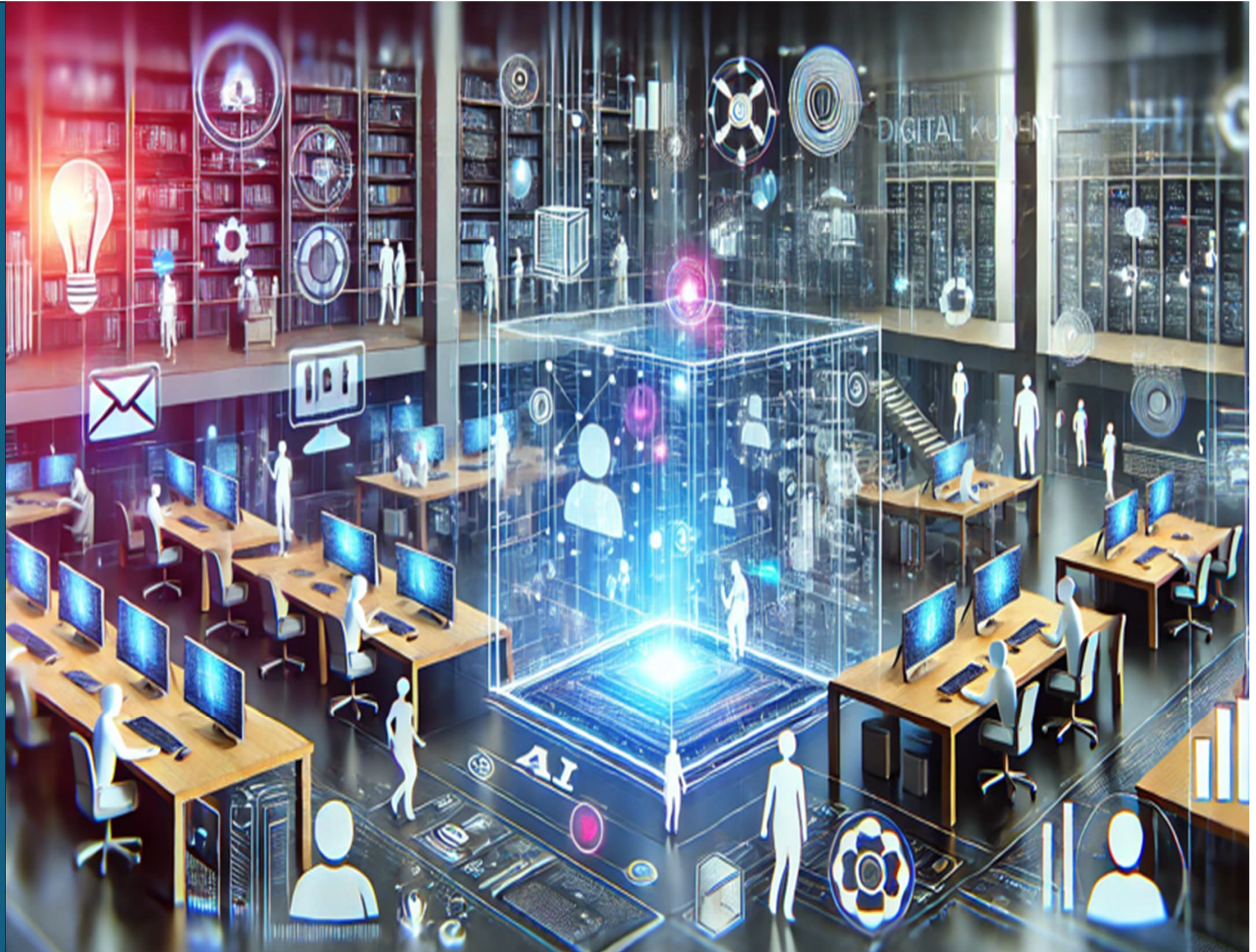
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I. Introduction

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Develop an integrated model visualising how self-determined motivation and innovation adoption affects digital competence and learning

II. Research aim

Provide empirical evidence for digital competency development and learning triggers

