# Career Anchors of IT/IS Personnel: A Cross-Culture Research Based on the Guanxi Culture Theory

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#### **ABSTRACT**

While career anchors have mainly studied in the US society; this study demonstrates the difference in the career anchors of the information technology/information system (IT/IS) personnel rooted in different cultures. The survey was conducted in the PRC (202), Taiwan (145), India (223), the UAE (167), and the US (122) totaling 859 respondents. This study examines the relationship between the *guanxi* culture, career anchor, job satisfaction, and turnover intention among these five cultural societies' IT/IS personnel. The result shows that the *guanxi* culture has a different effect on each career anchor, and each one also has a different effect on job satisfaction in the five different cultural societies as well; thus, they have different results in the research model. Also discussed are the implications of the study and its contribution to the research and management practice.

#### **KEYWORDS**

Career Anchor, Guanxi Culture, Job Satisfaction, Turnover Intention

#### 1. INTRODUCTION

Information technology (IT) and information systems (IS) are the core capability of an organization in controlling critical downstream and upstream data (Chang et al., 2011). It is the IT/IS personnel that maintain this core capability for the organization making the turnover of the IT/IS personnel costly, not only in terms of replacing staff and training new employees, but also in terms of systems development productivity, and quality (Jiang & Klein, 1999; Thatcher et al., 2003). Since the 1960s, the turnover rate of the IT/IS personnel were much higher than that for other professional workers (BLS, 2011; Dinger et al., 2015). In the 21<sup>st</sup> century, notwithstanding the recent trend toward relocating IS jobs offshore, the IT/IS personnel's turnover remains a chronic problem (Lo, 2015).

On the basis of the aforementioned information, the rising turnover rate poses, for professionals and academics alike, serious concerns about how to retain qualified IT/IS personnel (Adams et al., 2006; Joseph et al., 2007). With respect to these issues, this paper finds that in comparison

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with other occupations, the IT/IS personnel are more affected by the newly-developed IT (Chang et al., 2012; Armstrong et al., 2015). In addition, the IT/IS personnel need to stay current with respect to other professional knowledge which extends beyond their own field (Armstrong et al., 2015; Lounsbury et al., 2014). If the factors causing the IT/IS personnel's turnover can be ascertained, it will then be possible for solutions to be found to prevent it, and thus, to reduce the costs incurred from the turnover. In this regard, numerous researches into the MIS domain have acknowledged the importance of the influence of career planning on the turnover rate of the IT/IS personnel (Sumner & Yager, 2004).

In light of this, researchers argue that understanding the needs of the IT/IS personnel by determining their requirements is important, because an employee's career anchor¹ needs the influence selection of occupation and an intention to leave an organization (Agarwal & Ferratt, 2000; Quesenberry & Trauth, 2007; Kannabiran et al., 2016). The concept of career anchor was originally proposed by Schein (1978), who described it as that which guides an employee's career decisions. If an employee's career anchor was satisfied, then the individual has a higher level of job satisfaction. For this reason, positive attainment of job satisfaction is important to retain quality IT/IS personnel. Moreover, the first and second research questions to be resolved in this paper are: What is the relationship between job satisfaction and turnover intention of the IT/IS personnel? What is the relationship between the career anchors and job satisfaction of the IT/IS personnel?

Accordingly, culture is another important factor influencing the turnover of the IT/IS personnel (Gerpott et al., 1988; Joseph et al., 2007; Marshall & Bonner, 2003; Wong, 2007), while previous studies have established the different types of career anchors from the context of the US society only (e.g., Igbaria et al., 1999; Wynne et al., 2002; Hsu et al., 2003; Sumner & Yager, 2004). Meanwhile, Christianity in Europe and North America (e.g., Western society (US)), Confucianism in East Asia (e.g., Chinese society (PRC and Taiwan)), Hinduism in South Asia (e.g., India society), and Islam in the Middle-East and Southeast Asia (e.g., UAE society). These areas belong to significantly different cultural groups, and their religion exerts a definite impact on people in those areas, and it will be the most interesting of research topics for scholars (Hwang, 2015). Therefore, this study attempts to explore career anchors within the context of the PRC, Taiwan, India, the UAE and the US cultures, and to compare its findings with those of the aforementioned studies. We expect that the IT/IS personnel from different cultures may develop different needs and values attached to their careers.

Moreover, some researchers have treated networking in Western culture as being similar to *guanxi*<sup>2</sup>, and *guanxi* is more likely to mix socio-emotional concerns with instrumental concerns in the workplace interactions (Chang & Chen, 2017; Chen & Chen, 2004; Huang & Aaltio, 2014; Hung, 2004); therefore, *guanxi* can be used to analyze interpersonal interactions in any culture (Hwang, 2015). For this reason, this study incorporates the *guanxi* culture to be the cultural dimension. Thus, the third research question to be resolved is: What is the relationship between the *guanxi* and career anchors of the IT/IS personnel in these five different cultural societies?

Due to the comparison between the IT/IS personnel from these five different cultural societies, it will also shed light on the difference in the career anchor's contribution to world globalization. Therefore, the fourth question to be resolved is: What are the differences between these five different cultural societies previously mentioned three research questions?

Finally, in this research, the key objective is to investigate career anchors among the IT/IS personnel in five different cultural contexts, and its impact on job satisfaction and subsequent turnover intention. Besides, we will also extend the research on career anchors to incorporate the impact of the *guanxi* culture. The result of the study will provide insight into the importance for the organizations retention of the IT/IS personnel in these five different cultural societies.

#### 2. LITERATURE REVIEW

#### 2.1 Career Anchors

A career anchor is shaped by long-term experience, in terms of the self-development, learning, family, and work (Schein, 1978). DeLong (1982) adopted the five career anchors of Schein (1978) as his basic model, he suggested that three more career anchors: service, variety, and identity. A number of scholars found that security embraces different meanings, then they suggested it should be separated into organizational stability and geographical security (Crepeau et al., 1992; Igbaria & Baroudi, 1993). In addition, Chang (2010) highlighted the importance of "learning motivation" as a career anchor.

The majority of extant research related to career anchors originally proposed by Schein (1978), adjusted by DeLong (1982), and measured by Igbaria & Baroudi (1993), Crepeau et al. (1992), Sumner & Yager (2004), on the basis of the above literature review (Chang, 2010; Crepeau et al., 1992; DeLong, 1982; Igbaria & Baroudi, 1993; Schein, 1978), the following 13 career anchors are proposed: (1) Technical Competence: focused on the exercise of technical expertise. (2) Managerial Competence: pursuit higher managerial level and greater responsibility. (3) Autonomy: the individual is free from organizational constraints and control. (4) Organizational Stability: seeking loyalty, and tenure security. (5) Challenge: preference for conquering difficult tasks or problems. (6) Lifestyle: integration of individual, family, and career. (7) Identity: Strong desire for status and prestige pertaining to specific organizations. (8) Creativity: the building of self-affirmation through creation. (9) Variety: Desire to work on a number of different tasks. (10) Service: dedication to helping and contributing others. (11) Entrepreneurship: establishing a new business and/or a new product independently of others. (12) Geographic Security: linking to a particular area on a long-term basis. (13) Learning Motivation: an incentive which motivates an individual to achieve a specific goal, to satisfy one's knowledge growth, and initiate the learning behavior.

#### 2.2 Culture and Career Anchors

Accordingly, culture may influence how differently career anchors are valued and their implications in the working environment (Arnold et al., 2017; Costigan et al., 2018; Kim, 2005; Wechtler et al., 2017). Schein (1984, 1986), Derr and Laurent (1987) suggested that more investigation was required into the IT/IS personnel's career anchors from the perspectives of different cultures. In studies by Marshall and Bonner (2003), Huang and Aaltio (2014), it has been asserted that the culture construct has a significant effect on the career anchor of the IT/IS personnel, as one's needs and wants are shaped by certain culture through socialization and internalization (Kim, 2005).

Chang (2010) explored career anchors and subsequent job satisfaction and turnover intention among the IT/IS personnel in Taiwan society. Based on interviews, she reported different priorities in career anchors of Taiwan's IT/IS personnel from those in the US. Such findings imply the cultural impact on career anchors of the IT/IS personnel and suggest the necessity to incorporate culture as the endogenous factors in career anchor research. Similar qualitative evidence was also reported in prior research (such as Gerpott et al., 1988). However, the cultural impact on career anchors has received little empirical support. Another limitation in prior research was that most studies follow the Hofstede's (1983) culture of conceptualization and focuses on the cultural impact on career anchors (Chang, 2010). Although this approach is widely applied in prior research when comparing different cultures, the Hofstede's cultural dimensions may not be sufficient to capture the uniqueness in non-Western cultures (Hwang, 2015). For example, the Individualism of Hofstede (1983) overemphasizes the relationship of the instrumental tie of Hwang (1987). It ignores or neglects other types of interpersonal relationships; thus, this is undoubtedly a biased approach (Hwang, 2015).

In addition, Igbaria et al. (1995), and Igbaria and McCloskey (1996) hypothesized that culture has an impact on technical competence, managerial competence, organizational stability, geographical security, autonomy, service, entrepreneurship, pure challenge, and lifestyle of the IT/IS personnel in

South Africa, Taiwan, and the US. Marshall and Bonner (2003) asserted that culture has a significant impact on entrepreneurship, technical competence, organizational stability, and lifestyle.

However, most of the existing empirical research is conducted in Western countries and there is a dearth of research in the other cultural contexts (Igbaria et al., 1999; Wynne et al., 2002; Hsu et al., 2003; Sumner & Yager, 2004). To date, these perspectives have remained ignored, leading to a distinct lack of research in this field. Practically, with increasing diversity in the workforce of the IT/IS industry, it is imperative to understand the peculiarity in the IT/IS personnel' career anchor from different cultural contexts. Likewise, Joseph et al. (2007) developed a contextual turnover model for the IT/IS personnel, believing culture to be another important factor. The culture has a significant effect on the career anchor of the IT/IS personnel as their needs and wants are shaped by specific culture through socialization and internalization (Kim, 2005).

Meanwhile, a career anchor is rooted in culture which profoundly shapes one's values and needs (Arnold et al., 2017; Costigan et al., 2018; Fei, 2017; Gerpott et al., 1988; Joseph et al., 2007; Wong, 2007), and *guanxi* can be used to analyze interpersonal interactions in any culture (Hwang, 2015); thus, this study adopts the *guanxi* culture to explore the relationship between the *guanxi* and career anchors of the IT/IS personnel in different cultural societies.

#### 2.3. Guanxi Culture

Guanxi consists of two Chinese words. The word "guan" means a gate, and "xi" refers to a tie, a relationship, or a connection. Therefore, guanxi means "pass the gate to get connected" (Lee & Dawes, 2005), and it is social connections and reciprocal favors and obligations to the guanxi circle. Outside such a circle, there is 'no tie, no obligation, and no rights' (Lee & Dawes, 2005). Guanxi is more likely to mix socio-emotional concerns with instrumental concerns in workplace interactions, and it typically involves personal gifts, shared meals, and addressing friends as brothers and sisters (Sanchez-Burks, 2002).

