

A conceptual framework for Industry 4.0 acceptance and adoption in the construction industry: a systematic review

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Abstract

Purpose – Recent technological advancements, also known as Industry 4.0, impact construction processes and, thus, the way people work. Previous research claims that despite extensive research, the implications for people are often overlooked, and the dynamics within an organisation when technology is introduced are widely ignored. This study/paper aimed to develop a conceptual technology acceptance and adoption framework founded on contingent authority innovation adoption theory, the technology organisation environment (TOE) framework and the technology acceptance model (TAM).

Design/methodology/approach – Within the Scopus database, 193 journal publications (in English) were systematically analysed. The systematic literature review was conducted in February 2024, following PRISMA guidelines. The selected articles were content analysed to identify themes, allowing for a robust conceptual framework development.

Findings – The analysis identified 12 factors influencing the management's intention. Under secondary adoption, 20 factors influenced the perceived ease of use, and 17 factors affected the perceived usefulness.

Originality/value – The study presents insights into the acceptance and adoption of technology from an organisational perspective. It provides a comprehensive review of Industry 4.0 acceptance and adoption in the CI, leading to the development of the conceptual framework.

Keywords Conceptual framework, Industry 4.0, Technology acceptance, Technology adoption, Construction industry

Paper type Conceptual paper

1. Introduction

Industry 4.0 (I4.0) in the construction industry (CI), also known as Construction 4.0, has attracted much attention due to its capacity to improve productivity and quality via digitisation, automation and process integration (Oesterreich and Teuteberg, 2016). I4.0 in the CI includes technologies such as 3D printing, artificial intelligence (AI), augmented reality (AR)/virtual reality (VR), building information modelling (BIM), blockchain, cloud computing, digital twins, drones, laser scanners, mobile computing, radio frequency identification (RFID), robotics and sensors (Oesterreich and Teuteberg, 2016; Sawhney *et al.*, 2020; Perera *et al.*, 2023a). Thus, it primarily concentrates on the digital transformation of construction, integrating technology throughout the entire lifecycle of a construction project (Alwashah *et al.*, 2024).

I4.0 is driven by the need to improve product quality, accelerate time to market and enhance organisational performance. Through technical advancements, CI can be made more



effective and efficient through responsive and dynamic approaches (You and Feng, 2020). For example, using simulation and modelling tools can help improve the early planning stages of a construction project (Darko *et al.*, 2020). Cloud-based platforms make it easier for everyone to access the same information, which helps people make better decisions and communicate more effectively (Bello *et al.*, 2021). Virtual environments and real-time communication tools can help reduce risks and make working together easier (Okoro *et al.*, 2023).

Despite its potential, implementation faces challenges, notably in the acceptance of technology adoption (Oesterreich and Teuteberg, 2016; Müller *et al.*, 2018; Perera *et al.*, 2025). In general, prior studies indicate high rates of new technology adoption failures, ranging between 40% and 60% (Cooper, 1999; Gourville, 2005), with a recent McKinsey survey showing about 70% of digital transformations fail (Bucy *et al.*, 2021). According to Gartner Research, on average, companies lose approximately 20% of their IT budget because of failed technologies (Feld and Stoddard, 2004). Soester (2021) noted that 84% of digital transformation projects fail due to user adoption. Technology acceptance and adoption in the CI are largely reactive compared with proactive measures taken by other industries (Teizer *et al.*, 2013; Oesterreich and Teuteberg, 2016). Therefore, research on technology acceptance and adoption is imperative to unlock the full potential of technological advancements in the CI.

Accordingly, various studies have explored technology acceptance and adoption in the CI. Among these, most of the studies focus on the construction professionals' perspective. As an example, Xue *et al.* (2023a) studied the behaviour of construction employees when adopting smart construction technology, while Zhao *et al.* (2023), Xue *et al.* (2023b), and Mata *et al.* (2024) investigated the professional's perspective of BIM adoption. Researchers have also explored the reasons why management teams adopt new technologies. For instance, Okoro *et al.* (2023) examined management's viewpoint on immersive technology adoption, whereas Wang *et al.* (2020a) surveyed Chinese SME leaders to explore their technology adoption behaviours. Murguia *et al.* (2024) developed a conceptual model for innovation management for the strategic transformation of construction firms. Gledson *et al.* (2024) researched the importance of digital leadership in construction firms, while Ghosh *et al.* (2024) highlighted the need for a managerial shift when technology is adopted. On the other hand, while some studies have looked at how organisations adopt technology (Lin and Xu, 2022; Adeniyi *et al.*, 2024), they do not fully explain why managers make certain decisions or how users respond to new technologies. Existing literature, thus, provides limited insights into the relationship between the initial decisions by an organization to consider and potentially adopt a new technology and the actual implementation and use of the technology within the organization after the initial decision to adopt.

Accordingly, as the first stage of this research, reviewing 150 publications, Perera *et al.* (2023a) established a research gap necessitating the development of a framework to capture the technology acceptance and adoption in the CI from an organisational perspective. This is because early research overlooked organisational dynamics, and studies on management and employee perspectives have not differentiated their roles (Ahmed and Kassem, 2018; Sorce and Issa, 2021). Thus, a question arises as to what factors influence organisations in the CI to accept and adopt technology based on the dynamics between the management and the end users. Accordingly, this paper addresses this research gap by developing a conceptual technology acceptance and adoption framework, considering the organisational perspective and then identifying factors influencing management and end-users through a systematic literature review. By understanding the factors that influence technology acceptance and adoption, organizations in the CI can position themselves to capitalize on the opportunities offered by the I4.0.

2. Literature review

2.1 Theories and models for technology acceptance and adoption

Various models for technology acceptance and technology adoption exist in previous literature, with different scopes and subject matter (Prause and Günther, 2019). Regardless, earlier research has approached this context from three main perspectives: socio-economic (industry level) (Rogers, 2003), managerial (company level) (Gallivan, 2001; Damanpour and Schneider, 2006) and psychological (individual level) (Davis, 1989; Venkatesh *et al.*, 2003). However, within an organisational context, Sepasgozar *et al.* (2016) point out that the effectiveness of technology acceptance and adoption depends on the degree to which it is integrated into the organisation's process, culture and systems rather than the technology itself.