III. Theoretical framework

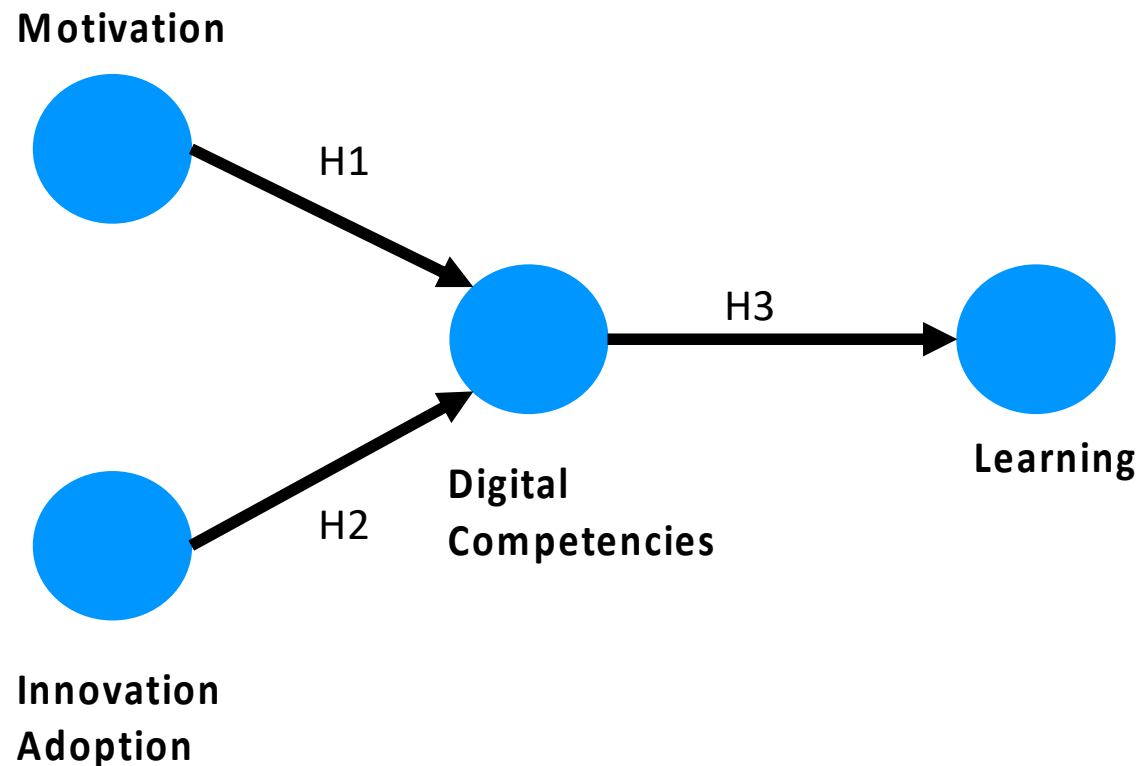
Self-determined Motivation is defined as the motivation caused by fulfilling the basic needs for autonomy, competence and relatedness (Deci and Ryan, 1985)

Digital Competence is defined as “a set of knowledge, skills and attitudes” needed for “personal fulfilment, active participation, and employment” (European Comission, 2018).

Diffusion of Innovation is defined as the stages of how innovation spreads over time, depending on the perceived attributes of the innovation (Rogers, 1962)

Learning is defined as “...the process of improving actions through better knowledge and understanding” (Fiol and Lyles, 1985).

IV. Research model and hypothesis



H1: An individual's self-determined motivation has a positive effect on digital competencies in the context of digital transformation.

H2: Individual innovation adoption positively affects digital competencies in the context of digital transformation.

H3: Digital competencies mediate the effect of motivation and innovation adoption on learning.

