

**PENGARUH *TANGIBLE-SENSORIAL EXPERIENCE, STAFF RELATIONAL/INTERACTIONAL EXPERIENCE, AESTHETIC PERCEPTION DAN LOCATION* PADA *CUSTOMER SATISFACTION* BUDGET HOTEL DI INDONESIA**

Nama : Steven Ignatius Purnomo  
Jurusan/Program Studi : Manajemen Layanan dan Pariwisata  
Pembimbing : 1. Siti Rahayu, S.E., M.M.  
                  2. Dr. Erna Andajani, S.T., M.M.,

**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui dan menganalisis pengaruh *tangible-sensorial experience, staff relational/interactional experience, aesthetic perception* dan *location* terhadap *customer satisfaction* dengan objek budget hotel di Indonesia. Jenis Penelitian yang digunakan adalah *basic research* yang menggunakan 4 variabel yaitu *tangible-sensorial experience, staff relational/interactional experience, aesthetic perception* dan *location*.

Sumber data yang digunakan adalah data premier yaitu dengan menyebarkan kuisioner. Sampel yang digunakan dalam penelitian ini sebanyak 105 kuisioner yang disebarluaskan di Surabaya. Teknik pengambilan sampel yang digunakan *non-probability sampling* dan data akan diolah dengan menggunakan bantuan SPSS 2013 For windows.

Hasil penelitian yang diperoleh menunjukkan terdapat pengaruh yang signifikan antara *tangible-sensorial experience, staff relational/interactional experience, aesthetic perception* dan *location* terhadap *customer satisfaction*.

Kata kunci: Budget hotel, *customer satisfaction, location*

***THE INFLUENCE TANGIBLE-SENSORIAL EXPERIENCE, STAFF  
RELATIONAL/INTERACTIONAL EXPERIENCE, AESTHETIC PERCEPTION  
AND LOCATION ON CUSTOMER SATISFACTION BUDGET HOTEL IN  
INDONESIA***

*Name* : Steven Ignatius Purnomo  
*Discipline/Study Programme* : Service Management and Tourism  
*Contributor* : 1. Siti Rahayu, S.E., M.M.  
                                  2. Dr. Erna Andajani, S.T., M.M.,

*ABSTRACT*

*The Purpose of this study was to identify and analyze the influence of tangible-sensorial experience, staff relational/interactional experience, aesthetic perception and location on customer satisfaction with budget hotel object in Indonesia. The type of research is basic research. In this study 4 variable are use (tangible-sensorial experience, staff relational/interactional experience, aesthetic perception dan location).*

*Source of data used is primary data that is by distributing questionnaires. The samples used in this study was 105 respondents that distributed in Surabaya. The sampling technique used was non-probability sampling and the data will be processed using SPSS 2013 for windows.*

*The results of this study indicate that tangible-sensorial experience, staff relational/interactional experience, aesthetic perception and location has a significant influence on customer satisfaction.*

*Keywords:* Budget hotel, customer satisfaction, location