2.1.1 Technology acceptance model. Studies under the psychological cluster have extensively used the Technology Acceptance Model (TAM), which was developed by Davis (1989), as shown in Figure 1. TAM is based on the hypothesis that the acceptance of technology by an individual is governed by their voluntary intention to use it (Yousafzai *et al.*, 2007a). Many scholars have widely acknowledged TAM as the most established model for IT adoption (Alshare *et al.*, 2004; Nnaji *et al.*, 2023). A possible explanation for this gap could be because studies based on TAM often investigated the variables affecting perceived ease of use (PEOU) and perceived usefulness (PU) of technology and assessed their relationship, demonstrating more flexibility of TAM (Son *et al.*, 2012; Park *et al.*, 2019; Park and Park, 2020).

The model proposes that the intention is primarily determined by attitude, which is mainly affected by two constructs: PEOU and PU, which are influenced by external variables. In this setting, attitude is the users' perceptions regarding the utilisation of technology (Davis *et al.*, 1989). Hence, a clear distinction should be made between usage and technology since a positive view of technology will not necessarily result in favourable use (Yousafzai *et al.*, 2007a).

In the CI, a considerable number of studies have been conducted using TAM. For instance, it has been widely used to investigate the user acceptance and adoption of BIM (Park *et al.*, 2019; Yuan *et al.*, 2019; Mata *et al.*, 2024). While Elshafey *et al.* (2020) investigated the acceptance of BIM and AR integration using TAM, Nnaji *et al.* (2019) incorporated TAM into a simulation framework for decision-making in technology adoption. Wang *et al.* (2022) and Obidallah *et al.* (2024) used TAM to understand the need for blockchain adoption. Using an extension of TAM, Okoro *et al.* (2023) investigated the determinants of immersive technology acceptance. TAM is thus recognised as a widely used model to investigate the user perspective of technology acceptance.

2.1.2 Unified theory of acceptance and use of technology model. Developed by Venkatesh *et al.* (2003) through a comparative analysis of eight TAMs, the Unified theory of acceptance and use of technology (UTAUT) model proposes four core determinants of

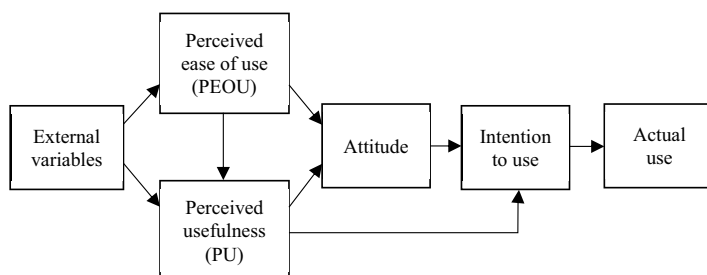


Figure 1. Technology acceptance model (TAM)

Source(s): Adapted from Davis (1989)

intention (performance expectancy, social influence, effort expectancy, facilitating conditions) and four moderators (gender, experience, age and voluntariness) affecting the relationship with behavioural intention and/or user behaviour.

To investigate the digital transformation of the CI, [Hewavitharana et al. \(2021\)](#) modified the UTAUT model. [Zhang et al. \(2023b\)](#) identified barriers to BIM using an extended UTAUT model. [Dowelani and Ozumba \(2022\)](#) also applied the UTAUT model to determine the adoption of BIM in facilities management in South Africa. Using this model, [Chen et al. \(2020\)](#) assessed the willingness to adopt the Internet of Things (IoT) conception in Taiwan's CI. Accordingly, the UTAUT model is another frequently adopted theory in the CI that explains technology acceptance from a psychological perspective.

2.1.3 Innovation diffusion theory. [Rogers \(1995\)](#) proposed innovation diffusion theory (IDT) to explain technology diffusion within a social system. Diffusion is "the process by which an innovation is communicated through certain channels over time among the members of a social system" ([Rogers, 1995](#)). The theory thus proposes that diffusion comprises four elements:

- (1) characteristics and attributes of innovative technologies (relative advantage, compatibility, complexity, trialability and observability);
- (2) communication channels;
- (3) time; and
- (4) social system.

Accordingly, while the theory explains the decision-making on innovation, it also describes the decision process and determines the factors affecting the adoption rate ([Xu et al., 2014](#)). However, [Tornatzky and Klein \(1982\)](#) emphasised that only relative advantage, compatibility and complexity strongly correlate with innovation adoption.

Although TAM focuses on the user's beliefs and IDT explains the diffusion of innovation from an industry perspective, previous literature suggests an overlap between IDT's dimensions and TAM constructs ([Chen et al., 2002](#); [Xu et al., 2014](#)). [Moore and Benbasat \(1991\)](#) and [Taylor and Todd \(1995\)](#) acknowledged that PU and PEOU have similar meanings to relative advantage and complexity in IDT. [Zhang et al. \(2008\)](#) stated that trialability and observability are closely related to PEOU, as they depend on the user's ability to access the technologies easily. Therefore, although IDT is a frequently used theory in the CI to assess the diffusion of technology adoption, TAM and IDT were found to be often used as mutually complementary ([Kim et al., 2016](#); [Ishak and Newton, 2018](#)). For instance, to develop a framework for 3D printing acceptance, [Besklubova et al. \(2024\)](#) also combined TAM and IDT. In addition, [Haberli et al. \(2019\)](#) combined IDT with the technology organisation environment (TOE) framework to study the adoption of BIM, while [Prause and Günther \(2019\)](#) used the combined theory to investigate the adoption of e-procurement. Therefore, IDT was widely used in research combined with other theories.

2.1.4 Technology-organisation-environment framework. Developed by [Tornatzky et al. \(1990\)](#), Technology-Organisation-Environment (TOE) framework conceptualises the innovation process as combining three interconnected elements: technological, organisational and environmental, as shown in [Figure 2](#). Technological factors refer to existing and emerging technologies within and outside the organisation that influence the adoption decision. Thus, when considering the adoption of technologies, an organisation will assess the benefits, characteristics and the extent to which their implementation will enhance its operations ([Baker, 2012](#); [Aduwo et al., 2017](#)). Organisational factors are considered to involve assessing the strengths, weaknesses and characteristics. Under environmental factors, opportunities and challenges in the organisation's business ecosystem are considered ([Baker, 2012](#)).