VI. Methodology

Quantitative		
Method / Tool	Topic	Source / justification
Survey placed in LinkedIn and Prolific	152 Respondents 52% female, 47% male, 1% divers 47% aged between 25-40 23% managers, 27% experts/seniors	Dwivedi et al., 2023
Jamovi Smart PLS 4	Confirmatory Factor Analysis PLS-SEM	Hair, Ringle and Sarstedt, 2011
Structural equation modelling	Multivariate analysis	Roca and Gagné 2008

VII. Questionnaire & Constructs

Self-determined Motivation

9 items

Sample item: I feel like I am free to decide for myself to build digital skills.

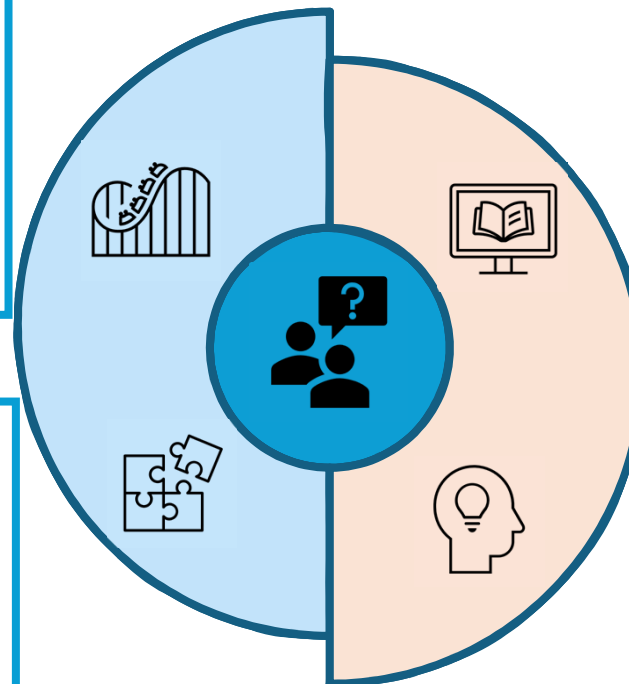
Meske and Junglas, 2021

Innovation adoption

15 items

Sample item: New digital technology makes it easier to accomplish my tasks.

Raman et. al, 2021



Digital Competence

15 items

Sample item: What level of skill do you think you have on searching for information online and work with this data?

Biggins et. al, 2017

Learning

6 items

Sample item: The company I am currently working motivates the employees for continuous education and learning.

Arranz et. al, 2019

VIII. Analysis & Results

(Navarro and Foxcroft, 2024;
Hair et al., 2011;
Hair et al., 2021)

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CMB: Principal component analysis (25 %)

Outer model

- RMSEA 0.0782 indicates a good model fit
- Internal consistency:
Cronbach's alpha > 0.7 for all items
- Item reliability
Average Variance extracted AVE > 40 %
for all items

Inner model:

- Path coefficients and significance analysis (p-value)
- Predicting the power of the model (R^2)



VIII. Analysis & Results

Outer Model

Internal consistency and
convergent validity is given
for all factors

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Construct	Cronbach's alpha	Average variance extracted
Motivation	0.800	0.458
Innovation adoption	0.870	0.404
Digital Competence	0.900	0.420
Learning	0.788	0.476