Hwang (1987) subdivides relationships into three kinds of *guanxi*: (1) Expressive ties: this is relatively permanent and stable social relationship within families. (2) Mixed ties: which has been termed a particularistic tie, occurs mainly among relatives, neighbors, classmates, colleagues, teachers, and students who share a common area. The members never as strong that all the participants in this tie are able to express their authentic behavior as freely as the members in the expressive tie. (3) Instrumental ties: an individual must establish instrumental ties with others outside one's family to attain one's material goals. In view of this, *guanxi* in Chinese culture is based on factors that promote shared social experience between and among individuals (Chiao, 1982; King, 1991).

Due to *guanxi* being a critical factor to impact on a female managers' career planning (Fei, 2017), and career-orientated IT/IS personnel (Huang & Aaltio, 2014). For this reason, the present study focuses on the mixed tie to understand the extent to which the *guanxi* culture has an effect on the career anchors of the IT/IS personnel.

# 3. HYPOTHESES DEVELOPMENT

#### 3.1. Job Satisfaction and Turnover Intention

According to Fishbein and Ajzen (1975, p. 369), the best indicator to forecast behavior is the intention results in behavior. In point of fact, Mobley et al. (1979) asserted that intention is the best way to measure the turnover of the employees. Turnover intention concept has already been adopted in many scholarly fields as the best indicator for forecasting turnover behavior (Mobley et al., 1979).

Studies have found a relationship such that job satisfaction is an indicator of turnover (Chan & Mai, 2015; El-Masri et al., 2018; Guan et al., 2014; Jiang et al., 2018; Kang et al., 2015; Nauta et

al., 2009; Taylor & Joshi, 2019). Thus, job satisfaction negatively affects the intention to leave an organization (Guan et al., 2014; Laschinger, 2012). Hence, we posit:

H<sub>1</sub>: Job satisfaction of the IT/IS personnel has a negative effect on their turnover intention.

#### 3.2. Career Anchors and Job Satisfaction

Job satisfaction is highly related to career anchors that have impacted on successful IT/IS personnel management (Gupta et al., 1992; Igbaria et al., 1991; McLean et al., 1991). According to the results of the above studies, career anchors have had significant effects on the IT/IS personnel's job satisfaction (Agarwal & Ferratt, 2000; Chang, 2010; Hsu et al., 2003; Jiang et al., 2018; Wynne et al., 2002). Hence, we posit:

 $H_{\gamma_{a},\gamma_{m}}$ : Career anchors of the IT/IS personnel have had an effect on their job satisfaction.

#### 3.3. Guanxi Culture and Career Anchors

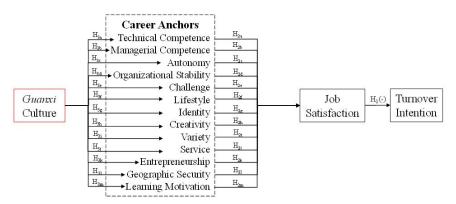
The ability to build interpersonal relationships (*guanxi*) was very important due to the fact that it will have a positive effect on the social standing of their family, and society; hence, they have to achieve a higher position (managerial competence) (Chang, 2010). In addition, how to build a good relationships (*guanxi*) with the IT/IS domain experts is also important due to the fact that it can help them to improve their technical competence too (Chang et al., 2016). While prior research has partly demonstrated the cultural impact on career anchors (Arnold et al., 2017; Costigan et al., 2018; Igbaria et al., 1995; Igbaria & McCloskey, 1996; Joseph et al., 2007; Marshall & Bonner, 2003), this research aims to contribute to the existing literature by investigating the role of the *guanxi* culture in career anchor formation, job related assessment, and decisions.

Thus, the study sets out to understand the way in which the *guanxi* culture impacts on the IT/ IS personnel in the PRC, Taiwan, India, the UAE and the US, being five different cultural societies. Therefore, we posit:

 $H_{3a-3m}$ : Guanxi culture has an effect on the career anchors of the IT/IS personnel.

Finally, this study proposes the research model (see Figure 1) on the basis of the literature review provided above to understand the interactions among the career anchors of the IT/IS personnel, *guanxi* culture, job satisfaction, and turnover intention.

Figure 1. Research Model (Compare of Five Societies)



#### 4. RESEARCH METHOD

## 4.1. Survey Administration

Data of this study has been primarily collected via an Internet survey. An announcement was posted on the Internet discussion forum of five different cultural societies (the PRC, Taiwan, India, the UAE and the US) to recruit participants who were full time IT/IS personnel in a company. We released the invitation with limited distribution on the Internet, and the announcement stated the purpose of this study and specified that only those with IT/IS personnel would be qualified to participate in the survey. To ensure confidentiality, all the participants were informed that their responses would remain anonymous and would be used for academic purposes only. The one-year survey was conducted from 2016 to 2017.

Out of 859 (including: PRC: 202; Taiwan: 145; India: 223; UAE: 167; US: 122) responses received; 179 from the PRC, 111 from Taiwan, 207 from India, 131 from the UAE, and 113 from the US valid surveys were completed, with a response rate of the PRC 88.61%, Taiwan 76.55%, India 92.83%, the UAE 78.44%, and the US 92.62%. The demographic information of these respondents is listed in Table 1. The data shows that more males (Taiwan: 74.77%; India: 79.71%; the UAE: 74.81%; and the US: 73.45%) than females (Taiwan: 23.42%; India: 20.29%; the UAE: 24.43%; the US: 25.66%) in Taiwan, India, the UAE, and the US have responded, but not in the PRC. Most respondents were under the age of 40 and obtained a Bachelor's or Master's degree. The sample structure of the respondents in this study was similar to that used in the study of Armstrong et al. (2015), Fu and Chen (2015), whose target sample was information technology professionals on career experience, the representativeness of our sample was therefore assured.

# 4.2. Measurement Development

We developed measurement items by adopting measures that had been validated in prior studies, and modified the items to fit our context. The questionnaire consisted of 68 items to measure four constructs in the research model (see Appendix). A total of 56 questions obtained from DeLong (1982), Igbaria and Baroudi (1993), and Chang and Lin (2008) were used to measure the career anchors. A total of six questions obtained from Zhuang et al. (2010) were used to measure the mixed ties of the *guanxi* culture. A total of three questions obtained from Greenhaus et al. (1990) were used to measure job satisfaction. A total of three questions obtained from Mobley et al. (1978) were used to measure turnover intention.

Since traditional Chinese is the most commonly used language in Taiwan, the questionnaire items were translated into Chinese for a higher response rate. A backward translation was employed to ensure consistency between Chinese and the original English versions of the instrument. Two professional translators independently translated the English questions into Chinese. The translated Chinese question sets were then reviewed by a professor to ensure that the meanings were consistent with the English ones. This final set of Chinese questions was translated back into English by another professional translator in order to check the translation equivalence. The translators then collaborated on the comparison of the original English questions with the back translation. Based on the discussions among the translators, a final set of questions was confirmed. Domain experts reviewed the instrument to ensure its validity and to identify ambiguity. The wording of certain items was modified, based on suggestions from the domain experts.

All of the constructs were measured by at least three indicators, using a 5-point Likert scale. The anchors for all items ranged from 1 (strongly disagree) to 5 (strongly agree). We conceptualized and measured all of the constructs, respectively, thus setting the direction of causality from indicator to construct.

A pre-test of the questionnaire was performed with help from three specialists in the MIS department and three professors in the IS domain to assess the validity of its content; this included the ease of understanding, sequence of items, and contextual relevance. The questionnaire was slightly

Table 1. Sample demographics

Demographical		PI	RC	Tai	wan	In	dia	U	AE	ι	JS
Characteristics	Contents	#	%	#	%	#	%	#	%	#	%
	(1) Male	89	49.72	83	74.77	165	79.71	98	74.81	83	73.45
Gender	(2) Female	90	50.28	26	23.42	42	20.29	32	24.43	29	25.66
	(3) Others	0	0.00	2	1.80	0	0.00	1	0.76	1	0.88
	(1) <=25	7	3.91	12	10.81	30	14.49	21	16.03	13	11.50
	(2) >25 and <=30	52	29.05	26	23.42	76	36.71	43	32.82	41	36.28
	(3) >30and <=35	61	34.08	27	24.32	63	30.43	33	25.19	32	28.32
	(4) >35and <=40	55	30.73	31	27.93	24	11.59	21	16.03	15	13.27
Age	(5) >40 and <=45	1	0.56	7	6.31	9	4.35	11	8.40	7	6.19
	(6) >45 and <=50	1	0.56	6	5.41	2	0.97	2	1.53	2	1.77
	(7) >50and <=60	2	1.12	1	0.90	1	0.48	0	0.00	3	2.65
	(8) over 60	0	0.00	0	0.00	0	0.00	0	0.00	0	0.00
	(9) Others	0	0.00	1	0.90	2	0.97	0	0.00	0	0.00
	(1) High school	1	0.56	0	0.00	0	0.00	0	0.00	8	7.08
	(2) Junior college graduates	1	0.56	4	3.60	6	2.90	3	2.29%	9	7.96
Education	(3) Bachelor's degree	126	70.39	43	38.74	129	62.32	87	66.41	64	56.64
	(4) Master	49	27.37	61	54.95	70	33.82	39	29.77	31	27.43
	(5) Ph. D	2	1.12	1	0.90	0	0.00	1	0.76	1	0.88
	(6) Others	0	0.00	2	1.80	2	0.97	1	0.76	0	0.00
	(1) Government	0	00.00	19	17.12	12	5.80	28	21.37	5	4.42
	(2) Information Service	114	63.69	73	65.77	121	48.45	25	19.08	66	58.41
Industry	(3) Medicine	1	0.56	10	9.01	8	3.86	11	8.40	7	8.19
	(4) Financial	3	1.68	0	0.00	14	6.76	12	9.16	3	2.65
	(5) Others	61	34.07	9	8.10	52	35.13	55	41.99	32	26.33
	(1) System engineer	30	16.76	14	12.61	23	11.11	16	12.21	3	2.65
	(2) Software engineer	56	31.28	24	21.62	23	11.11	8	6.11	8	7.08
	(3) Hardware engineer	21	11.73	6	5.41	0	0.00	4	3.05	1	0.88
	(4) Network engineer	6	3.35	7	6.31	9	4.35	17	12.98	6	5.31
Job Title	(5) Programmer	23	12.85	25	22.52	28	13.53	8	6.11	24	21.24
	(6) DBA	18	10.06	1	0.90	4	1.93	2	1.53	1	0.88
	(7) Project manager	9	5.03	3	2.70	13	6.28	20	15.27	15	13.27
	(8) MIS Manager	3	1.68	2	1.80	24	11.59	7	5.34	10	8.85
	(9) System analyst	9	5.03	8	7.21	18	8.70	9	6.87	13	11.50
	(10) MIS sales	4	2.23	4	3.60	2	0.97	0	0.00	1	0.88
	(11) Others	0	0.00	17	15.31	63	30.44	40	30.54	31	27.43

