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A study on Gender wise Apparel buying behavior of Gen Z

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Abstract

The paper is an attempt to A study on Gender wise Apparel buying behavior .Gen Z is considered as the target group for the study as they are the consumers of this tech-dominated era. This study makes use of primary data collected through questionnaire from 417 respondents and SPSS software was used to analyze the result. Results show that that there is significant difference found in results of Levene's Test for Equality of Variances, when Equal variances assumed as well as Equal variances not assumed for gender wise impulse buying behavior of Gen Z, but there is no significant difference for gender wise impulse buying behavior of Gen Z when they go shopping with my family members. Paper considers only gender wise study can be treated as limitation of the study which opens doors for further scope of study. Education, income wise and other parameters can be studied by future researchers for Gen Z population.

Keywords: Gen Z, Gender, Apparel, behavior, Significant

Introduction

A marketplace for the exchange of products and services through the use of telecommunication and telecommunication-based technologies is known as e-commerce. E-commerce is one of the major industries that is now expanding rapidly. The intention and behaviour of customers who regularly make online purchases through ecommerce platforms based on connections to the Internet and global technology are being greatly impacted by the tremendous growth of the e-commerce business. Since e-commerce is based on internet technologies, consumers are able to perceive usefulness (PU), which is defined as "the extent to which a person believes that utilising a particular technology will enhance her/his job performance," with greater clarity. As a result, the effects of ecommerce on consumer behaviour are actually undeniable (Davis, 1989). Additionally, users of current, straightforward online apps report higher levels of ease of use, which is positively correlated with their intention to keep making purchases online (Chiu & Wang, 2008). Furthermore, consumers report having more favourable experiences while making purchases online because of the perceived enjoyment (PE) elements, which are also made possible by technology (Ha & Stoel, 2009). However, because network information hazards are always a major concern, the development of e-commerce also necessitates a far greater degree of security perceptions (PS) (Cha, 2011). To summarise, internet shopping offers a range of advantages to customers in terms of finding items, descriptions, and high-quality features without requiring them to invest excessive time or money (Išoraitė & Miniotienė, 2018). (Yang et al., 2018).

Consequently, it is possible to consider the aforementioned evidence as one of the key underlying factors that significantly affects the behaviour of online impulse buying (OIB). Numerous studies have examined the effects of e-commerce on online impulsive buying (OIB) behaviour, and they have found that some benefits, like convenience (Dawson & Kim, 2009), have a greater influence on online consumers than other factors, such as the lack of delivery efforts and social pressure (Verhagen & Dolen, 2011). Significantly, a study by Akram et al. (2017) demonstrated that hedonic motivation has a significant influence on consumers' decisions about impulse purchases made online. In order to enjoy themselves much more these days, a lot of users concentrate heavily on experiencing the experimental and upbeat style of OIB. As a result, according to OIB, consumers today really prefer to shop rather than acquire necessities (Beatty & Ferrell, 1998). In particular, the OIB behaviour is more common in members of Generation Z, who tend to be more focused on new changes, personalities, proclivities, and impulse buying (Priporas et al., 2017). Indeed, a number of academics have examined the relationship between OIB and Generation Z, and they have discovered a number of influencing elements, including demography and gender and cultural orientation (Chowdhury, 2020). In addition, the Stimulus-Organism-Response model was employed in Djafarova & Bowes's (2021) research, which effectively examined the OIB of young individuals who are currently making purchases on Instagram. In conclusion, scholars from all around the world have been quite interested in the topic of aimless online buying.

Literature review

Impulsive buying is defined as unplanned or non-essential purchasing behaviour (Muruganantham and Bhakat, 2013; Aragoncillo and Orus, 2018; Sen and Nayak, 2021). The transaction occurs instantaneously and without a thorough evaluation of the products and the implications of the purchase (Khachatryan et al., 2018; Lee et al., 2021; Bao and Yang, 2022).