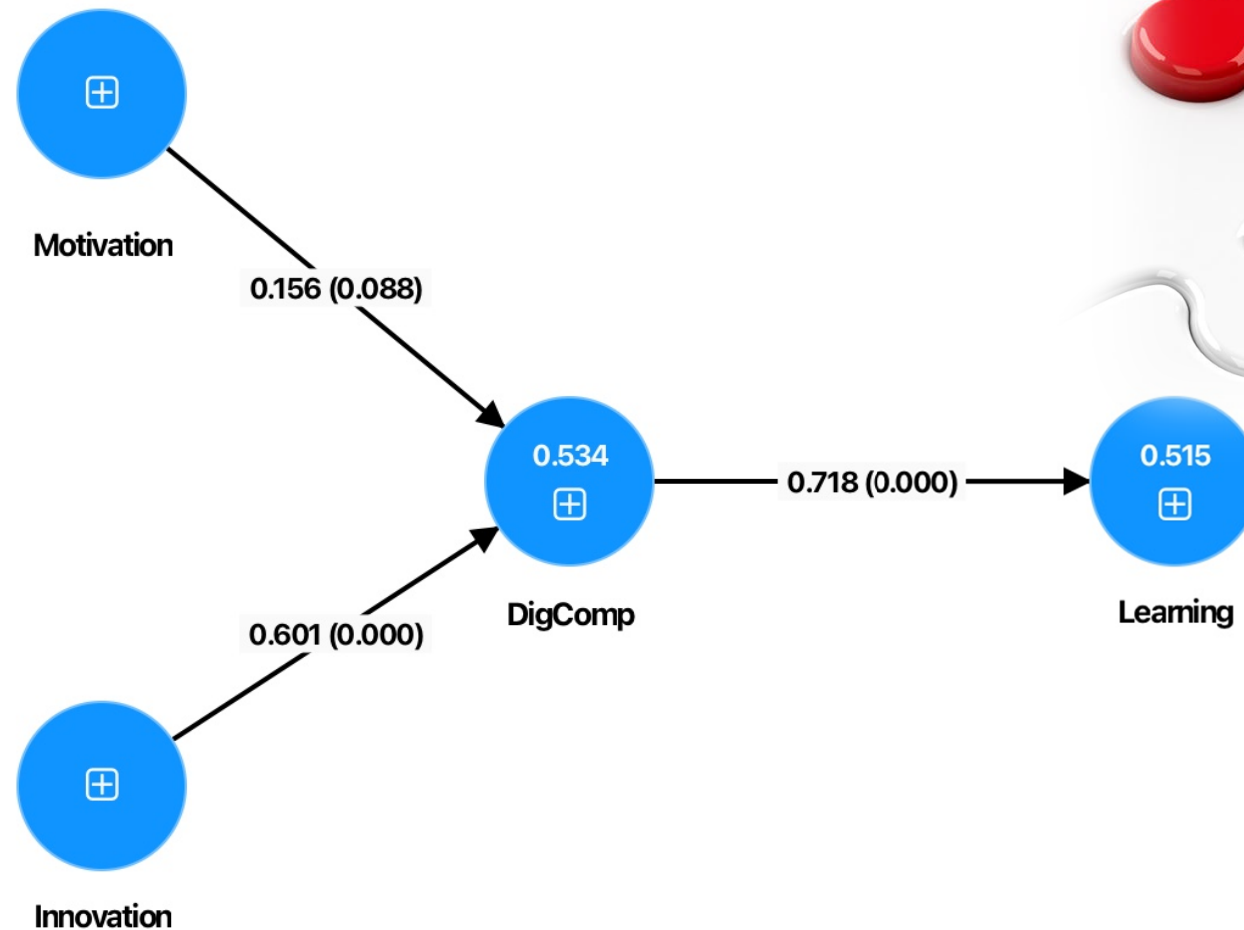


VIII. Analysis & Results

Inner Model

This model explains 53 % of building Digital Competence and 52 % of Learning

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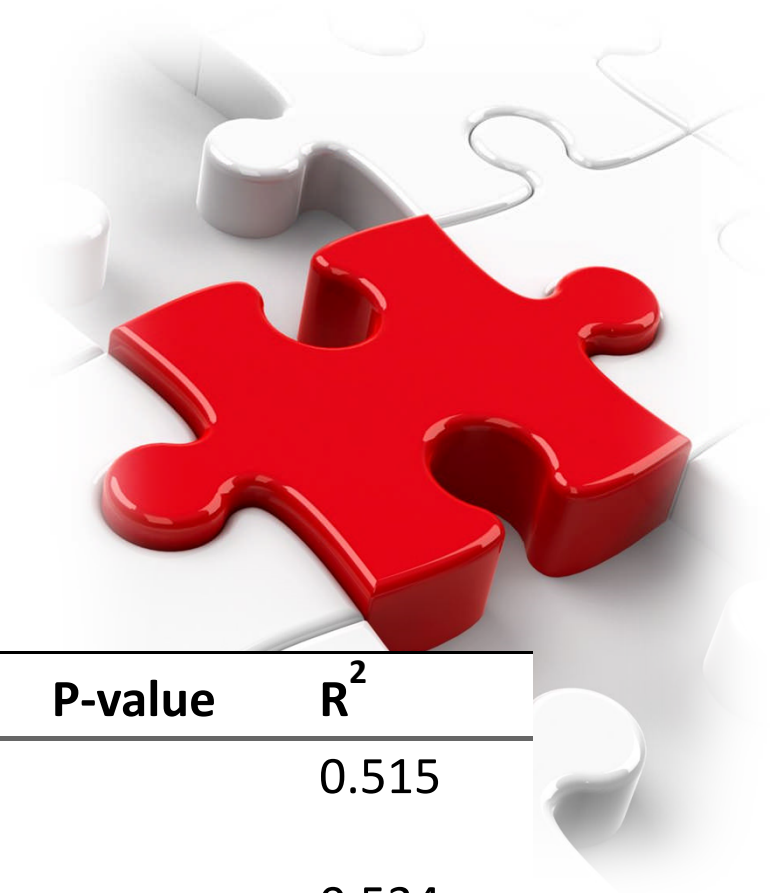


