PROGRAMME AND ABSTRACTS

GLOBAL CONFERENCE ON
INFORMATION TECHNOLOGY AND
MULTIMEDIA

28-29th November 2016
Adya Hotel Langkawi, Kedah, Malaysia

“Information Technology & Multimedia for the Future”

WorldConferences.net/itm

Jointly Organized by:
Alhamdulillah, praise to Allah SWT for His blessing. I would like to extend my warmest welcome to the presenters and participants of this memorable conference in the beautiful Island of Langkawi. Today’s international multi-conference consist of;

- Information Technology and Multimedia (ITM),
- Artificial Intelligence & Computer Science (AICS),
- Integrated Knowledge (WCIK), and
- Economic & Management Science (GEMS).

We are very proud to hold this multiconference, to have fellow academicians and researchers, from different countries across the world, gathered here to discuss our views and findings related to our fields.
We also would like to mention our friends from ST3 Telkom Purwokerto of Indonesia and Akademi Faham Global of Malaysia for being here to sign the Memorandum of Understanding with Faculty of Information Science & Technology, KUIS. We look forward to joint research activities amongst lecturers, exchange staff/student program, jointly organized international conferences, publications, commercialization and any others relevant program that could give benefits to both parties.

It is our hope that by organizing this conference, we will be able to discuss new ideas, challenges and ongoing researches in our respective fields. This multi-conference shall serve as a platform to share knowledge and information related to information technology, computer science, management science, business, education, politics and social sciences.

On behalf of the committee, I would like to take this opportunity to express our deepest gratitude to all delegates; from Indonesia, Malaysia, Brunei, Philippines, Thailand, India, Singapore, Vietnam, South Africa, Tanzania, Pakistan, Nigeria, Jordan, Saudi Arabia, Iran and France for your tremendous support to this multi-conference.

Last but not least, congratulation to the Faculty of Information Science & Technology, KUIS and the WorldConferences.net organizing team because without their tireless effort, hardworking and commitment, this event would not be possible. Hope we will meet again in our future conferences.

Thank you.
ORGANISING COMMITTEE

PATRON

- PROF. DATO’ DR. AB HALIM TAMURI
  RECTOR KUIS

ADVISORS

- DR. MOKMIN BASRI
- DR. NOOR AZLI MOHAMED MASRUP
- MR. KHIRULNIZAM ABDUL RAHMAN
- MRS. HELOYAWATI BAHRUDIN

CONFERENCE CHAIRS

1. MR. CHE WAN SHAMSUL BAHRI CHE WAN AHMAD
   - GLOBAL CONFERENCE ON INFORMATION TECHNOLOGY AND MULTIMEDIA, ITM 2016
   - 4th INTERNATIONAL CONFERENCE ON ARTIFICIAL INTELLIGENCE & COMPUTER SCIENCE AICS 2016