Any "sudden and instant purchase with no pre-shopping plans to purchase the particular product category or to complete a specified purchasing job" is what Beatty and Ferrell (1998) define as impulsive buying. The term "impulse purchasing propensity" describes a person's tendency to make impulsive, hasty, and unconsidered purchases. Consumers may easily get information about products or services through the Internet, which has grown to be an indispensable aspect of daily life. Internet purchasing enables for more spontaneous purchases than traditional retail. In particular, social media's viability is a novel approach to significantly increase marketing efforts and could have a significant impact on consumer purchase decisions, such as impulse buying (Alalwan et al., 2017; Kapoor et al., 2018; Dwivedi et al., 2021).

It is crucial for business to comprehend how impulsive consumers make purchases. Sharma et al. (2010) contended that emotional states, impulsive actions, or a lack of cognitive control are the reasons why consumers shop online. Additionally, they claim that visually appealing items push consumers to act impulsively and purchase items without considering the financial or other implications of online buying. Few academics contend that consumers who purchase goods online are more impulsive than those who purchase goods in physical locations (Verhagen and Van Dolen, 2011; Park et al., 2012; Ozen and Engizek, 2014).

Online marketing stimuli, according to Wu et al. (2015), reduce risk aversion among first-time online shoppers and facilitate immediate purchases (Madhavaram and Laverie, 2004; Jeffrey and Hodge, 2007; Lo et al., 2016). Online commercials are typically avoided by Generation Z, and they regularly utilise ad-blocking software to do so. But Gen Z is far more impacted by various electronic word-of-mouth (eWOM) sources, like online evaluations and referrals from friends, family, and coworkers regarding a product or business (Alanko, 2018). In conclusion, Gen Z typically chooses to make online purchases mostly based on their individual preferences or the distinctive products. Their purchasing decisions are typically influenced more by the product's special peculiarity than by the brand name. More and more young consumers in particular are searching for shopping experiences that offer speed, convenience, diversity, and fun and enjoyment. Furthermore, brand value, transparency, and product authenticity all have an impact on Gen Z's online purchasing behaviour (Munsch, 2021).

The goal of Lina Y, Hou D, and Ali S (2022) was to identify the aspects of online convenience that affect generation Z customers' affective and cognitive attitudes as well as their propensity for impulsive online purchases. The impact of social media celebrity moderating the attitude-behavior gap is been studied.

In the context of the UK fashion sector, Elmira Djafarova and Tamar Bowes (2021) looked into the best kinds of Instagram marketing tools in relation to Generation Z's impulsive buying habits. The Stimulus-Organism-Response paradigm is used to the Instagram setting in this study. The results of this qualitative study, which drew from eight in-depth focus groups, indicate that gender disparities are noteworthy when it comes to Instagram impulse buying behaviour. For female participants, Instagram has a significant influence on impulsive purchases; for male participants, this was not the case. An updated Stimulus-Organism-Response model is presented to Instagram, with the conclusion that, among Generation Z females, ads, opinion leaders, and user-generated material serve as stimuli (S) in eliciting pleasant emotions (O), which in turn lead to impulse purchases (R).

A theoretical framework on the causes of flow experience and the connection between flow experience and impulsive purchasing behaviour was developed by Canh Chi Hoang and Bui Thanh Khoa in 2022. Data from 283 customers who had previously made a purchase on social media were empirically evaluated using the Partial Least Squares Structural model, which was based on the research model. The evidence indicates that each of the antecedent elements has a considerable impact on the flow experience, which in turn has a strong influence on impulse buying behaviour. This study suggested several managerial recommendations for social networking site retailers based on the research findings in an effort to improve Gen Z's flow experience and impulsive purchasing behaviour.

In order to use the quantitative methodology, Thanh Tien Nguyen and Thanh Trung Nguyen (2022) examined data from 333/390 valid questionnaires that were given to young people in Ho Chi Minh City. The findings then show that the element with the greatest influence is perceived enjoyment, followed by the factors with the second-highest influence being product presentation and positive comments, respectively. The study helped shed light on Generation Z's impulsive online purchasing habits, which is especially helpful for firms trying to better understand the behaviour of their younger clientele.

