Exploring the Effects of Mood and Computer Self-Efficacy on Computing Task Performance

Emergent Research Forum papers

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Abstract

While information systems (IS) research has looked at possible factors and conditions which lead to optimal performance using technology, limited attention has been paid to the possible impact of mood states. Existing literature from the field of psychology and other applied disciplines indicate that positive mood states have the potential to promote attention and interest as well as encourage play and exploration, which may be expected to enhance performance on computing tasks. Using a laboratory experiment, the effect of mood on three dimensions of performance (task accuracy, time taken and performance satisfaction) under the moderating conditions of task complexity and computer self-efficacy is shown. Partial support is found for the proposed effects of positive mood state on performance.

Keywords (Required)

Positive mood, Computing performance, Self-efficacy, Task Accuracy