continued on following page

Table 1. Continued

Demographical	G	PI	RC	Tai	wan	In	dia	UA	<b>AE</b>	ι	JS
Characteristics	Contents	#	%	#	%	#	%	#	%	#	%
	(1) 1~3 years	16	8.94	26	23.42	48	23.19	26	19.85	22	19.47
	(2) 4~6 years	48	26.82	19	17.12	56	27.05	28	21.37	27	23.89
	(3) 7~9 years	45	25.14	16	14.41	46	22.22	26	19.85	22	19.47
	(4) 10~13 years	42	23.46	25	22.52	31	14.98	24	18.32	19	16.81
Job experience	(5) 14~17 years	24	13.41	13	11.71	11	5.31	13	9.92	14	12.39
	(6) 18~21 years	1	0.56	5	4.50	6	2.90	6	4.58	4	3.54
	(7) 22 years or more	3	1.68	6	5.41	8	3.86	3	2.29	5	4.42
	(8) Others	0	0.00	1	0.90	1	0.48	5	3.82	0	0.00
	(1) Yes	152	84.92	42	37.84	118	57.00	74	56.49	57	50.44
Married	(2) No	27	15.08	68	61.26	88	42.51	51	38.93	53	46.90
	(3) Others	0	0.00	1	0.90	1	0.48	6	4.58	3	2.65
	(1) Stage 1	8	4.47	27	24.32	49	23.67	23	17.56	24	21.24
	(2) Stage 2	77	43.02	41	36.94	81	39.13	39	29.77	41	36.28
Career Stage	(3) Stage 3	83	46.37	26	23.42	60	28.99	52	39.69	34	30.09
	(4) Stage 4	11	6.15	2	1.80	14	6.76	13	9.92	13	11.50
	(5) Others	0	0.00	15	13.51	3	1.45	4	3.05	1	0.88

modified according to the comments from these experts. To ensure the reliability of the questions and the feasibility of the survey process, a pilot test was taken involving 10 IT/IS personnel. The wording of the questions were also slightly changed based on the members' comments from the pilot test. In addition, the 10 pilot test members asserted that G1, G8, and G9, three items of Zhuang et al. (2010), were not suitable to this study; therefore, this study only used six items (G2, G3, G4, G5, G6, G7, and G8) of the *guanxi* of Zhuang et al. (2010).

## 4.3. Assessment of Reliability and Validity

Construct reliability was measured by Fornell's composite reliability (CR). To achieve the required reliability, the CR should be greater than 0.7 and all the factor loadings are above 0.5 (Jiang et al., 2009). In order to satisfy the reliability of the corresponding constructs of the five different cultural data; thus, some items are omitted from each of the following constructs: technical competence (TECH2, TECH4, and TECH5), managerial competence (MANG1, MANG2, and MANG5), autonomy (AUTO1, AUTO2, and AUTO3), challenge (CHAL1, and CHAL3), lifestyle (LIFE1, LIFE4, and LIFE5), identity (IDEN3, IDEN4, and IDEN5), creativity (CREA3), variety (VARI2, VARI4, and VARI5), service (SER1, and SER4), entrepreneurship (ENTE1, and ENTE4), learning motivation (LEAR1, and LEAR4), guanxi (GGX2, GGX4, GGX5, and GGX7), and job satisfaction (JS3). Subsequently, the remaining constructs have adequate reliability (see Table 2).

The result in Table 2 shows the proper reliability of the measurement items, and adequate convergent validity of the measurement items. To achieve adequate discriminant validity, the correlation between the pairs of constructs should be less than 0.90, and the square root of AVE should be greater than the inter-construct correlation coefficients (Fornell & Bookstein, 1982). As shown in Table 2 and Tables 3-7, the diagonal cells in Tables 3-7 are the square-root of the (AVE), and these values are higher than all the others in the same row, indicating a higher discriminant validity for the constructs; it can thus be observed that this survey is valid.

Table 2. Standardized loadings and reliability estimates

		PR	C	Taiwa	an	Indi	a	UAI	Ξ	US	;
Constructs	Items	Factor Loadings	CR (AVE)								
Technical	TECH1	0.86	0.79	0.66	0.81	0.77	0.77	0.75	0.82	0.90	0.74
Competence	TECH3	0.75	(0.65)	0.97	(0.68)	0.81	(0.62)	0.91	(0.70)	0.62	(0.60)
Managerial	MANG3	0.87	0.91	0.97	0.86	0.77	0.83	0.81	0.84	0.84	0.87
Competence	MANG4	0.95	(0.83)	0.75	(0.76)	0.91	(0.71)	0.89	(0.72)	0.93	(0.78)
	AUTO4	0.96	0.82	0.97	0.79	0.80	0.79	0.98	0.85	0.91	0.76
Autonomy	AUTO5	0.69	(0.70)	0.63	(0.67)	0.82	(0.66)	0.72	(0.74)	0.95	(0.62)
	ORGS1	0.63		0.81		0.75		0.85		0.88	
Organizational Stability	ORGS2	0.83	0.76 (0.51)	0.55	0.77 (0.53)	0.73	0.75 (0.51)	0.78	0.80 (0.58)	0.87	0.83 (0.63)
~	ORGS3	0.67	(0.0.1)	0.80		0.65	(0.0-7)	0.63	(0.00)	0.59	(0.00)
	CHAL2	0.74		0.91		0.70		0.65		0.89	
Challenge	CHAL4	0.66	0.79 (0.56)	0.68	0.84 (0.64)	0.81	0.80 (0.57)	0.88	0.75 (0.51)	0.87	0.83 (0.62)
	CHAL5	0.84	(0.50)	0.79	(0.04)	0.75	(0.57)	0.57	(0.51)	0.55	(0.02)
	LIFE2	0.90	0.79	0.83	0.82	0.78	0.72	0.90	0.76	0.86	0.84
Lifestyle	LIFE3	0.70	(0.65)	0.83	(0.69)	0.73	(0.57)	0.65	(0.61)	0.83	(0.72)
	IDEN1	0.86	0.81	0.86	0.85	0.81	0.83	0.85	0.80	0.91	0.89
Identity	IDEN2	0.78	(0.68)	0.85	(0.73)	0.87	(0.71)	0.88	(0.75)	0.88	(0.80)
	CREA1	0.76	0.75	0.75	0.83	0.82	0.83	0.76	0.78	0.81	0.82
Creativity	CREA2	0.80	(0.60)	0.92	(0.71)	0.86	(0.70)	0.84	(0.64)	0.86	(0.70)
	VARI1	0.77	0.80	0.79	0.84	0.81	0.81	0.71	0.79	0.77	0.81
Variety	VARI3	0.86	(0.67)	0.91	(0.72)	0.83	(0.68)	0.90	(0.65)	0.88	(0.68)
	SER2	0.82	0.83	0.74	0.83	0.68	0.78	0.89	0.82	0.80	0.82
Service	SER3	0.86	(0.70)	0.94	(0.72)	0.91	(0.64)	0.77	(0.69)	0.87	(0.70)
	ENTE2	0.90	0.80	0.99	0.80	0.75	0.81	0.92	0.85	0.93	0.85
Entrepreneurship	ENTE3	0.75	(0.67)	0.60	(0.68)	0.90	(0.68)	0.81	(0.75)	0.78	(0.74)
	GEO1	0.54		0.72		0.77		0.90		0.93	
Geographical Security	GEO2	0.77	0.76 (0.52)	0.90	0.79 (0.56)	0.87	0.85 (0.65)	0.87	0.88 (0.72)	0.72	0.85 (0.66)
security	GEO3	0.79	(0.32)	0.59	(0.50)	0.79	(0.03)	0.77	(0.72)	0.79	(0.00)
Learning	LEAR2	0.81	0.82	0.70	0.77	0.78	0.80	0.85	0.85	0.86	0.86
Motivation	LEAR3	0.86	(0.69)	0.87	(0.62)	0.85	(0.67)	0.87	(0.73)	0.88	(0.76)
	CGX3	0.74	0.73	0.77	0.79	0.82	0.81	0.77	0.82	0.79	0.84
Guanxi Culture	CGX6	0.78	(0.57)	0.84	(0.65)	0.84	(0.69)	0.90	(0.70)	0.91	(0.72)
	JS1	0.79	0.76	0.93	0.92	0.93	0.92	0.94	0.93	0.92	0.91
Job Satisfaction	JS2	0.84	(0.61)	0.92	(0.86)	0.91	(0.85)	0.94	(0.88)	0.90	(0.83)
	LINT1	0.82		0.87		0.88		0.93		0.87	
Turnover	LINT2	0.84	0.88	0.79	0.88	0.91	0.89	0.89	0.92	0.84	0.87
Intention	LINT3	0.86	(0.71)	0.88	(0.72)	0.78	(0.73)	0.84	(0.79)	0.77	(0.69)
SRMR Common Fac		0.08	I	0.09	<u> </u>	0.08	I	0.08	<u> </u>	0.09	

CR: Composite Reliability; AVE: Average Variance Extracted

Table 3. Descriptive statistics, correlations, and square root of AVE (PRC)

Variables	Mean	M2	M3	M4	K-S	VIF	R²	ТЕСН	MANG	AUTO	ORGS	СНАГ	LIFE	IDEN	CREA	VARI	SER	ENTE	GEO	LEAR	GuXi	JS	LINT
тесн	3.90	0.64	-0.50	0.34	0.17	1.55	0.13	0.81															
MANG	3.88	0.76	-0.56	0.01	0.19	1.27	0.02	0.068	0.91														
AUTO	3.81	99:0	-0.42	0.32	0.20	1.47	0.04	0.188	0.22	0.84													
ORGS	4.08	0.54	-0.46	-0.13	0.16	1.53	90:0	0.317	0.259	0.26	0.71												
CHAL	3.94	0.63	-0.69	0.55	0.17	1.83	80:0	0.357	0.305	0.44	0.39	0.75											
LIFE	3.89	0.71	-0.63	0.16	0.23	1.51	0.08	0.365	0.296	0.41	0.36	0.40	0.81										
IDEN	3.96	0.63	-0.33	-0.21	0.18	1.82	0.16	0.310	0.128	0.29	0.40	0.38	0.32	0.82									
CREA	3.93	0.59	-0.41	0.48	0.21	1.45	90:0	0.236	0.140	0.34	0.31	0.40	0.26	0.47	82.0								
VARI	3.96	0.62	-0.29	-0.07	0.17	1.28	0.08	0.182	0.284	0.15	0.23	0.37	0.24	0.27	0.22	0.82							
SER	3.94	99:0	-0.70	0.50	0.21	1.82	0.15	0.418	0.130	0.17	0.37	0.44	0.34	0.56	0.34	0.25	0.84						
ENTE	3.71	0.78	-0.44	-0.06	0.14	1.32	0.04	0.278	0.261	0.25	0.29	0.36	0.21	0.15	0.21	0.29	0.14	0.82					
GEO	3.62	0.70	-0.17	-0.61	0.12	1.35	0.08	0.411	-0.000	0.13	0.29	0.20	0.21	0.34	0.26	0.07	0.34	0.04	0.72				
LEAR	3.99	79:0	-0.44	-0.01	0.19	1.47	0.16	0.329	0.26	0.30	0.44	0.39	0.32	0.35	0.26	0.24	0.39	0.27	0.19	0.83			
GuXi	4.02	0.62	-0.69	0.32	0.23	NA	NA	0.360	0.134	0.20	0.24	0.29	0.27	0.40	0.25	0.29	0.38	0.20	0.27	0.40	0.76		
JS	4.03	0.59	-1.12	1.90	0.22	NA	0.37	0.337	0.085	0.19	0:30	0.39	0.27	0.44	0.34	0.19	0.47	0.19	0.39	0.39	0.44	0.78	
LINT	2.07	0.83	06:0	-0.17	0.19	NA	0.42	-0.0020	0.028	-0.104	-0.20000	-0.306	-0.28	-0.31	-0.28	-0.22	-0.36	-0.02	-0.33	-0.26	-0.29	-0.65	0.84