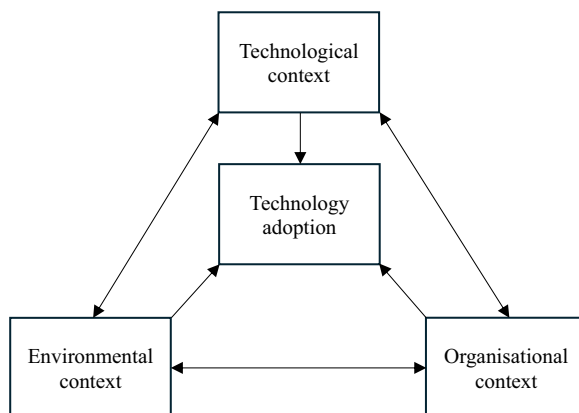


Figure 2. Technology-organisation-environment (TOE) framework
Source(s): Adapted from Tornatzky *et al.* (1990)

Within the context of the CI, Yap *et al.* (2023) used the TOE framework to identify factors affecting the adoption of safety technology, while Amade (2023) used the framework to explore the influence of information and communication technology (ICT). In addition, Luo *et al.* (2023) used the model to investigate digital procurement. Also, studies that used the TOE framework to assess technology adoption in the CI have often combined it with other theories. For instance, Han *et al.* (2024) and Jishnu *et al.* (2024) combined it with the UTAUT model. While Zhang *et al.* (2023a) combined it with IDT, Zhou *et al.* (2023a, 2023b) combined it with TAM to study smart construction technology. Thus, the TOE framework has provided companies with a better understanding of the factors influencing the adoption and implementation of new technologies by examining the three interconnected contexts.

2.1.5 Contingent authority innovation adoption within organisations. Zaltman *et al.* (1973) characterised technological acceptance and adoption in an organisation as a two-stage process: “primary” and “secondary”. The “primary” stage focuses on the innovation decision taken at the management level, which is then followed by the “secondary” stage, where the technology to be accepted and adopted by the end-users as depicted in Figure 3 (Leonard-Barton and Deschamps, 1988; Lucas *et al.*, 1990).

Accordingly, steps must be taken to ensure effective secondary adoption once the primary decision is made to adopt the technology. This is because the people’s resistance in an organisation is identified as the root cause of change malfunction (Maurer, 1996). Failure of the target users to completely accept the technology results in delays, underutilisation and disruptions (Brown *et al.*, 2002). The theory, thus, emphasises that primary adoption does not necessarily guarantee the successful embrace or use of the innovation by the target users, and this is recognised as what is referred to as the “assimilation gap” (Fichman and Kemerer, 1999).

3. Research methodology

The research was conducted in two phases. Firstly, the research developed a theoretical basis for the conceptual framework. In the study’s second phase, a systematic literature review was conducted to expand the conceptual framework by identifying the factors influencing management and end-users to accept and adopt I4.0 in the CI. The process adopted in this research is outlined in Figure 4.

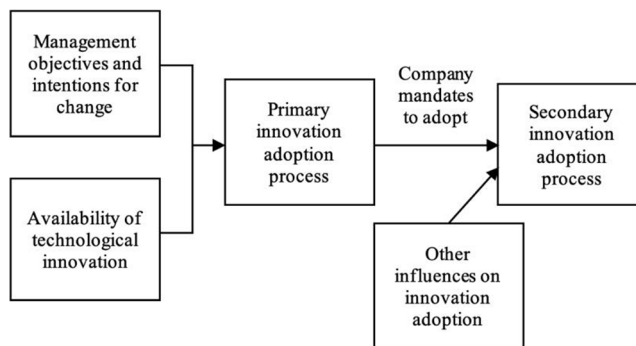


Figure 3. The process of contingent authority innovation adoption within organisations
Source(s): Adapted from Gallivan (2001)

The systematic literature review was conducted in February 2024 following “Preferred reporting items for systematic reviews and meta-analyses (PRISMA)” guidelines. PRISMA method allows the researchers to PRISMA facilitate (1) database search, (2) screening criteria and (3) eligibility appraisal for data analysis (Shahruddin and Zairul, 2020).

For the systematic literature review, it is recommended to use multiple databases to enhance the range of the included studies (Harari *et al.*, 2020). However, numerous studies have focused exclusively on the Scopus database, which is known for its extensive coverage of peer-reviewed literature across various disciplines, including technology, construction and social sciences (Zhong *et al.*, 2019; Nnaji *et al.*, 2020; Wang *et al.*, 2020c; Perera *et al.*, 2022; Perera *et al.*, 2023a). Comparing Scopus and Web of Science databases, Prancutė (2021) found Scopus provides wider and more inclusive content coverage, eliminating the need to navigate multiple sources and simplifying access to relevant research. Therefore, while other databases may offer complementary information, Scopus was selected as the primary data source due to its expanded scope, credibility, reliability and accessibility, making it the optimal choice for this research (Wuni and Shen, 2020).

The search string (“technology accept*” OR “technology adopt*”) AND (“construction” OR “construction industry”) yielded 1181 papers. The study included journal publications in English for their comprehensive and high-quality information. Studies published in languages other than English were excluded due to language limitations and potential translation biases. This review concentrated on peer-reviewed journal articles, as they undergo a rigorous review process that ensures quality and rigour, compared to other forms of publication such as conference papers, industry reports, magazine articles and blogs (Bui *et al.*, 2016; Zhong *et al.*, 2019; Perera *et al.*, 2023b). The screening process yielded 193 publications eligible to develop a conceptual technology acceptance framework to adopt I4.0 in the CI.

The publications that focused on technology acceptance and adoption in the CI, irrespective of I4.0, were included in the study. This is because although I4.0 is a relatively new concept, acceptance of technology in CI is an often studied research area. Nevertheless, technologies unrelated to the study were excluded during the screening process. In addition, three papers (2000, 1999, and 1995) that focused on IT/ICT and did not specify the nature of the technology were removed, given the novelty of I4.0. Accordingly, publications since 2006 were included in this research. The selected articles were then content analysed to identify themes, allowing for a robust conceptual framework development.