VIII. Analysis & Results

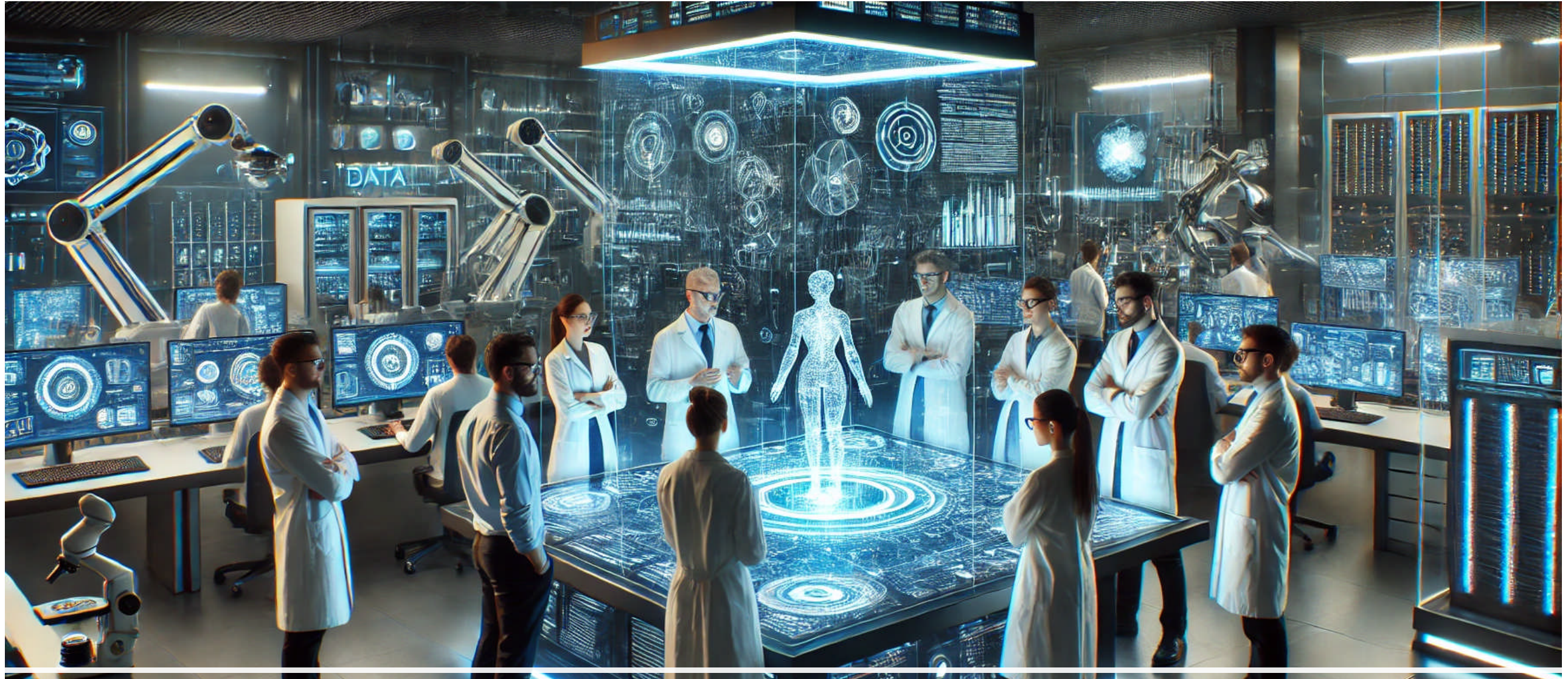
Inner Model

H1 rejected
H2 confirmed
H3 confirmed

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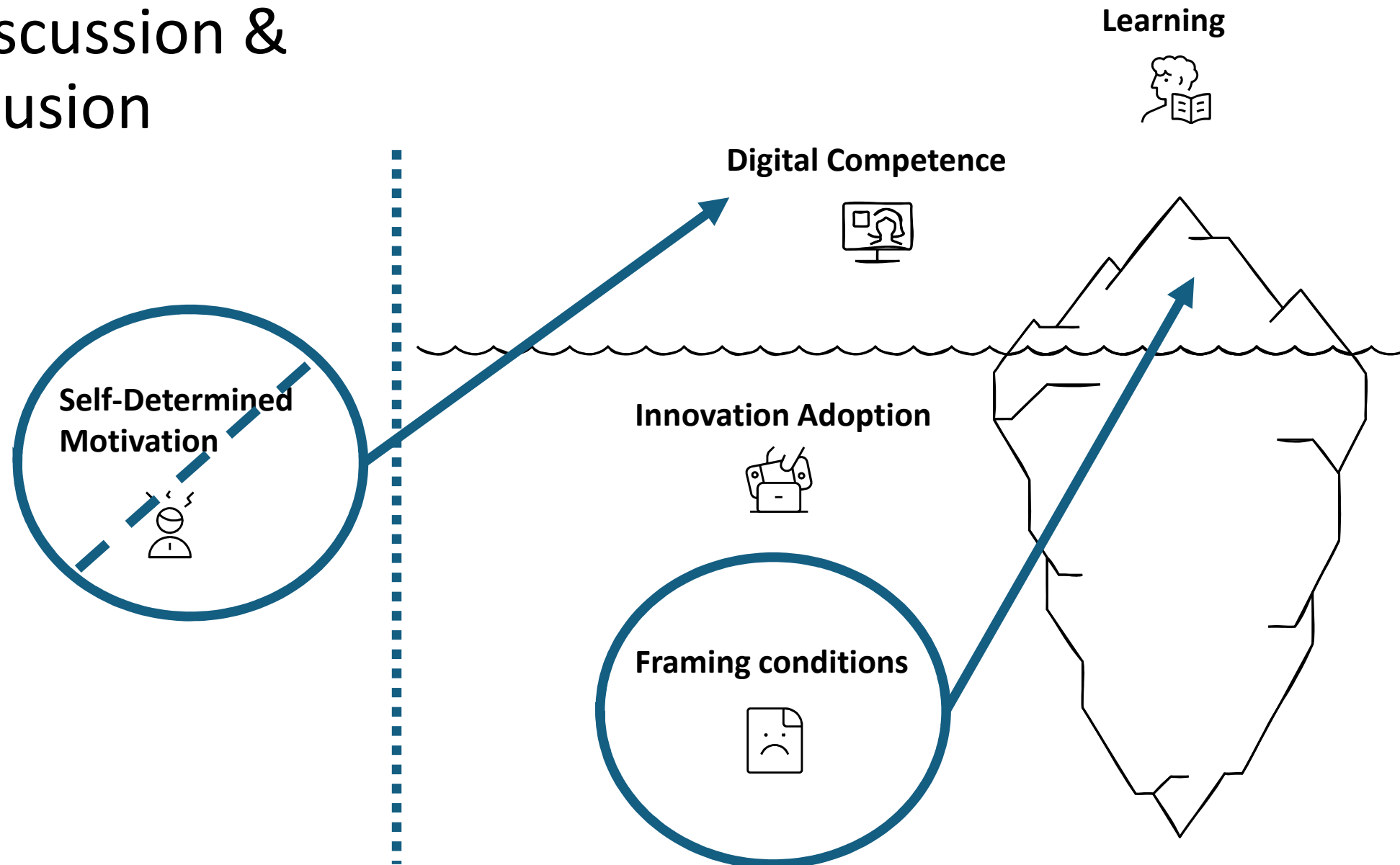
Path	Path coefficient	P-value	R ²
Learning			0.515
Digital Competence			0.534
Motivation → Comp	0.156	0.088	
Innovation → Comp	0.601	0.000	
Comp → Learning	0.718	0.000	