M2: Standard deviation; M3: Skewness; M4: Kurtosis; K-S: Kolmogorov-Smirnov statistic with Lilliefors significance correlation (all p < .05)

VIF: Variance Inflation Factor (Dependent Variable: Job Satisfaction)

TECH: Technical; MANG: Management; AUTO: Autonomy; ORGS: Organizational Stability; CHAL: Challenge; LIFE: Lifestyle; IDEN: Identity; CREA: Creativity; VARI: Variety; SER: Service; ENTE: Entrepreneur; GEO: Geography; LEAR: Learning; GuXi: GuanXi; JS: Job Satisfaction; LINT: Leave Intention

Table 4. Descriptive statistics, correlations, and square root of AVE (Taiwan)

Variables	Mean	M2	M3	M4	K-S	VIF	R <sup>2</sup>	ТЕСН	MANG	AUTO	ORGS	CHAL	LIFE	IDEN	CREA	VARI	SER	ENTE	GEO	LEAR	GuXi	Sf	LINT
тесн	3.59	69:0	0.39	-0.59	0.19	1.84	0.16	0.83															
MANG	3.28	08.0	-0.28	0.29	0.16	1.52	0.03	0.31	0.87														
AUTO	3.60	79.0	0.17	-0.50	0.17	1.98	0.12	0.34	0.19	0.82													
ORGS	3.80	0.77	-0.23	-0.45	0.11	1.92	0.11	0.41	0.43	0.35	0.73												
CHAL	3.59	0.70	0.20	-0.42	0.13	2.97	90:0	0.51	0.41	0.50	0.35	080											
LIFE	3.77	0.76	0.18	66:0-	0.15	2.39	0.24	0.40	0.35	0.58	0.54	0.59	0.83										
IDEN	3.47	0.84	-0.11	-0.30	0.12	1.37	0.03	0.33	0.33	0.34	0.26	0.41	0.33	98.0									
CREA	3.44	0.78	-0.11	-0.01	0.14	2.05	0.05	0.47	0.32	0.47	0.17	0.50	0.37	0.39	0.84								
VARI	3.51	0.74	-0.01	-0.53	0.15	2.54	0.10	0.49	0.32	0.52	0.19	0.63	0.49	0.42	0.59	0.85							
SER	3.49	0.70	0.21	-0.43	0.19	2.08	0.21	0.44	0.11	0.55	0.19	0.49	0.49	0.26	0.55	0.54	0.85						
ENTE	2.99	0.63	-0.22	0.93	0.23	1.46	0.04	0.02	0.16	0.32	0.02	0.15	0.27	0.17	0.35	0.41	0.27	0.82					
GEO	3.28	0.84	0.22	-0.33	0.13	1.36	0.18	0.11	0.07	0.21	0.27	-0.03	0.27	0.08	0.15	0.16	0.24	0.22	0.75				
LEAR	3.75	0.67	0.10	-0.49	0.15	1.67	0.18	0.32	0.25	0.38	0.23	0.56	0.42	0.24	0.42	0.43	0.46	0.12	0.20	0.79			
GuXi	3.51	09:0	0.39	-0.46	0.20	NA	NA	0.40	0.19	0.35	0.33	0.25	0.49	0.18	0.23	0.32	0.46	0.20	0.42	0.42	0.81		
JS	3.37	69:0	0.32	1.06	0.24	NA	0.33	0.41	0.11	0.04	0.20	0.10	0.17	0.01	0.10	0.22	0.19	0.07	0.34	0.18	0.47	0.93	
LINT	2.74	0.73	-0.36	0.39	0.14	NA	0.39	-0.31	-0.02	0:07	-0.28	-0.04	-0.19	-0.02	0:04	-0.06	-0.14	0.22	-0.25	-0.16	-0.43	-0.63	0.85

M2: Standard deviation; M3: Skewness; M4: Kurtosis; K-S: Kolmogorov-Smirnov statistic with Lilliefors significance correlation (all p < .05)

VIF: Variance Inflation Factor (Dependent Variable: Job Satisfaction)

TECH: Technical; MANG: Management; AUTO: Autonomy; ORGS: Organizational Stability; CHAL: Challenge; LIFE: Lifestyle; IDEN: Identity; CREA: Creativity; VARI: Variety; SER: Service; ENTE: Entrepreneur; GEO: Geography; LEAR: Learning; GuXi: GuanXi; JS: Job Satisfaction; LINT: Leave Intention

Table 5. Descriptive statistics, correlations, and square root of AVE (India)

Variables	Mean	M2	M3	M4	K-S	VIF	R <sup>2</sup>	ТЕСН	MANG	AUTO	ORGS	CHAL	LIFE	IDEN	CREA	VARI	SER	ENTE	GEO	LEAR	GuXi	Sf	LINT
тесн	3.97	0.72	-0.56	0.16	0.17	1.24	0.05	62.0															
MANG	3.99	0.78	-0.81	0.84	0.18	1.67	0.04	0.14	0.84														
AUTO	3.66	0.75	-0.17	-0.33	0.16	1.40	0.03	0.25	0.18	0.81													
ORGS	4.03	99:0	-0.62	0.20	0.13	1.44	0.03	0.27	0.30	0.26	0.71												
CHAL	3.63	72.0	-0.28	0.01	60:0	1.63	80.0	0.19	0.44	0.31	0.14	0.75											
LIFE	4.07	99:0	-0.57	-0.09	0.19	19.1	0.04	0.28	0.29	0.40	0.40	0.20	0.75										
IDEN	3.97	0.83	-0.82	0.49	0.18	1.45	0.01	0.28	0.37	0.30	0.32	0.28	0.28	18.0									
CREA	3.89	0.79	-0.73	0.78	0.16	1.68	0.10	0.28	0.43	0.35	0.35	0.40	0.37	0.34	0.84								
VARI	3.80	87.0	-0.48	0.17	0.16	1.77	0.08	0.17	0.40	0.27	0.21	0.51	0.29	0.31	0.46	0.82							
SER	3.90	0.73	-0.53	0.21	0.19	1.76	80:0	0.20	0.41	0.35	0.34	0.40	0.41	0.28	0.38	0.51	0.80						
ENTE	3.65	0.89	-0.60	0.02	0.14	1.46	0.02	0.21	0.39	0.19	0.10	0.36	0.22	0.02	0.38	0.34	0.29	0.83					
GEO	3.27	86:0	-0.36	-0.39	0.11	1.15	0.05	0.18	0.13	0.19	0.23	0.12	0.16	0.11	0.12	0.18	0.20	0.16	0.81				
LEAR	4.15	0.75	-0.91	0.54	0.20	1.43	0.01	0.20	0.24	0.16	0.29	0.18	0.43	0.21	0.26	0.33	0.41	0.18	0.00	0.82			
GuXi	3.58	0.82	-0.60	0.52	0.16	NA	NA	0.22	0.19	0.18	0.16	0.29	0.20	0.11	0.31	0.28	0.28	0.14	0.22	0.10	0.83		
JS	3.81	0.93	-0.78	0.55	0.19	NA	0.28	0.22	0.25	0.14	0.23	0.32	0.30	60.0	0.38	0.32	0.36	0.28	0.22	0.27	0.28	0.92	
LINT	2.81	1.05	0.03	-0.63	0.07	NA	0.15	-0.05	-0.01	0.08	-0.09	-0.07	-0.15	-0.10	-0.18	-0.12	-0.10	0.05	0.04	-0.13	-0.10	-0.38	0.86

M2: Standard deviation; M3: Skewness; M4: Kurtosis; K-S: Kolmogorov-Smirnov statistic with Lilliefors significance correlation (all p < .05)

VIF: Variance Inflation Factor (Dependent Variable: Job Satisfaction)

TECH: Technical; MANG: Management; AUTO: Autonomy; ORGS: Organizational Stability; CHAL: Challenge; LIFE: Lifestyle; IDEN: Identity; CREA: Creativity; VARI: Variety; SER: Service; ENTE: Entrepreneur; GEO: Geography; LEAR: Learning; GuXi: GuanXi; JS: Job Satisfaction; LINT: Leave Intention

Table 6. Descriptive statistics, correlations, and square root of AVE (UAE)

Variables	Mean	M2	M3	M4	K-S	VIF	R²	ТЕСН	MANG	AUTO	ORGS	CHAL	LIFE	IDEN	CREA	VARI	SER	ENTE	GEO	LEAR	GuXi	Sf	LINT
тесн	3.55	06.0	-0.79	0.61	91.0	1.14	0.02	0.83															
MANG	4.02	69:0	-0.63	0.99	0.16	1.60	0.01	0.01	0.85														
AUTO	3.71	0.75	-0.21	-0.45	0.17	1.36	0.01	0.17	0.24	0.86													
ORGS	3.94	99.0	-0.32	-0.11	0.10	1.43	00:0	0.11	0.29	0.24	9.76												
CHAL	3.53	69:0	0.13	-0.46	0.14	1.66	0.05	0.07	0.33	0.29	-0.03	0.71											
LIFE	4.00	69:0	92.0-	0.91	0.23	1.50	0.03	0.10	0.39	0.33	0.23	0.17	0.78										
IDEN	3.93	0.85	-1.03	4.1	0.18	1.40	0.05	0.23	0:30	0.27	0.22	0.32	0.24	0.87									
CREA	3.88	0.71	-0.26	-0.48	0.18	1.54	0.04	0.03	0.34	0.25	0.11	0.37	0.40	0.15	0.80								
VARI	3.76	0.70	-0.40	-0.13	0.17	1.70	0.04	-0.09	0.34	0.22	0.01	0.40	0.23	0.04	0.40	0.81							
SER	3.91	0.71	-0.40	-0.03	0.18	1.57	0.00	0.07	0.27	0.22	0.13	0.30	0.26	0.03	0.40	0.45	0.83						
ENTE	3.40	0.93	-0.53	-0.06	91.0	1.68	0.04	90:0	0.39	0.16	-0.12	0.44	0.28	60:0	0.38	0.38	0.24	98.0					
GEO	3.52	1.01	-0.36	-0.59	0.11	1.29	0.03	0.16	0.13	0.25	0.33	0.08	0.02	0.19	-0.03	0.05	60:00	-0.18	0.85				
LEAR	4.12	69:0	-0.63	0.02	0.17	1.71	0.02	60:0	0.29	0.34	0.35	0.16	0.37	0.24	0.27	0.39	0.45	80:0	0.17	98.0			
GuXi	3.42	62.0	-0.30	-0.08	0.15	NA	NA	0.13	80:0	0.10	-0.05	0.22	0.18	0.22	0.21	0.19	90:0	0.20	-0.16	0.14	0.83		
JS	3.65	87.0	-0.40	0.32	0.22	NA	0.11	0.04	0.04	0.15	0.04	0.07	0.15	0.11	0.11	0.18	80:0	0.11	-0.03	0.25	0.20	0.94	
LINT	2.94	1.07	-0.05	-0.70	0.11	NA	0.21	0.02	0.03	0.04	0.03	0.10	-0.26	0.05	-0.01	-0.03	-0.02	60:0	0.21	-0.13	-0.10	-0.46	68'0