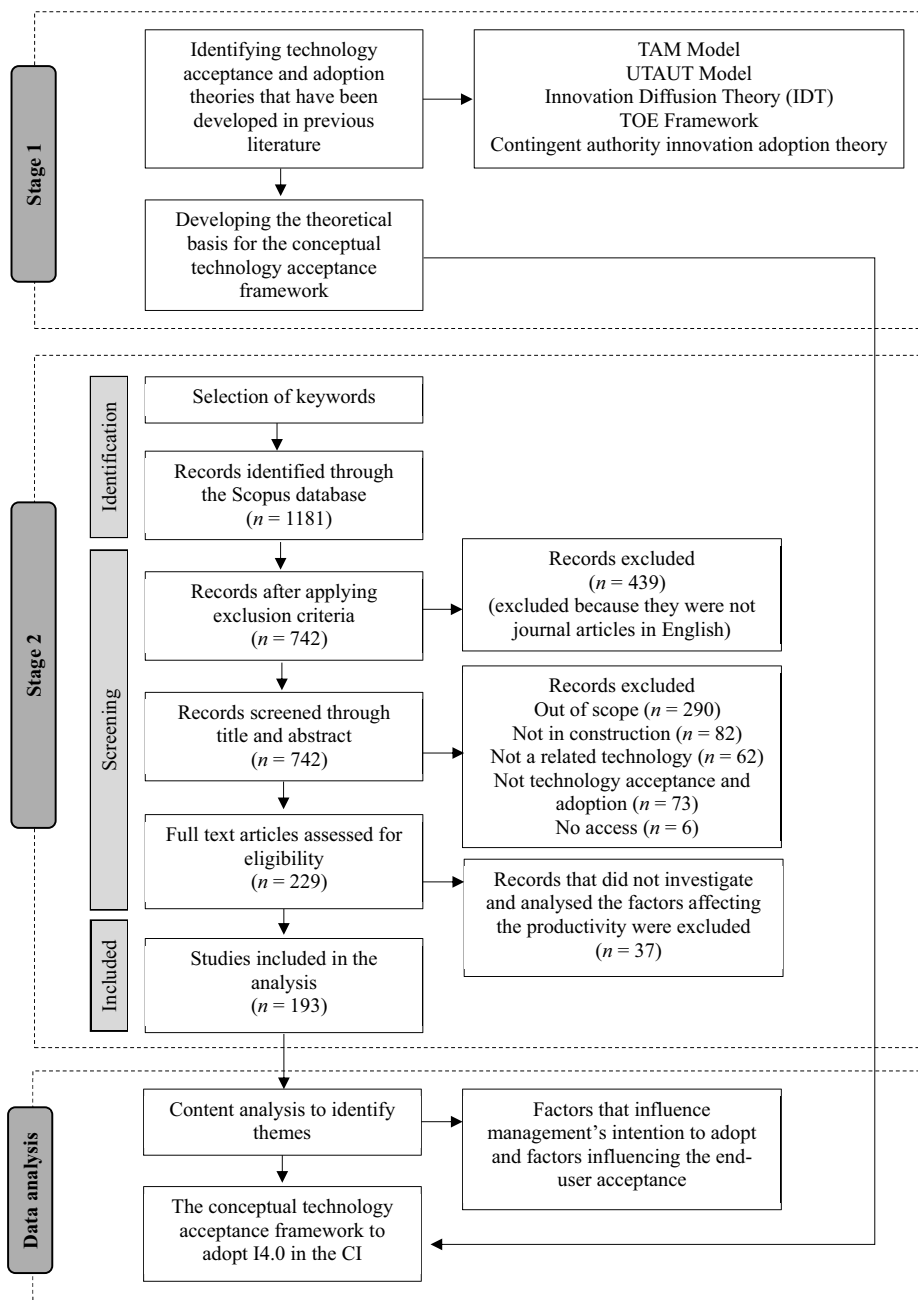


Figure 4. Conceptual framework development process

Source(s): Authors' own work

4. Analysis of the publications by technology and the year

Table 1 shows the nature of the technologies included in this research and their publication year. It can be seen that since 2017, the number of publications in technology acceptance and adoption in the CI has received significant attention, leading up to 53 publications in 2023. Since the study was conducted in early 2024, only a few were included.

Research on technology acceptance and adoption in the CI primarily focuses on BIM, accounting for 36% of the publications. It was also interesting to note that emerging information technology was the second highest, with more than one advanced construction technology investigated. For instance, Ting and Yahaya (2024) focused on the impact of technologies such as BIM, VR, RFID, AR and drones. In their research, Chen *et al.* (2024) studied various digital technologies such as BIM, cloud computing, drones, AI, IoT, sensors, robotics, digital twins and big data. Similarly, Xue *et al.* (2023a) researched the impact of smart construction technology on employees.

5. Technology acceptance and adoption theories in the construction industry

Theoretical models used in the 193 published articles screened through the review to identify the technology acceptance and adoption models used in the CI-related previous literature are presented in Figure 5. These papers are limited to the CI and do not include publications on implementing Industry 4.0 in other industrial settings.

Figure 5 illustrates TAM as the most adopted model (41%), followed by UTAUT (9%). Both models focus on the user, emphasising psychological perspectives. TOE was the most frequently adopted theory in research focusing on technology acceptance and adoption in the CI from an organisation perspective (9%). Findings also revealed that most studies combined theories to explain the context. For example, Aduwo *et al.* (2017) and Saka *et al.* (2020) combined IDT and TOE, while Yuan *et al.* (2019) and Zhao *et al.* (2023) used the TOE framework to expand the TAM. Thus, while these theories stand-alone, combining them was found to enhance contextual understanding.

6. Development of the conceptual framework

6.1 Conceptual framework

Although many scholars use the terms theoretical framework and conceptual framework interchangeably, studies have established that there is a subtle difference (Imenda, 2014). Conceptual models are preliminary representations, while theoretical frameworks are more robust and grounded in established theory. However, a conceptual framework transitions into a theoretical framework when the research substantiates the framework's ability to explain and understand the relationships between variables (Hair *et al.*, 2019). Imenda (2014) also stated that in cases where research problems necessitate a broader perspective than a single theory can provide, researchers might synthesise existing views in the literature. This is often termed a conceptual framework, offering an integrated viewpoint of the problem. Accordingly, this research developed a conceptual model integrating existing theories and frameworks. The term "conceptual framework" will be used in this study because, in future research, the framework will be validated to further explain its relationships.

6.2 Theoretical basis

While many previous studies assess technology acceptance and adoption, Gallivan (2001) and Leonard-Barton and Deschamps (1988) have identified a gap between individual and organisational adoption models. Models from an individual perspective were found to emphasise user autonomy, where adoption is voluntary (Keong *et al.*, 2012), neglecting organisational mandates for technology adoption (Fichman and Kemerer, 1997). In such