IX. Discussion & Conclusion



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IX. Discussion & Conclusion

Employees must be prepared to use digital technology confidently and be open to innovation

Organisations must adopt and enable employees to participate

New knowledge and mindsets needed to transform current workforce



X. Contribution & Limitation

Testing the Self-Determination Theory in Digital Work Environments

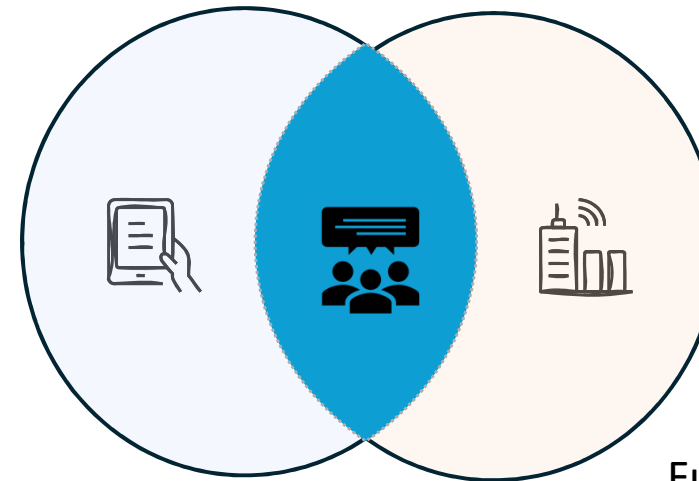
Extending Diffusion of Innovation Theory. Introducing Digital Competencies

Introducing Sustained Learning as a Dynamic Capability

Workforce Transformation



Employee Readiness



Organizational Readiness



Limitations:

- Small sample sizes
- Individuals' perceptions
- Participants recruited via social media and crowd-sourcing platform

Future Research Agenda:

- Investigate learning
- Develop measures

X. Contribution & Limitation

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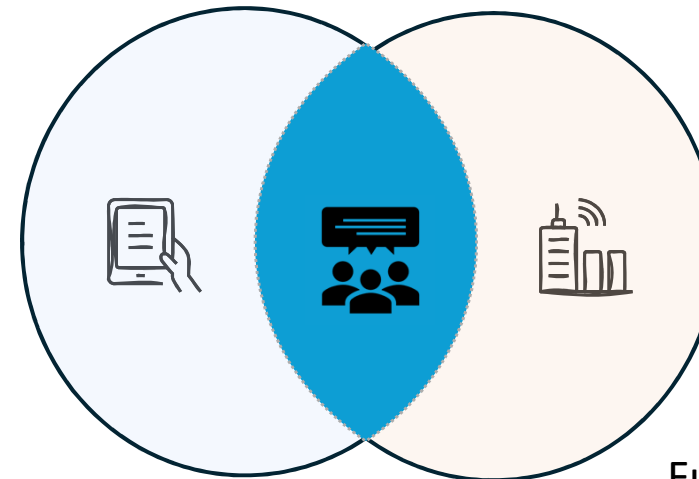
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THANK YOU FOR YOUR ATTENTION!

Questions?

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