2. MR. MOHAMAD SOFUAN MOHAMAD SALEH
   - 2nd GLOBAL CONFERENCE ON ECONOMICS AND MANAGEMENT SCIENCES, GEMS 2016

3. MR. EFFENDI ABDULLAH
   - 3rd WORLD CONFERENCE ON INTEGRATION OF KNOWLEDGE, WCIK 2016

ABSTRACT & FULL PAPER

- MR. CHE WAN SHAMSUL BAHRI CHE WAN AHMAD
- MR. SHAFIK SHAHROL

GRAPHIC DESIGN

- MR. SHAFIK SHAHROL
- MR. NUR MUIZZ MOHAMAD SALLEH
EVENT & TECHNICAL MANAGEMENT

- MRS. AZRIATI ABU BAKAR
- MR. MOHD AZRUL SULAIMAN
- MR. SHAFIK SHAHROL
<table>
<thead>
<tr>
<th>Time</th>
<th>8.00am - 9.00am</th>
<th>8.30am - 9.00am</th>
<th>10.00am - 10.15am</th>
<th>10.15am - 11.50am</th>
<th>12.00pm - 1.00pm</th>
<th>1.00pm - 2.00pm</th>
<th>2.00pm - 3.30pm</th>
<th>3.30pm - 4.00pm</th>
<th>4.00pm - 5.30pm</th>
</tr>
</thead>
<tbody>
<tr>
<td>REGISTRATION</td>
<td>PARALLEL SESSION 1</td>
<td>MORNING BREAK</td>
<td>PARALLEL SESSION 2</td>
<td>OPENING CEREMONY &amp; LUCKY DRAW</td>
<td>LUNCH Level 1</td>
<td>PARALLEL SESSION 3</td>
<td>COFFEE / TEA BREAK</td>
<td>PARALLEL SESSION 4</td>
<td></td>
</tr>
<tr>
<td>ROOM 1,2,3,4</td>
<td>FOYER</td>
<td>ROOM 1,2,3,4</td>
<td>ROOM 1,2,3,4</td>
<td>ROOM 1,2,3,4</td>
<td>ROOM 1,2,3,4</td>
<td>ROOM 1,2,3,4</td>
<td>ROOM 1,2,3,4</td>
<td>ROOM 1,2,3,4</td>
<td></td>
</tr>
</tbody>
</table>

- There will be no presentation on the second day of the conference.
- Lunch – Level 1 (Buffet Lunch @ Jelapang Restaurant)
- Prayer Room – Level 2
GLOBAL CONFERENCE ON
INFORMATION TECHNOLOGY AND MULTIMEDIA 2016
(ITM 2016)