In 2020, Kaytaz Yiğit, M. investigated how Gen Z's online impulse buying behaviour was influenced by five hedonic reasons, browsing, scarcity, and serendipitous information. 204 questionnaires were gathered in order to test the created model, and multiple regression analysis was used to do so. This research has established the relationship between browsing and two hedonic incentives and online impulse buying behaviour in Generation Z. The findings offer significant new information about how interested companies might improve their strategies.

Research Methodology

Present study is empirical in nature. Data is collected from Gen Z and SPSS software is used to get the analytics. Mean Standard deviation and Levene's Test for Equality of Variances for Independent T test is used as statistical tools.

Null Hypothesis is taken for the study

 H_{01} : There is no significant difference in perception of male and female towards impulse buying behavior of Gen Z H_{02} : There is no significant difference in perception of male and female towards impulse buying behavior of Gen Z when they are with family and friends

 H_{02} : There is no significant difference in perception of male and female towards impulse buying behavior of Gen Z whether they have money or not

Data collected is as follows:

Table 1. Genuer Male-1, Felliale-2										
				Valid	Cumulative					
		Frequency	Percent	Percent	Percent					
Valid	1	351	84.2	84.2	84.2					
	2	66	15.8	15.8	100.0					
	Total	417	100.0	100.0						

Table 1:	Gender	Male=1.	Female=2
	Genaer		I UIIIdite I

Source: Prepared by authors

Table 1 shows data collected from Gen Z includes 351(84.2 percent) males and 66 (15.8 percent) females having total of 417 sample size

Table 2: Education, 1=Matric, 2= Doing UG, 3=Doing PG, 4=

	any other										
				Valid	Cumulative						
		Frequency	Percent	Percent	Percent						
Valid	1	95	22.8	22.8	22.8						
	2	249	59.7	59.7	82.5						
	3	10	2.4	2.4	84.9						
	4	63	15.1	15.1	100.0						
	Total	417	100.0	100.0							

Source: Prepared by authors

Table 2 shows 95922.8 percent) Gen Z respondents are Matric, 249(59.7 percent) are doing UG, 10(2.4 percent) are PG and 63(15.1 percent) have any other education.

Result and discussions

Following results are found on Gen Z perception using SPSS software.

Table 3: I purchase anywhere and anywhere without any
planning, if i see any appealing product or service. Yes=1,
No=2

		Fraguancy	Darcant	Valid Percent	Cumulative
Valid	1	290	69.5	69.5	69.5
	2	127	30.5	30.5	100.0
	Total	417	100.0	100.0	

Source: Prepared by authors

Table 3 shows 290(69.5 percent) Gen Z respondents have impulse buying behavior and 127(30.5 percent) do not purchase **anywhere and anywhere without any planning shows they do not have impulse buying behavior.**

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	1	153	36.7	36.7	36.7
	2	60	14.4	14.4	51.1
	3	116	27.8	27.8	78.9
	4	25	6.0	6.0	84.9
	5	63	15.1	15.1	100.0
	Total	417	100.0	100.0	

 Table 4 : To at what extent availability of money affects individual shopping intentions during impulse purchase.

On rate on Scale 1 to 5 (1 being Strongly Disagree to 5 being strongly agree, 153(36.7 percent) strongly disagree that money affects individual shopping intentions during impulse purchase, 60(14.4 percent) are indifferent that individual money affects shopping intentions during impulse purchase, 116(27.8 percent) are indifferent that individual money affects shopping intentions during impulse purchase. 25(6.0) agree that money affects individual shopping intentions during impulse purchase. 25(6.0) agree that money affects individual shopping intentions during impulse purchase, and 63(15.1 percent) strongly agree that money affects individual shopping intentions during impulse purchase,

Table 5: To at what extent presence of others (friends and family members)influence impulse buying behavior of consumer.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	1	69	16.5	16.5	16.5
	2	111	26.6	26.6	43.2
	3	96	23.0	23.0	66.2
	4	109	26.1	26.1	92.3
	5	32	7.7	7.7	100.0
	Total	417	100.0	100.0	