Table 1. Analysis of the publications by technology and year

| Year | | | | | | | | | | | | | | | | | | | |
|--------------------------------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| Technology | 2024 | 2023 | 2022 | 2021 | 2020 | 2019 | 2018 | 2017 | 2016 | 2015 | 2014 | 2013 | 2012 | 2011 | 2010 | 2009 | 2008 | 2007 | 2006 |
| Building information modelling | 2 | 11 | 14 | 7 | 6 | 9 | 6 | 4 | 5 | 4 | 4 | 1 | 1 | | | | | | |
| IT/ICT | | 2 | | 3 | 2 | | | 2 | 1 | | | | 3 | 2 | | | 2 | 1 | |
| Emerging information technology | 7 | 12 | 5 | 4 | 6 | 1 | 1 | | | 1 | | | | | | | | | |
| Immersive technology | | 4 | 6 | 6 | 1 | | | | | | | | | | | | | | 1 |
| Cloud computing | 2 | 4 | 2 | 1 | | | 2 | 1 | 1 | | | 1 | | | 1 | | 1 | | |
| Off-site construction/prefabrication | | 3 | 2 | 1 | 1 | 1 | 2 | | 1 | | | | | | | | | | |
| Sensor | | 1 | 2 | 3 | | | | 1 | | | | | | | | | | | |
| Smart equipment technology | | | | 2 | | 1 | 1 | | | | | | | | | | | | |
| Mobile computing/technology | | | | | 1 | 1 | | 1 | | | | | | | | | | | |
| Big data | | | | 2 | 1 | 1 | | | | | | | | | | | | | |
| Artificial intelligence (AI) | | 2 | 2 | 2 | | | | | | | | | | | | | | | |
| Internet of things (IoT) | 1 | 4 | 1 | 1 | 1 | | | | | | | | | | | | | | |
| 3D printing | 2 | | | 2 | | | | | | | | | | | | | | | |
| Robot | | 1 | | 2 | | | | | | | | | | | | | | | |
| Radio frequency identification | | 1 | | 2 | | | | | | | | | | | | | | | |
| Blockchain | 1 | 5 | 1 | | | | | 1 | | | | | | | | | | | |
| Industrialised building systems | | | | | | | | | | | | | | | | | | | |
| Drones | | 1 | 1 | | | | | | | | | | | | | | | | |
| Digital twin | | 2 | | 1 | | | | | | | | | | | | | | | |
| Total | 15 | 53 | 37 | 39 | 18 | 14 | 11 | 10 | 8 | 5 | 4 | 1 | 5 | 0 | 2 | 1 | 0 | 3 | 2 |
| Source(s): Authors' own work | | | | | | | | | | | | | | | | | | | |

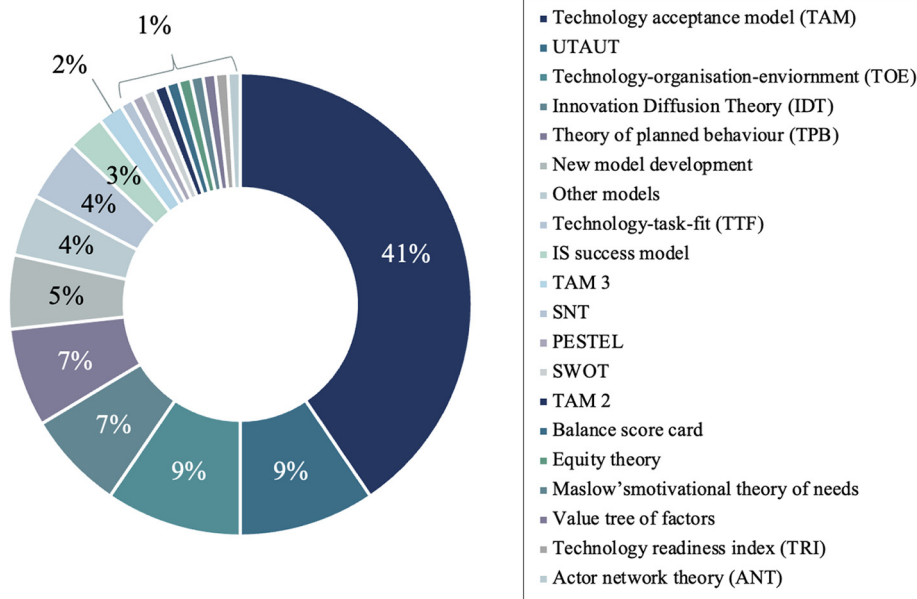


Figure 5. Analysis of publications by the theory adopted
Source(s): Authors' own work

cases, users have limited alternatives and must adapt to new technology for their jobs in a non-voluntary environment (Gallivan, 2001).

Karmakar and Kumar (2021) and Arsene and Constantin (2019) found that top-down I4.0 implementation is crucial in providing the initial push towards the transformation. Therefore, the contingent authority innovation adoption model was considered the most appropriate for explaining the organisational context as it considers both management and user perspectives. However, scholars have argued that the contingent authority innovation adoption model is too simplistic and omits details of "other influences on innovation adoption" (Severijn, 2021). These criticisms led to integration with TAM, renowned for exploring individual acceptance. This is mainly because TAM-based studies often examine the factors influencing technology acceptance and assess their relationships, demonstrating greater adaptability of the framework compared to other theories from the user perspective (Son *et al.*, 2012; Park *et al.*, 2019; Park and Park, 2020). Therefore, TAM was integrated into the conceptual framework to allow for the construct of "other influences" from the contingent authority innovation adoption model to be further explored.

While TAM studies suggest attitude's importance regardless of voluntariness, in mandatory usage, attitude plays a crucial role (Brown *et al.*, 2002; Koh *et al.*, 2010). Involuntary settings diminish the significance of direct "behavioural intention to use" (Adams *et al.*, 1992). Users in such environments have little choice but to accept the technology unless they want to leave the organisation (Leonard-Barton and Deschamps, 1988). Involuntary settings highlight attitude's importance, as failure to accept delays and obstructs implementation. A substantial body of literature, thus, suggests that "attitude" should be used as the key construct when the organisation mandates the use because reactions to innovation are determined by positive and

negative attitudes (Yousafzai *et al.*, 2007a, 2007b). Therefore, “attitude” was incorporated in the conceptual framework developed instead of “behavioural intention”.

The TOE framework, a widely used integrated analysis framework, is often used to explore the impact of multi-level determinants on new technology implementation (Xue *et al.*, 2023a). Previous literature has established that among the various typically applied theories, only TOE and DOI are commonly used to examine the adoption of IS/IT products and services at the organisational level (Oliveira and Martins, 2011; Li, 2020). However, IDT is more concentrated on technology diffusion within an industry, while TOE considers environmental factors in addition to organisational and technical aspects. The review also found TOE to be the most frequently adopted theory from an organisational perspective. The TOE framework was thus incorporated into the conceptual framework to best explain the effects on the management’s intention from an organisation’s perspective. The use of the discussed theories in this research is presented in Figure 6.

Consequently, for this research, the conceptual framework was founded on the theory of contingent authority innovation adoption. The TOE framework was incorporated to elaborate on the primary adoption, and TAM was used to explain the secondary adoption. The sections below discuss the factors influencing the management’s intention (TOE framework) and the user attitude (TAM).