M2: Standard deviation; M3: Skewness; M4: Kurtosis; K-S: Kolmogorov-Smirnov statistic with Lilliefors significance correlation (all p < .05)

VIF: Variance Inflation Factor (Dependent Variable: Job Satisfaction)

TECH: Technical; MANG: Management; AUTO: Autonomy; ORGS: Organizational Stability; CHAL: Challenge; LIFE: Lifestyle; IDEN: Identity; CREA: Creativity; VARI: Variety; SER: Service; ENTE: Entrepreneur; GEO: Geography; LEAR: Learning; GuXi: GuanXi; JS: Job Satisfaction; LINT: Leave Intention

Table 7. Descriptive statistics, correlations, and square root of AVE (US)

Variables	Mean	M2	M3	M4	K-S	VIF	R²	ТЕСН	MANG	AUTO	ORGS	CHAL	LIFE	IDEN	CREA	VARI	SER	ENTE	GEO	LEAR	GuXi	Sf	LINT
тесн	3.88	0.70	-0.62	0.46	0.22	1.57	0.02	0.77															
MANG	3.65	0.93	-0.36	-0.55	0.13	1.77	0.05	0.25	0.88														
AUTO	3.69	0.81	-0.37	-0.17	0.16	1.26	00:00	0.19	0.07	0.79													
ORGS	3.84	0.73	-0.74	1.17	0.15	1.62	0.11	0.49	0.33	0.11	0.79												
CHAL	3.45	0.95	-0.65	0.24	0.13	1.64	0.08	0.21	0.38	0.11	0.22	0.79											
LIFE	3.88	0.86	-0.64	0.26	0.13	1.55	0.02	0:30	0.24	0.31	0.31	0.17	0.85										
IDEN	3.39	1.03	-0.56	-0.16	0.15	1.46	0.12	0.26	0.36	0.08	0.34	0.47	0.18	0.89									
CREA	3.88	0.81	-0.55	0.05	0.18	1.84	0.04	0.37	0.31	0.18	0.39	0.38	0.48	0.27	0.83								
VARI	3.74	0.81	-0.33	-0.37	0.17	1.61	80.0	0.34	0.19	0.18	0.31	0.34	0.34	0.17	0.48	0.83							
SER	3.80	0.81	-0.49	0.02	0.15	1.83	60:0	0.34	0.38	0.29	0.27	0.18	0.35	0.18	0.37	0.37	0.84						
ENTE	3.62	0.92	-0.54	0.04	0.15	1.62	0.03	0.29	0.47	0.26	0.15	0.21	0.32	0.23	0.33	0.30	0.38	0.86					
GEO	3.17	1.06	-0.18	-0.65	60:0	1.22	0.02	0.21	0.05	0.22	0.10	0.19	80.0	0.14	-0.04	0.10	60:0	-0.07	0.81				
LEAR	3.99	0.75	-0.37	-0.42	0.15	1.67	0.10	0.23	0.08	0.17	0.24	0.20	0.39	0.14	0.37	0.43	0.51	0.18	0.00	0.87			
GuXi	3.45	0.94	-0.38	0.00	0.16	NA	NA	0.34	0.23	0.04	0.33	0.28	0.13	0.35	0.19	0.28	0:30	0.16	0.14	0.31	0.85		
JS	3.69	0.91	-0.29	-0.32	0.13	NA	0.25	0.28	0.19	0.15	0.18	0.12	0.40	0.16	0.25	0.36	0.27	0.16	0.10	0.23	09'0	0.91	
LINT	2.83	1.01	0.02	-0.22	0.11	NA	0.19	-0.02	-0.04	0.05	-0.04	0.07	-0.11	0.14	-0.14	-0.14	-0.01	0.05	90:0	-0.11	-0.21	-0.43	0.83

M2: Standard deviation; M3: Skewness; M4: Kurtosis; K-S: Kolmogorov-Smirnov statistic with Lilliefors significance correlation (all p < .05)

VIF: Variance Inflation Factor (Dependent Variable: Job Satisfaction)

TECH: Technical; MANG: Management; AUTO: Autonomy; ORGS: Organizational Stability; CHAL: Challenge; LIFE: Lifestyle; IDEN: Identity; CREA: Creativity; VARI: Variety; SER: Service; ENTE: Entrepreneur; GEO: Geography; LEAR: Learning; GuXi: GuanXi; JS: Job Satisfaction; LINT: Leave Intention

In this paper, we assessed that the PLS is considered an appropriate analytical tool because of its ability to validate multiple causal relationships simultaneously. We used the SmartPLS 3 with bootstrapping as a resampling technique (5000 random samples) to estimate the structural model and the significance of the paths (t-value) (Chin et al., 2003).

Figure 1 represents the structural model that has been examined and describes the relationships or paths among the theoretical constructs. For each construct in this Figure, there is a related measurement model, which links the construct in the diagram to a set of items. Thus, the PLS recognizes two components of model building: the measurement model and the structural model.

The researcher has to first assess the measurement model, and then test for significant consistency in the relationship between the constructs and measuring items. The convergent and discriminant validity (Tables 3a~3e) indicates that the instrument can be used to test the proposed model in this research. The structural model assesses the explanatory power of the independent variables, and examines the size and significance of the path coefficients. Together, the measurement and structural models form a network of measures and constructs (Fornell, 1982; Fornell & Larcker, 1981).

Next, the path significance in the research model is evaluated, while the variance will be explained (R<sup>2</sup> value) by each examined path. To examine the specific hypotheses, we first assessed the t-statistics for the path coefficients and calculated the p-values based on a 2-tailed test with a significance level of 0.001~0.1. The significance and the relative strength of the specified individual paths are also evaluated, as summarized in Table 8. Finally, Tables 3-7 show that each VIF is lower than three for both the independent variables. Therefore, it is suggested that there is no collinearity problem.

## 5. RESULT AND DISCUSSION

#### 5.1. Career Anchors to Job Satisfaction

#### 5.1.1. IT/IS Personnel in PRC

The service  $(H_{2j})$ , geographic security  $(H_{2l})$ , and learning motivation  $(H_{2m})$  anchors have a significantly positive effect on job satisfaction of the IT/IS personnel. Firstly, due to the rapid development of the IT, there has been an unprecedented change for the IT/IS personnel, therefore, for sustaining their competence, they have to keep learning (learning motivation,  $H_{2m}$ ) the new and different types of information, technical knowledge, and the IT industry is extremely competent in the PRC. Secondly, service  $(H_{2j})$  is very important due to the effort of the IT/IS personnel as it can provide achievement, as well as improving their self-confidence. Thirdly, because the IT industry has the potential for development in some metropolitan areas in the PRC, thus, geographic security  $(H_{2l})$  for the IT/IS personnel is also a major factor to influence their job satisfaction, hence, they have many more opportunities to learn state-of-the-art IT knowledge in these metropolitan areas. In light of the fact that management should provide enough of these three anchors to satisfy their IT/IS personnel's need for improving their job satisfaction in the PRC.

#### 5.1.2 IT/IS Personnel in Taiwan

The two anchors of technical competence  $(H_{2a})$ , and geographic security  $(H_{2l})$ , have a significantly positive effect on job satisfaction of the IT/IS personnel. Firstly, due to technical competence  $(H_{2a})$  being the basic ability for the IT/IS personnel, thus, this anchor is very significant for them. Secondly, the job opportunities in the IT industry are more popular in the north of Taiwan, thus, geographic security  $(H_{2l})$  is also a critical factor to influence the IT/IS personnel's job satisfaction. This means that the management should provide enough of these two anchors to satisfy their need to improve their job satisfaction in Taiwan.

#### 5.1.3 IT/IS Personnel in India

Challenge  $(H_{2e})$ , creativity  $(H_{2h})$ , and geographic security  $(H_{2l})$ , are three anchors that have a significantly positive effect on job satisfaction of the IT/IS personnel. The finding is consistent with the result of Kannabiran et al., (2016). Firstly, due to the IT industry in India being famous worldwide, due to it being very competent; thus, the ability of take challenge  $(H_{2e})$ , and creative new ideas (creativity,  $H_{2h}$ ) is quite important for the IT/IS personnel. Secondly, because the IT industry has the potential for development in some metropolitan areas in India as well as the PRC, thus, geographic security  $(H_{2l})$  for the IT/IS personnel is also a major factor to influence their job satisfaction. For this reason, management should provide enough of these three anchors to satisfy the IT/IS personnel's need for improving their job satisfaction in India.

# 5.1.4 IT/IS Personnel in UAE Society

Only the learning motivation ( $H_{2m}$ ) anchor has a significantly positive effect on the job satisfaction of the IT/IS personnel in the UAE society. Firstly, of course, because of the rapid development of the information technical knowledge, they have to be updated all the time, for sustaining the competence of the IT/IS personnel, as they have to keep learning (learning motivation,  $H_{2m}$ ) the new and different types of IT knowledge. This means that management should provide enough of this anchor to satisfy the IT/IS personnel's need for improving their job satisfaction in the UAE.

#### 5.1.5. IT/IS Personnel in USA

Lifestyle  $(H_{2f})$ , and variety  $(H_{2i})$  are two anchors that have a significantly positive effect on the job satisfaction of the IT/IS personnel. Firstly, the US has always emphasized the balance between the job and family life (lifestyle,  $H_{2f}$ ), as this is very important to the IT/IS personnel in the US. Secondly, desire to work on a number of different tasks (variety,  $H_{2i}$ ) is also a critical factor to influence job satisfaction for them. This means that the management should provide enough of these two anchors to satisfy their need for improving their job satisfaction in the US.