Source: Prepared by authors

Rate on Scale 1 to 5 (1 being strongly Disagree to 5 being strongly agree), 69 (16.5 percent) strongly disagree that presence of others (friends and family members) influence impulse buying behavior of Gen Z consumer respondents, 11(26.6 percent) disagree that presence of others (friends and family members) influence impulse buying behavior of Gen Z consumer respondents, 96(23 percent) are indifferent about presence of others (friends and family members) influence impulse buying behavior of Gen Z consumer respondents, 96(23 percent) are indifferent about presence of others (friends and family members) influence impulse buying behavior of Gen Z consumer respondents. But 109(26.1 percent) agree that presence of others (friends and family members) influence impulse buying behavior of Gen Z consumer respondents.

respondents and 32(7.7 percent) strongly agree that presence of others (friends and family members) influence impulse buying behavior of Gen Z consumer respondents.

Table 6: De	scriptive ab	out Gender	wise Impulse	buying	behavior	of Ge	n Z

				Std	Std. Error
Gender male=1. female=2		Ν	Mean	Deviation	Mean
To what extent do you agree or disagree with	1	351	2.19	.999	.053
each of the following statements?. Rate on a	2				
scale 1 to 5 (1 being Strongly Disagree to 5					
Strongly Agree) ["When I see new style of		65	1.31	.789	.098
apparel products, I buy it immediately "					
describes me.]					
To what extent do you agree or disagree with	1	351	2.18	1.196	.064
each of the following statements?. Rate on a	2				
scale 1 to 5 (1 being Strongly Disagree to 5			1 60	700	007
Strongly Agree) [When I go for apparel		66	1.68	.788	.097
snopping, I buy apparers that I had not intended					
To what extent do you agree or disagree with	1	251	2 18	1 066	057
each of the following statements? Rate on a	2	- 551	2.40	1.000	.037
scale 1 to 5 (1 being Strongly Disagree to 5	2				
Strongly Agree) [] can't suppress the desire of	K	66	1 97	1 176	145
wanting to buy new style of apparel		00	1.77	1.170	.145
spontaneously.]					
To what extent do you agree or disagree with	1	351	2.11	1.148	.061
each of the following statements?. Rate on a	2				
scale 1 to 5 (1 being Strongly Disagree to 5		66	2.24	1 292	170
Strongly Agree) [I often buy apparel products		00	2.24	1.582	.170
without thinking.]					
To at what extent availability of money affects	1	351	2.59	1.459	.078
individual shopping intentions during impulse	2				
purchase. Rate on Scale 1 to 5 (1 being Strongly					
Disagree to 5 being strongly agree) [] often		66	1.92	1.027	.126
control my feelings to buy clothing items					
Impulsively because of my limited budget.]	1	251	2.59	1.000	0(0
individual shopping intentions during impulse	1	351	2.58	1.296	.069
nurchase Rate on Scale 1 to 5 (1 being Strongly	2				
Disagree to 5 being strongly agree) [When I feel		66	2 12	1 404	173
financially comfortable. I tend to do more		00	2.42	1.404	.175
impulse purchases.]					
To at what extent availability of money affects	1	351	2.72	1.151	.061
individual shopping intentions during impulse	2				
purchase. Rate on Scale 1 to 5 (1 being Strongly	-				
Disagree to 5 being strongly agree) [I make		66	1.82	1.051	.129
apparel impulse purchases, When I feel I can					
afford to do so.]					
To at what extent availability of money affects	1	351	2.33	1.194	.064
individual shopping intentions during impulse	2				
purchase. Rate on Scale 1 to 5 (1 being Strongly		66	2.24	1.458	.179
Disagree to 5 being strongly agree) [When I have					