ADYA HOTEL, LANGKAWI, MALAYSIA

Presentation Guidelines

1. The time allocated for a presentation is 10 minutes, with a further 5 minutes for Q&A / discussion.
2. Presenters need to prepare the slides as a PowerPoint file or PDF.
3. Presenters are to keep to maximum of 10 slides in a presentation.
4. Presenters will need to load their presentation/s onto the computer before the presentation.
5. Presenters will need to bring their presentation/s on a data stick or portable memory device to the presentation. Presenters are not able to plug their computer into the conference projection system.
<table>
<thead>
<tr>
<th>TIME</th>
<th>PROGRAMME</th>
</tr>
</thead>
<tbody>
<tr>
<td>8.00AM</td>
<td>REGISTRATION</td>
</tr>
<tr>
<td>9.00AM</td>
<td></td>
</tr>
<tr>
<td>8.30AM - 10.00AM</td>
<td>PARALLEL SESSION 1</td>
</tr>
<tr>
<td></td>
<td>MODERATOR SESSION</td>
</tr>
<tr>
<td></td>
<td>SAHIDAN ABDULMANA &amp; MR. BURHAN SALEH</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TIME</th>
<th>PROGRAMME</th>
</tr>
</thead>
<tbody>
<tr>
<td>8.30AM</td>
<td>ITM 015 PERCEPTION OF ADMINISTRATORS ON THE ADOPTION OF E-REGISTRATION</td>
</tr>
<tr>
<td></td>
<td>SYSTEM IN SELECTED TERTIARY INSTITUTION IN NORTH-WEST, NIGERIA</td>
</tr>
<tr>
<td></td>
<td>BASHIR IDRIS, AROGBOBOSEDE VICTORIA &amp; LAWALI YA’U</td>
</tr>
<tr>
<td>9.00AM</td>
<td>ITM 005 PERFORMANCE – BASED SYSTEM FOR LEARNING CHINESE CHARACTERS</td>
</tr>
<tr>
<td></td>
<td>NORDALIELA MOHD RUSLI &amp; MORI LEE</td>
</tr>
<tr>
<td>10.00AM</td>
<td>ITM 011 PERFORMANCE COMPARISON OF WINDOWS 10 VS UBUNTU 14.04.3 LTS IN</td>
</tr>
<tr>
<td></td>
<td>NATIVE IPV6 NETWORK.</td>
</tr>
<tr>
<td></td>
<td>LUKMANULHAKIM NGAH, WAN HANISAH WAN IBRAHIM, WAN AINUL ALYANI WAN MOHAMED</td>
</tr>
<tr>
<td>10.30AM</td>
<td>A 030 COIL CHAMFER DIAMETER MEASUREMENT IN HELICAL SPRING BASED ON A HUGH</td>
</tr>
<tr>
<td></td>
<td>TRANSFORM ALGORITHM</td>
</tr>
<tr>
<td></td>
<td>DR. ASHARDI ABAS &amp; PROF. DR. XUN CHEN</td>
</tr>
<tr>
<td>11.00AM</td>
<td>ITM 013 IKNOW2CLOUD COLLABORATIVE SYSTEM AN ISLAMIC KM SYSTEM FOR WELL</td>
</tr>
<tr>
<td></td>
<td>UNDERSTANDING IN ISLAMIC ISSUES IN THAILAND</td>
</tr>
<tr>
<td></td>
<td>SAHIDAN ABDULMANA &amp; MR. BURHAN SALEH</td>
</tr>
<tr>
<td>Time</td>
<td>Session Details</td>
</tr>
<tr>
<td>------------</td>
<td>---------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>10.00AM</td>
<td>MORNING BREAK</td>
</tr>
<tr>
<td>10.15AM</td>
<td>PARALLEL SESSION 2</td>
</tr>
<tr>
<td></td>
<td>MODERATOR</td>
</tr>
<tr>
<td></td>
<td>DR. MANIKANDASARAN S.S.</td>
</tr>
<tr>
<td></td>
<td><strong>A 028</strong>                          Fault Localization by Using Hybrid Genetic Algorithm</td>
</tr>
<tr>
<td></td>
<td>Muhammad Luqman Mahamad Zakaria, Dr. Khaironi Yatim Sharif, Prof. Dr. Abdul Azim ABD. Ghani, Koh Tieng Wei &amp; Hazura Zulzlil</td>
</tr>
<tr>
<td></td>
<td>ADYA 2</td>
</tr>
<tr>
<td>10.15AM-</td>
<td><strong>A 022</strong>                          Eocipher: A Hybrid Approach to Enhance Security of Outsourced Data in Public Cloud Storage</td>
</tr>
<tr>
<td>11.50AM</td>
<td>Dr. Manikandasaran S.S., Dr. Arackiam L. &amp; Dr. Nagarajan L.</td>
</tr>
<tr>
<td></td>
<td>ADYA 2</td>
</tr>
<tr>
<td></td>
<td><strong>A 021</strong>                          The Development of Rupism: A Hybrid Software Development Methodology Framework</td>
</tr>
<tr>
<td></td>
<td>Nur Azua Rahim, Yazriwati Yahya, Siti Sophiayati Yuhainiz, Suriani Mohd Sam &amp; Yusnaidi Yusof</td>