In sum, service  $(H_{2j})$  in the PRC, technical competence  $(H_{2a})$  in Taiwan, challenge  $(H_{2e})$  and creativity  $(H_{2h})$  in India, lifestyle  $(H_{2r})$  and variety  $(H_{2i})$  in the US, are the six anchors that have a significantly positive effect on the IT/IS personnel's job satisfaction. Therefore, management should provide these six anchors based on different and appropriate cultural areas; then they can achieve the goal to increase their job satisfaction. Meanwhile, the learning motivation  $(H_{2b})$  anchor has a significantly positive effect on the IT/IS personnel's job satisfaction in the PRC and the UAE. For this reason, management can provide this anchor to the IT/IS personnel in these two societies much more than to other societies. Finally, the geographic security  $(H_{2l})$  anchor also has a significant effect on the IT/IS personnel's job satisfaction in the PRC, Taiwan, and India. According to these three areas belonging to Eastern societies, and their IT industry development in some cities; hence, management should provide this anchor to the IT/IS personnel, and then they can achieve the goal of retention to qualify as IT/IS personnel.

All the above findings are consistent with the conception of Agarwal and Ferratt (2000), Chang (2010), Hsu et al. (2003), Jiang et al. (2018), Wynne et al. (2002), in that career anchors should be an antecedent variable of job satisfaction. The result of this study exhibits that only a few career anchors have an effect on the IT/IS personnel's job satisfaction in each society; thus, they partially supported the  $H_{2a-2m}$ . Meanwhile, career anchors have had different effects on the IT/IS personnel's job satisfaction in different cultural societies. Final, Comparison the results of the H2a~ H2m as shown in Table 9.

#### 5.2. Guanxi Culture to Career Anchors

#### 5.2.1. IT/IS Personnel in PRC

Guanxi culture has had a significant effect on all 12 anchors of the IT/IS personnel in the PRC, except managerial competence  $(H_{3b})$  The results could be due to: (1) people living in good guanxi societies

Table 8. The results of the hypothesis test

Humodh	P	RC	Taiv	wan	Ind	lia	UA	AE	U	s
Hypotheses	β	t Value	β	t Value	β	t Value	β	t Value	β	t Value
H <sub>1</sub> : Job Satisfaction -> Turnover Intention	-0.65***	13.61***	-0.63***	9.25***	-0.38***	5.33***	-0.46***	6.14***	-0.43***	5.18***
H <sub>2a</sub> : Technical Competence -> Job Satisfaction	0.01	0.14	0.46***	3.82***	0.07	0.95	0.02	013	0.14	1.33
H <sub>2b</sub> : Managerial Competence -> Job Satisfaction	-0.05	0.71	0.01	0.05	-0.01	0.13	-0.12	0.87	0.11	0.87
H <sub>2c</sub> : Autonomy -> Job Satisfaction	-0.05	0.73	-0.19	1.57	-0.12	1.60	0.07	0.66	0.001	0.01
H <sub>2d</sub> : Organizational Stability -> Job Satisfaction	-0.04	0.45	0.04	0.29	0.03	0.36	-0.01	0.11	-0.09	0.75
H <sub>2e</sub> : Challenge -> Job Satisfaction	0.14	1.78	-0.11	0.64	0.16*	2.01*	-0.05	0.43	-0.09	0.56
H <sub>2i</sub> : Lifestyle -> Job Satisfaction	0.03	0.31	0.003	0.02	0.10	1.10	0.05	0.40	0.31*	2.46*
H <sub>2g</sub> : Identity -> Job Satisfaction	0.14	1.47	-0.13	1.50	-0.13	1.56	0.08	0.62	0.08	0.64
H <sub>2h</sub> : Creativity -> Job Satisfaction	0.08	0.83	-0.16	1.15	0.22*	2.35*	0.01	0.07	-0.05	0.35
H <sub>2i</sub> : Variety -> Job Satisfaction	-0.004	0.05	0.17	1.08	-0.02	0.20	0.14	1.13	0.27*	2.23*
H <sub>2j</sub> : Service -> Job Satisfaction	0.18*	2.15*	0.04	0.31	0.14	1.48	-0.09	0.67	0.06	0.48
H <sub>2k</sub> : Entrepreneurship -> Job Satisfaction	0.05	0.79	0.06	0.57	0.05	0.61	0.08	0.73	-0.10	0.86
H <sub>21</sub> : Geographical Security -> Job Satisfaction	0.20*	2.35*	0.28*	2.22*	0.14*	1.99*	-0.07	0.52	0.02	014
H <sub>2m</sub> : Learning Motivation -> Job Satisfaction	0.17*	2.15*	0.11	0.96	0.10	1.28	0.23*	1.97*	-0.02	0.13
H <sub>3a</sub> : Guanxi Culture -> Technical Competence	0.36***	5.32***	0.40***	4.65***	0.23**	2.80**	0.13	1.25	0.34***	4.16***
H <sub>3b</sub> : Guanxi Culture -> Managerial Competence	0.13	1.95	0.19	1.59	0.19*	2.38*	0.08	0.94	0.23*	2.49*
H <sub>3e</sub> : Guanxi Culture -> Autonomy	0.20**	2.84**	0.35***	4.16***	0.18*	2.55*	0.10	0.91	0.04)	0.32
H <sub>3d</sub> : Guanxi Culture -> Organizational Stability	0.24**	3.11**	0.33***	4.17***	0.16	1.77	-0.05	0.39	0.33***	3.65***
H <sub>3e</sub> : Guanxi Culture -> Challenge	0.29***	3.90***	0.25*	2.44*	0.29***	3.44***	0.22*	2.43*	0.28**	2.83**
H <sub>3t</sub> : Guanxi Culture -> Lifestyle	0.27***	3.77***	0.49***	6.76***	0.20**	2.80**	0.18	1.76	0.13	1.15
H <sub>3g</sub> : Guanxi Culture -> Identity	0.40***	5.99***	0.18	1.50	0.11	1.22	0.22*	2.45*	0.35***	4.44***
H <sub>3h</sub> : Guanxi Culture -> Creativity	0.25**	3.19**	0.23*	2.28*	0.31***	3.96***	0.21*	2.51*	0.19	1.83
H <sub>3i</sub> : Guanxi Culture -> Variety	0.29***	4.43***	0.32**	3.14**	0.28***	3.57***	0.19*	1.96*	0.28**	3.22**
H <sub>3j</sub> : Guanxi Culture -> Service	0.38***	5.47***	0.46***	5.80***	0.28***	4.18***	0.06	0.52	0.30**	2.89**
H <sub>3k</sub> : Guanxi Culture -> Entrepreneurship	0.21**	2.96**	0.20	1.30	0.14*	2.04*	0.20*	2.12*	0.16	1.50
H <sub>31</sub> : Guanxi Culture -> Geographical Security	0.28**	3.16**	0.42***	4.46***	0.22**	2.68**	-0.16	1.49	0.14	1.02
H <sub>3m</sub> : Guanxi Culture -> Learning Motivation	0.40***	5.73***	0.42***	5.51***	0.10	1.07	0.14	1.49	0.31**	3.27**

<sup>\*\*\*:</sup> p < 0.001(t > 3.29); \*\*: p < 0.01(t > 2.58); \*: p < 0.05(t > 1.96)

PLS-Bootstrap method was applied and bootstrap 5000 samples for parameters estimation.

All values in table are presented by standardized regression coefficient.

Table 9. Comparison the results of the  $\rm H_{2a} \sim \rm H_{2m}$ 

Hypotheses	PRC	Taiwan	India	UAE	US
H <sub>2a</sub> : Technical Competence -> Job Satisfaction		Technical competence being the basic ability for IT/IS personnel in Taiwan			
H <sub>2b</sub> : Managerial Competence -> Job Satisfaction					
H <sub>2c</sub> : Autonomy -> Job Satisfaction					
H <sub>2d</sub> : Organizational Stability -> Job Satisfaction					
H <sub>2c</sub> : Challenge -> Job Satisfaction			The IT industry in India being famous worldwide; thus, the ability of take challenge is critical for IT/IS personnel		
H <sub>2r</sub> : Lifestyle -> Job Satisfaction					The US has always emphasized the balance of the job and family life, and it is very important to the IT/IS personnel in the US
H <sub>2g</sub> : Identity -> Job Satisfaction					
H <sub>2h</sub> : Creativity -> Job Satisfaction			The IT industry in India being famous worldwide; thus, the ability of creative new ideas is critical for IT/IS personnel in India		
H <sub>2</sub> : Variety -> Job Satisfaction					Desire to work on a number of different tasks is critical for IT/IS personnel in the US
H <sub>2j</sub> : Service -> Job Satisfaction	Service for IT/IS personnel, due to it can improve their self-confidence				
H <sub>2k</sub> : Entrepreneurship -> Job Satisfaction					
H <sub>21</sub> : Geographical Security -> Job Satisfaction	IT industry has the potential for development in some metropolitan areas in the PRC, thus, geographic security for IT/IS personnel is a critical factor	The job opportunities in the IT industry are more popular in the north of Taiwan, thus, geographic security is a critical factor for IT/IS personnel	IT industry has the potential for development in some metropolitan areas in India, thus, geographic security for IT/IS personnel is a critical factor		
H <sub>2m</sub> : Learning Motivation -> Job Satisfaction	IT industry is extremely competent in the PRC, IT/IS personnel have to keep learning the new and different types of information, technical knowledge			IT/IS personnel have to be updated their IT knowledge, for sustaining their competence	

(the PRC and India) have to honor their family, thus, they will try their best to improve their ability (technical competence,  $H_{3a}$ ; learning motivation,  $H_{3m}$ ) and take risks (challenge,  $H_{3e}$ , creativity,  $H_{3h}$ ; variety,  $H_{3i}$ ); moreover, if they have good *guanxi* in their organization, be a boss (entrepreneurship,  $H_{3k}$ ), they can arrange their time more easily (autonomy,  $H_{3e}$ ); hence, their family will be very proud of their success. Meanwhile, maintaining good *guanxi* in an organization can help their work for a company which is famous, stable, and close to home (organizational stability,  $H_{3d}$ ; identity,  $H_{3g}$ ; geographical security,  $H_{3l}$ ), to balance their work and family (lifestyle,  $H_{3f}$ ). For this reason, not only can they take care of their family, but they can also honor their family. (2) Due to building good *guanxi* with others can be "helping and serving others is the foundation of happiness" ( $H_{3j}$ ), and this is the most important adage children are taught within a Chinese cultural society, otherwise, they will not be respected by others in this society. For this reason, if the IT/IS personnel in the PRC have good *guanxi* in their organization it will improve their service ability.

According to the above discussion, the IT/IS Personnel in Chinese society who maintain good *guanxi* in their organization will be useful to influence almost all of the 12 types of career anchors, and it may well be a possible way to improve their job satisfaction indirectly.