more money, I am more inclined to make					
impulse purchases.]					
To at what extent presence of others (friends and	1	351	2.92	1.150	.061
family members) influence impulse buying	2				
behavior of consumer. Rate on Scale 1 to 5 (1					
being Strongly Disagree to 5 being strongly		66	2.29	1.390	.171
agree) [I feel more excited to have companions					
in the shopping trip.]					
To at what extent presence of others (friends and	1	351	2.51	1.262	.067
family members) influence impulse buying	2				
behavior of consumer. Rate on Scale 1 to 5 (1					
being Strongly Disagree to 5 being strongly		66	1.45	.880	.108
agree) [When I am with my friend, I generally					
make more apparel impulse purchase]					
To at what extent presence of others (friends and	1	351	2.97	.913	.049
family members) influence impulse buying	2				
behavior of consumer. Rate on Scale 1 to 5 (1					
being Strongly Disagree to 5 being strongly		66	2.15	1.243	.153
agree) [Shopping with friends is more enjoyable					
than shopping alone.]					
To at what extent presence of others (friends and	1	351	2.22	1.337	.071
family members) influence impulse buying	2				
behavior of consumer. Rate on Scale 1 to 5 (1					
being Strongly Disagree to 5 being strongly		66	2.42	1.458	.179
agree) [I buy apparel impulsively, when I go					
shopping with my family member.]					

When I see new style of apparel products, I buy it immediately" describes me, 351 Male Gen Z consumers believe more for this statement (Mean=2.19, SD=.999 and SE=.999) than 65 Female Gen Z consumers (Mean=1.31, SD=.789 and SE=.098)

To at what extent presence of others (friends and family members) influence impulse buying behavior of consumer." describes me, 351 Male Gen Z consumers believe less for this statement (Mean=2.22, SD=1.337 and SE=.071) than 65 Female Gen Z consumers (Mean=2.42, SD=1.458 and SE=.179)

Table 7: Independent Samples Test about Gender wise Impulse buying behavior of Gender wise Impulse buying behavi

		Leve	ne's							
		Test	for							
		Equal	ity of							
Variances						t-tes	t for Equality	of Means		
									95	%
									Confi	dence
						Sig.			Interva	l of the
						(2-	Mean	Std. Error	Diffe	rence
		F	Sig.	t	df	tailed)	Difference	Difference	Lower	Upper
To what extent	Equal									
do you agree or	variances	12.08	0.00	6.71	414.00	0.00	0.88	0.13	0.62	1.13
disagree with	assumed									

each of the following statements?. Rate on a scale 1 to 5 (1 being Strongly Disagree to 5 Strongly Agree) ["When I see new style of apparel products, I buy it immediately " describes me.]	Equal variances not assumed			7.87	105.89	0.00	0.88	0.11	0.66	1.10
To what extent do you agree or disagree with	Equal variances assumed	42.53	0.00	3.27	415.00	0.00	0.50	0.15	0.20	0.80
each of the following statements?. Rate on a scale 1 to 5 (1 being Strongly Disagree to 5 Strongly Agree) [When I go for apparel shopping, I buy apparels that I had not intended to	Equal variances not assumed			4.31	129.04	0.00	0.50	0.12	0.27	0.73
To what extent do you agree or disagree with	Equal variances assumed	1.90	0.17	3 <mark>.48</mark>	415.00	0.00	0.51	0.15	0.22	0.79
each of the following statements?. Rate on a scale 1 to 5 (1 being Strongly Disagree to 5 Strongly Agree) [I can't suppress the desire of wanting to buy new style of apparel spontaneously.]	Equal variances not assumed			3.25	86.23	0.00	0.51	0.16	0.20	0.82

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To what extent do you agree or disagree with	Equal variances assumed	18.74	0.00	0.86	415.00	0.39	-0.14	0.16	-0.45	0.18
each of the following statements?. Rate on a scale 1 to 5 (1 being Strongly Disagree to 5 Strongly Agree) [I often buy apparel products without thinking.]	Equal variances not assumed			76	82.70	.45	14	.18	50	.22
To at what extent availability of	Equal variances assumed	11.04	0.00	3.54	415.00	0.00	0.67	0.19	0.30	1.03
money affects individual shopping intentions during impulse purchase. Rate on Scale 1 to 5 (1 being Strongly Disagree to 5 being strongly agree) [I often control my feelings to buy clothing items impulsively because of my limited budget.]	Equal variances not assumed			4.48	120.41	0.00	0.67	0.15	0.37	0.96
To at what extent availability of	Equal variances assumed	7.29	0.01	0.86	415.00	0.39	0.15	0.18	-0.20	0.50
money affects individual shopping intentions during impulse purchase. Rate on Scale 1 to 5 (1 being Strongly Disagree to 5 being strongly agree) [When I	Equal variances not assumed			.81	87.08	.42	.15	.19	22	.52