6.3 Factors influencing the management’s intention

Having established the theoretical foundation of the conceptual framework, Table 2 summarises the research findings on the factors influencing the management’s intention to adopt I4.0-related technologies in the CI. The review identified 12 factors influencing the management’s technology adoption intention, which in turn affects the primary adoption. According to the TOE framework, these can be grouped into three broad categories: technological, organisational and environmental-related factors.

6.4 Factors influencing the user’s attitude

The review identified 26 factors influencing users’ technology acceptance. Based on the TAM model, these external factors affect PEOU and PU, which then influence the user’s attitude

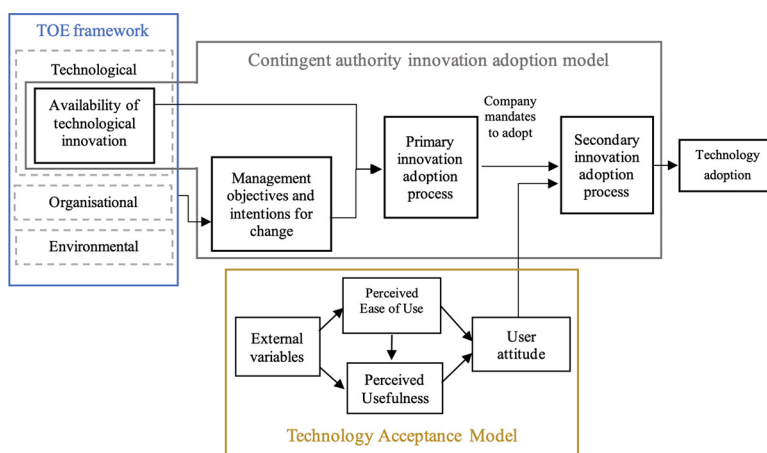


Figure 6. Conceptual framework – literature synthesis

Source(s): Authors’ own work

Table 2. Factors influencing the management’s intention to adopt

| Factors influencing the management’s intention | | | References |
|--|--|--|--|
| Technology | Compatibility and interoperability | Alignment of the new technology with the work practices and jobs at hand and the ability to integrate with existing technologies for data exchange | Sepasgozar and Davis (2018); Ma <i>et al.</i> (2019); Saka <i>et al.</i> (2020); Zhou <i>et al.</i> (2023a; 2023b) |
| | Relative advantage/tangible benefits | Expected improvements in work performance by adopting new technology | Rogers (2003); Sepasgozar and Davis (2018); Wang <i>et al.</i> (2020a); Zhou <i>et al.</i> (2023a; 2023b) |
| | Communication behaviour | Organisation’s relationships within and with other parties | Ahmed and Kassem (2018); Ayinla and Adamu (2018); Ma <i>et al.</i> (2019) |
| | Management personality | Management’s attitude, leadership/decision-making style, attitude, IT knowledge, involvement and the decision-maker’s innovativeness, motivation and beliefs | Hardie <i>et al.</i> (2013); Sepasgozar and Davis (2018); Ma <i>et al.</i> (2019) |
| | Characteristics of the organisation | Organisation’s size, structure, information system department size, personnel availability to implement and supervise digital innovation, geographical spread, age and ownership nature | Teo <i>et al.</i> (2009); Aduwo <i>et al.</i> (2017); Wang <i>et al.</i> (2020b) |
| Environment | Organisation’s culture | Organisation’s corporate management style, the learning and growth perspective, and the organisational attitude toward innovativeness | Cao <i>et al.</i> (2014); Mom <i>et al.</i> (2014) Saka <i>et al.</i> (2020); Zhou <i>et al.</i> (2023a; 2023b) |
| | Organisation’s readiness | The preparation status of the firm, including its capacity to adopt innovation | Hardie <i>et al.</i> (2013); Ahmed and Kassem (2018); Ma <i>et al.</i> (2019); Saka <i>et al.</i> (2020); Na <i>et al.</i> (2023) |
| | Client demand | The extent to which a client acts as a driver of technology adoption in a construction project | Hardie <i>et al.</i> (2013); Ayinla and Adamu (2018); Nnaji and Karakhan (2020) |
| | Competition | The extent to which “other companies/professionals”, such as direct competitors and partners, use the technology | Teo <i>et al.</i> (2003); Ahmed and Kassem (2018); Wang <i>et al.</i> (2020a); Zhou <i>et al.</i> (2023a; 2023b) |
| | Government policy and regulations Industry influence/social influence Project nature | The level of coercive pressure exerted on companies through government mandates and regulations The extent to which the technology remains relevant in the industry Project characteristics including location, complexity, size, duration, project risks, information requirements, the nature of the client, etc | Ayinla and Adamu (2018); Yuan <i>et al.</i> (2019); Saka <i>et al.</i> (2020); Zhao <i>et al.</i> (2023) Saka <i>et al.</i> (2020); Aghimien <i>et al.</i> (2023); Cai <i>et al.</i> (2023); Sepasgozar (2023) Hardie <i>et al.</i> (2013); Ayinla and Adamu (2018); Sepasgozar and Davis (2018); Ma <i>et al.</i> (2019); Saka <i>et al.</i> (2020) |
| Source(s): Authors’ own work | | | |

towards acceptance. While previous studies often categorised individual factors differently, Wang *et al.* (2020b) grouped them into individual, team and project levels. In their study, Xu *et al.* (2014) identified the categories as technology, organisational and attitude dimensions. Chung *et al.* (2009) classified the factors as user-related and project-related variables. However, Yousafzai *et al.* (2007a) conducted a meta-analysis categorising variables into organisational attributes, system attributes, user personal attributes, and others. Therefore, the 26 factors identified in this research were classified under organisational, system, user and project-related factors (Table 3), with 20 influencing PEOU and 17 influencing PU.

6.4.1 Perceived ease of use/effort expectancy. PEOU is referred to as the level of ease and simplicity that the potential user anticipates from the system (Davis, 1989; Venkatesh *et al.*, 2003). Several studies corroborate PEOU to significantly impact users' attitude/behaviour (Park *et al.*, 2019; Yuan *et al.*, 2019; Elshafey *et al.*, 2020; Zhao *et al.*, 2023).

6.4.2 Perceived usefulness/performance expectancy. PU refers to an individual's belief that using a particular system will enhance their ability to perform their job duties effectively (Venkatesh *et al.*, 2003). Several researchers validate the influence of PU on attitude or intention (Kim *et al.*, 2016; Choi *et al.*, 2017; Park *et al.*, 2019; Yuan *et al.*, 2019; Zhao *et al.*, 2023).