## 5.2.2. IT/IS Personnel in Taiwan

*Guanxi* culture has had a significant effect on technical competence  $(H_{3a})$ , autonomy  $(H_{3c})$ , organizational stability  $(H_{3d})$ , challenge  $(H_{3e})$ , lifestyle  $(H_{3f})$ , creativity  $(H_{3h})$ , variety  $(H_{3i})$ , service  $(H_{3j})$ , geographical security  $(H_{3l})$ , and learning motivation  $(H_{3m})$ , being the 10 anchors of the IT/IS personnel in Taiwan. It has similar reasons with the PRC according to both of them having inherited the same Chinese culture.

However, due to there being only a few chances of promotion to an IT/IS manager's position (managerial competence,  $H_{3b}$ ) in Taiwan, even if the IT/IS personnel has good *guanxi* with others, it is still very difficult to have an opportunity for promotion. Meanwhile, most of the companies are small- to middle-sized enterprises, and it is hard to gain a good reputation from most people, thus, even if the IT/IS personnel have good *guanxi* with others it will be no use for their identity ( $H_{3g}$ ). Moreover, the risk is too high and cannot guarantee success to create a new business for the IT/IS personnel (entrepreneurship,  $H_{3k}$ ); thus, even if they have good *guanxi* with others it is still useless for this anchor. For this reason, managerial competence ( $H_{3b}$ ), identity ( $H_{3g}$ ), and entrepreneurship ( $H_{3k}$ ) of the IT/IS personnel in Taiwan will not be significantly influenced by *guanxi*.

#### 5.2.3. IT/IS Personnel in India

Guanxi culture has had a significant effect on technical competence  $(H_{3a})$ , managerial competence  $(H_{b})$ , autonomy  $(H_{3c})$ , challenge  $(H_{3e})$ , lifestyle  $(H_{3f})$ , creativity  $(H_{3h})$ , variety  $(H_{3i})$ , service  $(H_{3j})$ , entrepreneurship  $(H_{3k})$ , and geographical security  $(H_{3i})$ , being the 10 anchors of the IT/IS personnel in India. It has similar reasons as with the PRC and Taiwan, suggesting similarity among these three societies. However, the managerial competence  $(H_{b})$  is only significant in India, the PRC, and Taiwan; according to the IT industry in India being famous worldwide, there are many opportunities to be promoted to a managerial position for the IT/IS personnel.

However, as the IT industry is very dynamic in India, thus, even if the IT/IS personnel have good *guanxi* in the organization, organizational stability  $(H_{3d})$ , good reputation of organization (identity,  $H_{3g}$ ), are not critical to them. Meanwhile, learning motivation  $(H_{3m})$  is based on the IT/IS's personal cognition to pursue new knowledge behavior, and *guanxi* is not so relevant as to effect their learning motivation anchor in Indian society.

According to the above discussion, the IT/IS personnel in India who maintain good *guanxi* in their organization will be useful to influence almost 10 types of career anchors, and may well be a possible way to improve their job satisfaction indirectly.

## 5.2.4. IT/IS Personnel in UAE Society

Challenge ( $H_{3e}$ ), identity ( $H_{3g}$ ), and creativity ( $H_{3h}$ ), variety ( $H_{3i}$ ), and entrepreneurship ( $H_{3k}$ ) are the five anchors of the IT/IS personnel that have been significantly and positively influenced by *Guanxi* culture. However, technical competence ( $H_{3a}$ ), managerial competence ( $H_{3b}$ ), autonomy ( $H_{3c}$ ), organizational stability ( $H_{3d}$ ), lifestyle ( $H_{3f}$ ), service ( $H_{3j}$ ), geographical security ( $H_{3l}$ ), and learning motivation ( $H_{3m}$ ) are the eight anchors of the IT/IS personnel that have not been significantly influenced by the *guanxi* culture.

Firstly, due to the IT industry in the UAE that remains in the early stage, as this pushes the IT/IS personnel to prefer trying something new and taking risks to do their job (challenge,  $H_{3e}$ ; creativity,  $H_{3h}$ ), thus, maintaining good *guanxi* with others will enhance these two anchors' ability. In addition, according to the resource allocator that always considers the relationship with the petitioner before distributing the resource, which means that the IT personnel always behave as the consequence of consideration of their relationships with others; therefore, cultivating and maintaining *guanxi* is more important and relevant for conducting various tasks  $(H_{3i})$  and entrepreneurship  $(H_{3k})$ . In contrast, being in a stable location of an organization (organizational stability,  $H_{3d}$ ; geographical security,  $H_{3l}$ ) for the IT/IS personnel is not so relevant to *guanxi* culture in this study.

Secondly, the balance of work and family (lifestyle,  $H_{3f}$ ), to keep learning new IT knowledge (technical competence,  $H_{3a}$ ; learning motivation,  $H_{3m}$ ), being promoted to a manager's position (managerial competence,  $H_{3b}$ ), and helping others (service,  $H_{3j}$ ) will not be influenced by the *guanxi* culture accordingly if the IT/IS personnel in the UAE do not have motivation to pursue new IT knowledge, lifestyle, higher position in the organization, and helping others; thus, even good *guanxi* is useless for these five anchors.

Thirdly, building *guanxi* with others will help the IT/IS personnel in the UAE to work for a reputable company (identity,  $H_{3g}$ ) to honor the IT/IS personnel's family to maintain their close family relationship. For this reason, the autonomy ( $H_{3c}$ ) will not be so important and will not be influenced by the *guanxi* culture.

## 5.2.5. IT/IS Personnel in USA

Guanxi culture has a significant effect on the technical competence  $(H_{3a})$ , managerial competence  $(H_{3n})$ , organizational stability  $(H_{3d})$ , challenge  $(H_{3e})$ , identity  $(H_{3g})$ , variety  $(H_{3i})$ , service  $(H_{3j})$ , and learning motivation  $(H_{3m})$  being the eight anchors of the IT/IS personnel in the US.

Firstly, due to the IT/IS personnel preferring to take risks (challenge,  $H_{3e}$ ; variety,  $H_{3i}$ ), trying their best to improve their ability (technical competence,  $H_{3a}$ ; learning motivation ( $H_{3m}$ ), and having the ambition to be promoted to a higher position in the workplace (managerial competence,  $H_{3b}$ ). Meanwhile, working for a company which is famous, and stable (organizational stability,  $H_{3d}$ ; identity,  $H_{3g}$ ), and helping to serve others (service,  $H_{3j}$ ) can also enhance their reputation in the IT/IS domain; all of the above can emphasize their ability to achieve their ambition. For this reason, maintaining good *guanxi* with others will help them to achieve these anchors.

Secondly, because building good *guanxi* with others is useless to help the IT/IS personnel in the US to arrange their time more easily (autonomy,  $H_{3c}$ ), and to balance their work and family (lifestyle,  $H_{3f}$ ). In addition, creating (creativity,  $H_{3h}$ ) a new business (entrepreneurship,  $H_{3k}$ ) for them is too risky, and a workplace close to home (geographical security,  $H_{3l}$ ) is not important for them, hence, maintaining good *guanxi* with others is also useless to influence these two anchors.

In light of above discussion, the result of this study clearly states that *guanxi*, indeed, has an effect on most of the career anchors of the IT/IS personnel in five different cultural areas; thus, partially supporting the H<sub>3a-3m</sub>. This result is consistent with the conception of Arnold et al. (2017), Chang (2012), Costigan et al. (2018), Fei (2017), Huang and Aaltio (2014), Joseph et al. (2007), and Kim (2005), that *guanxi* should be a critical factor that impacts on career anchors. Meanwhile, *guanxi* has an effect on most of the career anchors of the IT/IS personnel in the PRC, Taiwan, and India. This could be due to these three areas belonging to Eastern societies, and *guanxi* has a similar effect on the

career anchors of the IT/IS personnel. In light of this, the *guanxi* culture, indeed, has had a different effect on the career anchors of the IT/IS personnel in different cultural societies. Final, Comparison the results of the H3a~ H3m as shown in Table 10.

#### 5.3. Turnover Intention

Job satisfaction has a significantly negative effect on the IT/IS personnel's turnover intention in the PRC, Taiwan, India, the UAE, and the US. Our finding is consistent with the conception of Chan and Mai (2015), El-Masri et al. (2018), Guan et al. (2014), Jiang et al. (2018), Kang et al. (2015), Laschinger (2012), and Nauta et al. (2009); hence, supporting  $H_1$ .

However, the variances explanatory power (R<sup>2</sup>) of the turnover intention has only 0.1 in India, 0.2 in the UAE, and 0.1 in the US, lower than 0.42 in the PRC, and 0.30 in Taiwan; thus, the results, indeed, have had a different effect on their turnover intention in different cultural societies. This indicates that the job satisfaction of the IT/IS personnel in the PRC, and Taiwan, has a higher level and is a critical factor to influence the turnover intention more than in India, the UAE, and the US. It could be due to the IT industry being very popular in the PRC (Cao, 2015; Jon, 2015; Zhu, 2016), which can attract both the PRC and Taiwan's IT/IS personnel into the PRC market. For this reason, these two areas have a number of IT job opportunities to choose from; therefore, the job satisfaction is a very critical factor to impact their turnover intention.

Moreover, although India, the UAE, and the US have the lower R<sup>2</sup>, this does not mean that the job satisfaction is less important/critical accordingly, and indeed, has made a significant impact on the turnover intention of the IT/IS personnel. Simply stated, if management expects retention to qualify of the IT/IS personnel, satisfying their job satisfaction is a possible way, especially in the PRC and Taiwan; but the result shows that job satisfaction is not the only way to influence their turnover intention.

#### 6. CONTRIBUTIONS

Of the most immense importance to an organization are its human resources, which include the employees' capacity to contribute to the company, staff training provided by the company, and implicit agreement, which may be characterized as aids/enhancements to human resources (Chang, 2010).

## 6.1. For Academic

Firstly, only a few career anchors of the IT/IS personnel have significant influence on their job satisfaction in all five different cultural societies, and job satisfaction has been influenced by different anchors in each society. The result has exhibited that each anchor for the IT/IS personnel have different meanings in different cultural societies.

Secondly, turnover intention of the IT/IS personnel has a significantly negative influence on job satisfaction in all five different cultural societies; and the variances explanatory power (R²) of the turnover intention from job satisfaction in the PRC and Taiwan are higher than India, the UAE, and the US. In light of this, the result should serve as a reminder to researchers that job satisfaction is a critical factor for the turnover intention of the IT/IS personnel in Chinese cultural society. This finding is quite important according to there being no scholars that have had the same result until now.

In addition, *guanxi* has a significant influence on many career anchors of the IT/IS personnel in five different cultural societies. It shows that *guanxi* is meaningful for their career anchors, and the result has proven the argument of Hwang (2015) that *guanxi* can be used to analyze interpersonal interactions in any culture. Therefore, the result of this study signifies that *guanxi* can be added in the Career Anchor Theory due to it being significant as an independent variable to impact on career anchors in five different cultural societies; and this is a critical contribution of this study.