feel financially comfortable, I tend to do more impulse purchases.]										
To at what extent availability of	Equal variances assumed	2.57	0.11	5.89	415.00	0.00	0.90	0.15	0.60	1.20
money affects individual shopping intentions during impulse purchase. Rate on Scale 1 to 5 (1 being Strongly Disagree to 5 being strongly agree) [I make apparel impulse purchases, When I feel I can afford to do so 1	Equal variances not assumed			6.26	96.69	0.00	0.90	0.14	0.61	1.18
To at what extent	Equal variances	14.15	0.00	0.51	415.00	0.61	0.09	0.17	-0.24	0.41
money affects individual shopping intentions during impulse purchase. Rate on Scale 1 to 5 (1 being Strongly Disagree to 5 being strongly agree) [When I have more money, I am more inclined to make impulse purchases.]	Equal variances not assumed			.4	82.2	.7	.1	.2	3	.5
To at what extent presence of others	Equal variances assumed	18.94	.00	3.9	415.0	.0	.6	.2	.3	.9
(friends and family members)	Equal variances not	()		3.5	82.6	.0	.6	.2	.3	1.0
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influence impulse buying behavior of consumer. Rate on Scale 1 to 5 (1 being Strongly Disagree to 5 being strongly agree) [I feel more excited to have companions in the shopping trip.]	assumed									
To at what extent presence of others	Equal variances assumed	55.39	0.00	6.5	415.0	.0	1.1	.2	.7	1.4
(friends and family members) influence impulse buying behavior of consumer. Rate on Scale 1 to 5 (1 being Strongly Disagree to 5 being strongly agree) [When I am with my friend, I generally make more apparel impulse purchase]	Equal variances not assumed			8.3	121.6	R .0	1.1	.1	.8	1.3
extent presence of others	Equal variances assumed	27.43	0.00	6.2	415.0	.0	.8	.1	.6	1.1
(friends and family members) influence impulse buying behavior of consumer. Rate on Scale 1 to 5 (1 being Strongly Disagree to 5 being strongly agree)	Equal variances not assumed			5.1	78.7	.0	.8	.2	.5	1.1

[Shopping with friends is more enjoyable than shopping alone.]										
To at what extent presence of others	Equal variances assumed	6.38	0.01	- 1.13	415.00	0.26	-0.20	0.18	-0.56	0.15
(friends and family members) influence impulse buying behavior of consumer. Rate on Scale 1 to 5 (1 being Strongly Disagree to 5 being strongly agree) [I buy apparel impulsively, when I go shopping with my family member.]	Equal variances not assumed			-1.1	86.8	.3 R	2	.2	6	.2

Table 7 shows that there is significant difference found in results of Levene's Test for Equality of Variances, when Equal variances assumed as well as Equal variances not assumed for gender wise impulse buying behavior of Gen Z, but there is no significant difference for gender wise impulse buying behavior of Gen Z when they go shopping with my family members.

Table 8: Empirical Results for Gender wise perception of Gen Z about impulse buying behavior decision

Statements/P value		Sig. level	Significant	Hypothesis accepted	Hypothesis Rejected
To what extent do you agree or	0.00	.05	Yes	Alternate	Null
disagree with each of the following statements?. Rate on a scale 1 to 5 (1 being Strongly Disagree to 5 Strongly Agree) ["When I see new style of apparel products, I buy it immediately" describes me.]	0.00	.05	Yes	Alternate	Null
To what extent do you agree or disagree with each of the	0.00	.05	Yes	Alternate	Null
following statements?. Rate on a scale 1 to 5 (1 being Strongly Disagree to 5 Strongly Agree) [When I go for apparel shopping, I buy apparels that I had not	0.00	.05	Yes	Alternate	Null