Previous research further established PEOU to substantially contribute to the PU of the technology, suggesting that if the users find the system easy, the users are more likely to perceive the system as useful (Son *et al.*, 2012; Park *et al.*, 2019; Yuan *et al.*, 2019; Elshafey *et al.*, 2020; Cai *et al.*, 2023).

Section 6.3 outlined 12 factors influencing management's intention for I4.0 adoption in the CI. Section 6.4 then details 26 factors affecting end-user attitude, categorised into organisational, system, user and project-related factors. Incorporating the review findings, Figure 7 illustrates the conceptual technology acceptance framework developed in this study.

7. Conclusion

Successful technology adoption hinges on acceptance. Although many established technology acceptance and adoption models are available, through a systematic literature review, at the outset of this research, Perera *et al.* (2023a) found limitations in existing frameworks to fully capture the organisational dynamics to understand technology acceptance and adoption. Accordingly, this study developed a conceptual model to accept and adopt I4.0 in the CI using the contingent authority innovation adoption theory as the foundation. To elaborate further on the user perspective and the management perspective, TAM and the TOE framework were integrated.

Through a systematic literature review, this study then identified 12 factors influencing management's technology adoption intention (primary adoption). They were compatibility, interoperability, relative advantage, communication behaviour, management's personality, organisational characteristics such as size and structure, age and spread, organisational culture and readiness, client demand, competition, government policy, industry influence and project nature. The study further recognised 26 factors influencing secondary adoption (user acceptance). Among these factors, top management support, compatibility, complexity, perceived enjoyment, trialability, user age, computer anxiety, experience, job relevance, personal competency and consensus on appropriation factors influence both PEOU and PU, while the rest influence either PEOU or PU.

Consequently, this research makes a significant contribution to knowledge by establishing a theoretical foundation for a comprehensive framework for the conceptual technology acceptance framework to adopt I4.0 in the CI. Firstly, it underscores the need to consider both management and user perspectives in technology implementation. Secondly, the research synergises several existing frameworks/theories instead of using

Table 3. Factors influencing the end-user acceptance

| Factors influencing the end-user acceptance | | | PEOU | PU | References |
|---|--|--|------|----|--|
| Organisation related | Change management | Change management practices, such as utilising effective change agents, establishing measured benchmarks, and creating a realistic timeframe with technology implementation | X | | Gokuc and Arditi (2017); Ayinla and Adamu (2018); Maali <i>et al.</i> (2020) |
| | Facilitating conditions | Organisational and technical resources that are available to facilitate the use of the system. This includes company infrastructure, internet access, ICT equipment, electricity and security | X | | Venkatesh <i>et al.</i> (2003), Cai <i>et al.</i> (2023); Zhao <i>et al.</i> (2023); Aghimien <i>et al.</i> (2023); Xue <i>et al.</i> (2023a; 2023b) |
| | Level of technical support available | Availability of company support to computer users through instructions, guidance, coaching and consultation in using the technology and the quality of the IT department | X | | Nikas <i>et al.</i> (2007); Byrd and Turner (2001); Son <i>et al.</i> (2012) |
| | Social influence/peer influence | The level of others expects him/her to use the new system. It also includes forces from superiors or the competitive environment within the organisation to use technology to influence the users | | X | Chung <i>et al.</i> (2009); Son <i>et al.</i> (2015); Choi <i>et al.</i> (2017); Lee and Yu (2017); Ishak and Newton (2018); Aghimien <i>et al.</i> (2023); Xue <i>et al.</i> (2023a; 2023b) |
| | Top management/ Organisational support | The company management's commitment to employee training and skills development, demonstrates and communicates the technology's usefulness while promoting a positive culture that supports innovation | X | X | Park <i>et al.</i> (2012); Son <i>et al.</i> (2012); Xu <i>et al.</i> (2014); Son <i>et al.</i> (2015); Aduwo <i>et al.</i> (2017); Park <i>et al.</i> (2019); Elshafey <i>et al.</i> (2020); Yap <i>et al.</i> (2023) |
| | Training given | The company provided training. This also extends to reactions such as enjoyment, satisfaction and fulfilment of training expectations while creating a conducive training environment | X | | Son <i>et al.</i> (2012); Xu <i>et al.</i> (2014); Ma <i>et al.</i> (2019); Baharuddin <i>et al.</i> (2020) |
| Technology related | Compatibility and interoperability | The ability of the technology to (a) exchange data with other systems, (b) be compatible with the job and workstyle, and (c) be integrated into existing processes | X | X | Chung <i>et al.</i> (2009); Xu <i>et al.</i> (2014); Kim <i>et al.</i> (2016); Ishak and Newton (2018); Saka <i>et al.</i> (2020); Yap <i>et al.</i> (2023) |
| | The complexity of the technology | The relative difficulty of using and understanding the technology | X | X | Rogers (2003); Cheung and Huang (2005); Son <i>et al.</i> (2012); Kim <i>et al.</i> (2016); Ishak and Newton (2018); Yap <i>et al.</i> (2023); Besklubova <i>et al.</i> (2024) |
| | Observability/ visibility of the results | Ability to observe how others use the technology and its benefits | | X | Rogers (2003); Chung <i>et al.</i> (2009); Kim <i>et al.</i> (2016); Sepasgozar and Davis (2019); Elshafey <i>et al.</i> (2020) |
| | Perceived enjoyment | The technology is perceived as a fun activity | X | X | Park <i>et al.</i> (2012); Choi <i>et al.</i> (2017); Elshafey <i>et al.</i> (2020); Park and Park (2020); Mei <i>et al.</i> (2023) |

(continued)