Table 10. Comparison the results of the  $\rm H_{3a}{\sim} \rm H_{3m}$ 

Hypotheses	PRC	Taiwan	India	UAE	US
H <sub>3a</sub> : <i>Guanxi</i> Culture -> Technical Competence	Honor their family			Not be influenced by guanxi culture	Maintaining good guanxi with others will help them to achieve this anchor
H <sub>36</sub> : Guanxi Culture -> Managerial Competence	Guanxi is not so critical as to have an effect on their managerial competence	Few chances of promotion to an IT/IS manager's positionin Taiwan	IT industry is famous in the world and there are many opportunities to promote to a manager position for IT/IS personnel	Not be influenced by guanxi culture	Maintaining good guanxi with others will help them to achieve this anchor
H <sub>3c</sub> : <i>Guanxi</i> Culture -> Autonomy	Arrange time more ea	sily to cultivating guanxi		Not be influenced by gu	anxi culture
H <sub>3d</sub> : <i>Guanxi</i> Culture -> Organizational Stability	Good guanxi can help company	their work for a stable	IT industry is very dynamic in India	Being in a stable organization for IT/ IS personnel is not so relevant to <i>guanxi</i> culture	Maintaining good guanxi with others will help them to achieve this anchor
H <sub>3e</sub> : Guanxi Culture -> Challenge	Honor their family			IT industry in the UAE that remains in the early stage	Maintaining good guanxi with others will help them to achieve this anchor
H <sub>3f</sub> : Guanxi Culture -> Lifestyle	Good guanxi can help	balance their work and fa	mily	Not be influenced by gu	anxi culture
H <sub>3g</sub> : Guanxi Culture -> Identity	Good guanxi can help their work for a famous company	Most of companies are small-to-middle -sized enterprises, if IT/IS personnel have good guanxi with others will be no use for their identity	IT industry is very dynamic in India	Good guanxi can help their work for a famous company	Maintaining good guanxi with others will help them to achieve this anchor
H <sub>3h</sub> : <i>Guanxi</i> Culture -> Creativity	Honor their family			IT industry in the UAE that remains in the early stage	Maintaining good guanxi with others is also useless to this anchor
H <sub>3i</sub> : Guanxi Culture -> Variety	Honor their family			Maintaining good guanx them to achieve this and	
H <sub>3j</sub> : Guanxi Culture -> Service	good guanxi with other	ers can be "helping and seess"	rving others is the	Not be influenced by guanxi culture	Maintaining good guanxi with others will help them to achieve this anchor
H <sub>3k</sub> : Guanxi Culture -> Entrepreneurship	Family proud for their success	The risk is too high and cannot guarantee success to create a new business for the IT/IS personnel	Family proud for their success	Cultivating and maintaining guanxi is more important and relevant for conducting various tasks	Maintaining good guanxi with others is also useless to this anchor
H <sub>3i</sub> : Guanxi Culture -> Geographical Security	Good guanxi can help	their work for a company	which is close to home	being in a location of an organization for IT/IS personnel is not so relevant to guanxi culture	Maintaining good guanxi with others is also useless to this anchor
H <sub>3m</sub> : Guanxi Culture -> Learning Motivation	Honor their family		Guanxi is not so relevant as to effect their learning motivation anchor in India	Not be influenced by guanxi culture	Maintaining good guanxi with others will help them to achieve this anchor

#### 6.2. For Practice

Firstly, how to use job satisfaction to retain the valuable IT/IS personnel from different cultural societies is a challenge to management, and the result of this study provides an appropriate approach to organizations.

Secondly, according to *guanxi*, it significantly influences the career anchors of the IT/IS personnel in five different cultural societies, thus, management should use the *guanxi* culture to influence their anchors' cognition, as this will, in turn, be a good way to increase their job satisfaction. In addition, *guanxi* has a similar effect on the career anchors of the IT/IS personnel in the PRC, Taiwan, and India; as it could be due to them belonging to Eastern societies.

Finally, if management expects the retention of valuable IT/IS personnel, using *guanxi* as well as satisfying their job satisfaction will be a possible way, especially in the PRC, Taiwan, and India, Therefore, considering suitable and appropriate strategy to keep them will be necessary as well.

## 7. CONCLUSION

While career anchors have been mainly studied in the US; this study demonstrates the difference in career anchors rooted in five different cultural societies. By comparison between the IT/IS personnel from the PRC, Taiwan, India, the UAE, and the US, this study shows that the career anchors of the IT/ IS personnel have had a different effect on their job satisfaction in different cultural societies. Guanxi culture is an important factor to influence their career anchors, and has a different effectiveness. Given the mobility of the IT/IS personnel in the global job market, this research enriches our understanding about career anchors in different cultural contexts and provides important guidelines for human resource (HR) managers to attract, recruit, and treat IT/IS personnel. However, due to the R2 value of job satisfaction not being over 0.3 in India, the UAE, and the US, it means that, except for job satisfaction, there are other constructs that should be explored (e.g., professional identification, career stage) into theorization; and this is a limitation of this study. Meanwhile, as to why some career anchors in each society have no relationship with the *guanxi* culture cannot be clarified by this study, and it is also another limitation of this study. Therefore, it is necessary to adopt the qualitative research method to explore the reasons; and understand guanxi, as to whether it is a moderator between job satisfaction and turnover intention. By demonstrating significant differences in career anchors from different contexts, this research also implies the necessity to continue exploring the underlying reasons for such differences and contexts.

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#### **ENDNOTES**

- Career anchor: is a self-concept of a career that refers to the combination of an individual's needs, attitudes, values, and talents in the process of career development (Schein, 1978).
- Guanxi: literally means "relationships," and stands for any type of relationship. In the Chinese business world, however, it is also understood as the network of relationships among various parties that cooperate together and support one another. The Chinese businessmen's mentality is very much one of "You scratch my back, I'll scratch yours." In essence, this boils down to exchanging favors, which are expected to be done regularly and voluntarily. Therefore, it is an important concept to understand if one is to function effectively in Chinese society.

#### **APPENDIX: MEASUREMENT ITEMS**

#### **Technical Competence**

- TECH1. To build my career around some specific functional or technical area
- TECH2. Remaining in my specialized area as opposed to being promoted out of my area of expertise
- TECH3. Remaining in my area of expertise throughout my career
- TECH4. I will accept a management position only if it is in my area of expertise
- TECH5. I would rather leave my company than be promoted out of my area of expertise

## Managerial Competence

- MANG1. The process of supervising, influencing, leading, and controlling people at all levels
- MANG2. To be in charge of a whole organization
- MANG3. To rise to a high position in general management
- MANG4. I would like to reach a level of responsibility in an organization whereby I would supervise others in various business functions and my role would primarily be to integrate their efforts
- MANG5. I will feel successful in my career only if I become a high-level general manager in some organization

## Autonomy

- AUTO1. The chance to do things my own way and not to be constrained by the rules of an organization
- AUTO2. A career that is free from organization restrictions
- AUTO3. A career that permits a maximum amount of freedom and autonomy to choose my own work, hours, etc
- AUTO4. During my career I have been mainly concerned with my own sense of freedom and autonomy
- AUTO5. I do not want to be constrained by either an organization or the business world

# Organizational Stability

- ORGS1. An employer who will provide security through guaranteed work, benefits, a good retirement program, etc.
- ORGS2. An organization that will give me long-run stability
- ORGS3. I prefer to work for an organization that provides tenure (lifetime employment)

#### Challenge

- CHAL1. Working on problems that are almost insolvable
- CHAL2. Competing with and winning out over others
- CHAL3. The only real challenge in my career has been confronting and solving tough problems, no matter what area they were in
- CHAL4. Competition and winning are the most important and exciting parts of my career
- CHAL5. I feel successful only if I am constantly challenged by a tough problem or a competitive situation

## Lifestyle

- LIFE1. Developing a life cycle that balances my career and family needs
- LIFE2. Developing a career that permits me to continue to pursue my own life-style
- LIFE3. I have always tried to give equal weight to my family and to my career
- LIFE4. A career is worthwhile only if it enables to lead my life in my own way
- LIFE5. Choosing and maintaining a certain life-style is more important than is career success

## Identity

- IDEN1. I want others to identify me by my organization and my job title
- IDEN2. To be recognized by my title and status is important to me
- IDEN3. I like to be identified with a particular organization and the prestige that accompanies that organization
- IDEN4. It is important for me to be identified by my occupation
- IDEN5. Being identified with a powerful or prestigious employer is important to me

## Creativity

- CREA1. To be able to create or build something that is entirely my own product or idea
- CREA2. I have been motivated throughout my career by the number of products that I have been directly involved in creating
- CREA3. I would like to accumulate a personal fortune to prove to myself and others that I am competent

## Variety

- VARI1. An endless variety of challenges is what I really want from my career
- VARI2. A career that provides a maximum variety of types of assignments and work projects is important to me
- VARI3. I have been motivated throughout my career by using my talents in a variety of different areas of work
- VARI4. The excitement of participating in many areas of work has been the underlying motivation behind my career
- VARI5. A career that gives me a great deal of flexibility is Important to me

#### Service

- SER1. Using my skills to make the world a better place to live and work in
- SER2. Being able to use my skills and talents in the service of an important cause
- SER3. I have always sought a career in which I could be of service to others
- SER4. I want a career in which I can be committed and devoted to an important cause

#### Entrepreneurship

- ENTE1. Building a new business enterprise
- ENTE2. I am always on the lookout for ideas that would permit me to start and build my own enterprise
- ENTE3. Entrepreneurial activities are the central part of my career
- ENTE4. I have always wanted to start and build up a business of my own

## Geographic Security

- GEO1. Remaining in one geographical area rather that moving because of a promotion
- GEO2. It is more important for me to remain in my present geographical location than to receive a promotion or new job assignment in another location
- GEO3. I prefer to work for an organization that will permit me to remain in one geographical area

## Learning Motivation

- LEAR1. Whether company can provide good training programs and educational opportunities is a very important issue to me
- LEAR2. Whether I am able to learn new knowledge and skills from my current job is a very important issue to me
- LEAR3. The present job could provide any learning opportunity to me is important
- LEAR4. Whether company allows me to go to school for continue study is a very important issue to me

#### Guanxi

- GGX2. My colleagues and I frequently meet in activities such as dinner or social events
- GGX3. My colleagues often look after me in doing business
- GGX4. I do not forget my colleagues at festival events and always give them valuable gifts
- GGX5. My colleagues do not forget me either at festival events and always give me something valuable
- GGX6. I think that my colleagues and I are members of the same network
- GGX7. The relationship between my colleagues and me has lasted for a long time

#### Job Satisfaction

- JS1. Generally speaking, I feel satisfied with this job
- JS2. Overall, I feel satisfied with the kind of work I do in this job
- JS3. In general, I feel satisfied with my job

# Turnover Intention

- LINT1. I think a lot about leaving this organization
- LINT2. I am actively searching for an acceptable alternative to this organization
- LINT3. When I can, I will leave the organization

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