intended to buying.]					
To what extent do you agree or	0.00	.05	Yes	Altornoto	N5.11
disagree with each of the	0.00			Alternate	INUII
following statements?. Rate on a		.05	Yes		
scale 1 to 5 (1 being Strongly					
Disagree to 5 Strongly Agree) [I	0.00				NT 11
can't suppress the desire of	0.00			Alternate	Null
wanting to buy new style of					
apparel spontaneously.]					
To what extent do you agree or		05			
disagree with each of the	0.39	.05	No	Null	Alternate
following statements? Rate on a		.05			
scale 1 to 5 (1 being Strongly					
Disagree to 5 Strongly Agree) []	.45		No	Null	Alternate
often buy apparel products without			110	1 (611	1 Internate
thinking]					
To at what extent availability of		05			
money affects individual shopping	0.00	.05	Yes	Alternate	Null
intentions during impulse	-	05			
nurchase. Pate on Scale 1 to 5 (1		.05			
being Strongly Disagree to 5 being					
strongly agree) [Loften control my	0.00		Ves	Alternate	Null
feelings to buy clothing items	0.00		103	Alternate	INUII
impulsively because of my limited					
hudget]					
To at what avtant availability of		05			
To at what extent availability of	0.39	.03	No	Null	Alternate
intentions during impulse		05			
nurchasa. Bata on Scale 1 to 5 (1		.05			
being Strongly Disagree to 5 being					
strongly agree) [When I feel	.42		No	Null	Alternate
financially comfortable. I tend to					
do more impulse purchases l					
To at what extent availability of		05			
money affects individual shopping	0.00	.05	Yes	Alternate	Null
intentions during impulse		05			
nurchase. Bate on Scale 1 to 5 (1		.05			
being Strongly Disagree to 5 being					
strongly agree) [] make apparel	0.00		Yes	Alternate	Null
impulse purchases. When I feel I					
an afford to do so 1					
To at what avtant availability of		05			
To at what extent availability of	0.61	.03	No	Null	Alternate
intentions during impulse		05			
nurchasa. Pata on Scala 1 to 5 (1		.05			
being Strongly Disagree to 5 being					
strongly agree) [When I have more	.7		No	Null	Alternate
strongry agree) [when I have more					
money, I and more inclined to					
To at what avtant groups of		05			
to at what extent presence of	.0	.05	Yes	Alternate	Null
members) influence incruise		05			
huving behavior of consumer	.0	.05	Yes	Alternate	Null
ouying ochavior of consumer.	1	1			

Rate on Scale 1 to 5 (1 being Strongly Disagree to 5 being strongly agree) [I feel more excited to have companions in the shopping trip.]					
To at what extent presence of others (friends and family	.0	.05	Yes	Alternate	Null
members) influence impulse buying behavior of consumer. Rate on Scale 1 to 5 (1 being Strongly Disagree to 5 being strongly agree) [When I am with my friend, I generally make more apparel impulse purchase]	.0	.05	Yes	Alternate	Null
To at what extent presence of others (friends and family	.0	.05	Yes	Alternate	Null
members) influence impulse buying behavior of consumer. Rate on Scale 1 to 5 (1 being Strongly Disagree to 5 being strongly agree) [Shopping with friends is more enjoyable than shopping alone.]	.0	.05	Yes	Alternate	Null

Table 8 shows Empirical Results for Gender wise perception of Gen Z about impulse buying behavior decision.

Conclusion

In competitive market, companies are focusing on impulse buying behavior. Impulsive buying is defined as unplanned or non-essential purchasing behavior. Gen Z is maximum in population so demography dividend target is taken for this study on Gender wise Apparel buying behavior of Gen Z based on primary data on structured questionnaire. Results show that that there is significant difference found in results of Levene's Test for Equality of Variances, when Equal variances assumed as well as Equal variances not assumed for gender wise impulse buying behavior of Gen Z, but there is no significant difference for gender wise impulse buying behavior of Gen Z when they go shopping with my family members. Null hypothesis is rejected which shows that there is significant difference in the gender perception of male and female for impulse buying behavior of Gen Z.

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