Table 3. Continued

| | Factors influencing the end-user acceptance | | PEOU | PU | References |
|-------------------------------------|---|--|------|----|--|
| <i>User-related</i> | Perceived risk | Security-related aspects such as privacy and confidentiality | | X | Parasuraman and Colby (2015); Choi <i>et al.</i> (2017); Aghmimien <i>et al.</i> (2023) |
| | Relative advantage/ Perceived value | Capabilities of the technology to benefit the user and the project | | X | Sepasgozar and Davis (2018); Hong <i>et al.</i> (2019); Almarri <i>et al.</i> (2021); Sepasgozar (2021); Cai <i>et al.</i> (2023); Besklubova <i>et al.</i> (2024) |
| | System quality | System quality or the display quality and output/information quality | | X | Chung <i>et al.</i> (2009); Park <i>et al.</i> (2012); Park <i>et al.</i> (2019); Na <i>et al.</i> (2023) |
| | Trialability | The technology allows users to test it before deciding to adopt it | X | X | Kim <i>et al.</i> (2016); Ahmed and Kassem (2018); Ishak and Newton (2018); Besklubova <i>et al.</i> (2024) |
| | Age of the user | The impact of the user's age on technology acceptance | X | X | Venkatesh <i>et al.</i> (2003); Sargent <i>et al.</i> (2012); Wang <i>et al.</i> (2020a; 2020b; 2020c) |
| | Computer anxiety | The effect of the user's computer anxiety on the user's attitude | X | X | Park <i>et al.</i> (2012); Elshafey <i>et al.</i> (2020); Ishak and Newton (2018); Mei <i>et al.</i> (2023) |
| | Experience with the technology | The impact of the user's experience on the user's attitude | X | X | Venkatesh <i>et al.</i> (2003); Venkatesh and Bala (2008); Almarri <i>et al.</i> (2021) |
| | Gender | The degree to which the user's gender affects the user's attitude | X | | Venkatesh <i>et al.</i> (2003); Sargent <i>et al.</i> (2012); Wang <i>et al.</i> (2020a; 2020b; 2020c) |
| | Image | The extent to which the users' prestige and status affect the user's attitude | | X | Chung <i>et al.</i> (2009); Elshafey <i>et al.</i> (2020) |
| | Intensity and frequency of actual use | The impact of use frequency on the user's attitude | X | | Ishak and Newton (2018); Gong <i>et al.</i> (2019); Park and Park (2020); Igwe <i>et al.</i> (2022) |
| | IT skills/technical competency/ Computer self-efficacy | IT/ICT skills and the user's capabilities | X | | Sargent <i>et al.</i> (2012); Son <i>et al.</i> (2015); Park and Park (2020); Vigneshwar <i>et al.</i> (2022) |
| | Job relevance | Relevance of the technology to their job | X | X | Chung <i>et al.</i> (2009); Son <i>et al.</i> (2012); Elshafey <i>et al.</i> (2020); Cai <i>et al.</i> (2023); Xue <i>et al.</i> (2023a; 2023b) |
| | Openness to data utilisation/ innovation | Openness to experimenting with new technology | X | | Xu <i>et al.</i> (2014); Lee and Yu (2017); Wang <i>et al.</i> (2020a; 2020b; 2020c) |
| | Perceived control / behavioural power | User's perspective on the difficulty of enacting a behaviour | X | | Barlett (2019); Gong <i>et al.</i> (2019); Park <i>et al.</i> (2019); Okoro <i>et al.</i> (2023) |
| <i>Project-related</i> | Personal competency/self-efficacy | Individual's confidence in their capability to perform a specific behaviour | | X | Hong <i>et al.</i> (2019); Wang <i>et al.</i> (2020a; 2020b; 2020c); Na <i>et al.</i> (2023) |
| | Consensus on appropriation | The extent to which individuals agree on jointly using new technology influences the user's attitude | X | X | Lee and Yu (2016); Lee and Yu (2017); Aladag <i>et al.</i> (2023) |
| Source(s): Authors' own work | | | | | |

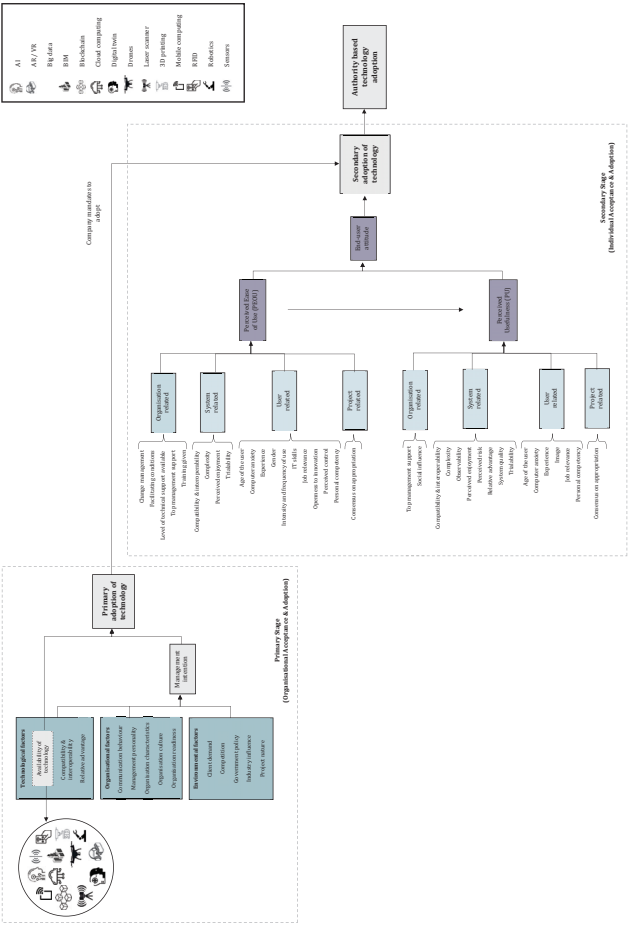


Figure 7. The conceptual technology acceptance framework to adopt industry 4.0 in the construction industry
Source(s): Authors' own work

a single framework/theory. As another noteworthy contribution, the study is the first attempt to develop a framework for I4.0 in the CI, identifying a comprehensive list of influential factors to accept and adopt technology. This study also makes significant contributions to the field of technology acceptance and adoption in the CI. The framework developed in this research can help industry practitioners make informed decisions about I4.0 technology investments. By understanding the key factors influencing adoption, organisations can prioritise their efforts and allocate resources effectively. Thus, this research contributes to the existing knowledge by offering an understanding of how an organization's initial decision to explore and potentially adopt a new technology connects with the subsequent implementation and practical application of that technology.

However, despite reviewing 193 publications, the study's limitation lies in solely using the Scopus database due to its expanded scope, accuracy and user-friendly retrieval compared to other databases. This is, therefore, a limitation of the study. Future research expanding the search could include Web of Science and IEEE Xplore to provide an even more comprehensive analysis of the literature. Additionally, the findings of the study are founded on the literature review and require further validation. Given the theoretical insights in this study, further research could be conducted to validate the framework's applicability using empirical data. For instance, using the developed framework as the basis, future research can be conducted to evaluate if the nature of the technology impacts the influential factors using surveys or case studies. This would enhance the study's practical relevance. Future research could also be conducted to translate this framework into actionable strategies and policy recommendations. It would also be interesting to assess the relationships between the factors identified. Using this study as a starting point, future research could also explore cross-industry technology adoption dynamics.

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