</tr>
<tr>
<td></td>
<td>ADYA 2</td>
</tr>
<tr>
<td></td>
<td><strong>A 005</strong>                          Classifying Documents by Integrating Contextual Knowledge with Boosting</td>
</tr>
<tr>
<td></td>
<td>Ahmad Almonayyes</td>
</tr>
<tr>
<td></td>
<td>ADYA 2</td>
</tr>
<tr>
<td></td>
<td><strong>ITM 022</strong>                         ICT Usage of Professional and Non-Professional Elderly in Workforce</td>
</tr>
<tr>
<td></td>
<td>Marlina Binti Muhamad, Mohd Faizl Bin Jamaludin &amp; Mohd Firdaus Bin Ruslan</td>
</tr>
<tr>
<td></td>
<td>ADYA 2</td>
</tr>
<tr>
<td>Time</td>
<td>Event</td>
</tr>
<tr>
<td>----------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>12.00PM</td>
<td>OPENING CEREMONY &amp; LUCKY DRAW</td>
</tr>
<tr>
<td>1.00PM</td>
<td>LUNCH (LEVEL 1 BUFFET LUNCH @ JELAPANG RESTAURANT)</td>
</tr>
<tr>
<td>1.00PM</td>
<td></td>
</tr>
<tr>
<td>2.00PM</td>
<td></td>
</tr>
<tr>
<td>2.00PM</td>
<td>PARALLEL SESSION 3</td>
</tr>
<tr>
<td></td>
<td>ITM 033 MENYEPADU TEKNOLOGI DALAM MENINGKATKAN PENGAJARAN DAN PEMBELAJARAN PENGAJARAN PENGATURCARAAN KOMPUTER HELYAWATI BAHRUDIN, SHAKIRAH MOHD SOFI, FARHANA ABDULLAH ASUHAIMI &amp; DR MUHAMMAD HELMY NORMAN</td>
</tr>
<tr>
<td>ITM 035</td>
<td>HUBUNGAN ANTARA TAHP KESEDARAN, KEFAHAMAN DAN AMALAN PEMBUANGAN SISA ELEKTRONIK BERDASARKAN PERSPEKTIF BIDANG PENDIDIKAN PELAJAR DAN PENSYARAH DI KOLEJ UNIVERSITI ISLAM ANTARABANGSA SELANGOR (KUIS) RAFIZA BINTI KASBUN &amp; HELYAWATI BAHRUDIN</td>
</tr>
<tr>
<td>ITM 037</td>
<td>KAJIAN KEBOLEHPASARAN IJAZAH SARJANA MUDA MULTIMEDIA (REKA BENTUK GRAFIK DIGITAL) ROSLINDA RAMLI, SITI ZAHARAH MOHID, HANIZA OTHMAN, ASRINA SURIANI MD YUNUS &amp; HELYAWATI BAHRUDIN</td>
</tr>
<tr>
<td>ITM039</td>
<td>PEMBANGUNAN ANIMASI (STOP MOTION) DALAM PENDIDIKAN SITI ZAHARAH MOHID, NURUL AMALINA MAT ALI, FARHANA ABDULLAH ASUHAIMI, ROSLINDA RAMLI, HELYAWATI BAHRUDIN</td>
</tr>
<tr>
<td>3.30PM - 4.00PM</td>
<td>BREAK</td>
</tr>
<tr>
<td>PARALLEL SESSION 4</td>
<td>MODERATOR</td>
</tr>
<tr>
<td>A 025</td>
<td>IMPROVING ACCURACY IN SENTIMENT ANALYSIS FOR MALAY LANGUAGE ARUN ANAND SADANANDAN, NURUL AIDA OSMAN, HUSSAIN SAIFUDDIN, MUHAMMAD KHAIRUDDIN AHAMAD, DR. DUC NGHIA PHAM &amp; DR. ONG HONG HOE</td>
</tr>
<tr>
<td>ITM 017</td>
<td>THE EFFECTIVENESS OF THE STUDENT TEACHING PROGRAM IN CARAGA REGION: BASIS FOR A PROPOSED STUDENT TEACHING HANDBOOK BERNADETTE A. PASTOLERO</td>
</tr>
<tr>
<td>TIME</td>
<td>PROGRAMME</td>
</tr>
<tr>
<td>------</td>
<td>-----------</td>
</tr>
<tr>
<td>8.00AM - 9.00AM</td>
<td>REGISTRATION</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TIME</th>
<th>PARALLEL SESSION 1</th>
<th>MODERATOR</th>
<th>ROOM</th>
</tr>
</thead>
<tbody>
<tr>
<td>8.00AM - 9.00AM</td>
<td>ITM 025 THE DEVELOPMENT PROCESS OF THE SAP APPLICATION BY APPLYING CMMI STANDARDS IN THE MANUFACTURE OF AUTOMOTIVE PARTS</td>
<td>NUR MUIZZ MOHAMED SALLEH</td>
<td>ADYA 3</td>
</tr>
<tr>
<td>9.00AM - 10.30AM</td>
<td>ITM 012 THE CENTER-BASED LEARNING APPROACH AS PERCEIVED BY ELEMENTARY PUBLIC SCHOOL SCIENCE TEACHERS</td>
<td>MAY B. QUILANTANG-APAT, PH.D.</td>
<td>ADYA 3</td>
</tr>
<tr>
<td>Time</td>
<td>Session</td>
<td>Speaker/Details</td>
<td></td>
</tr>
<tr>
<td>--------------</td>
<td>--------------------------------------------------------------------------</td>
<td>---------------------------------------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>8.30AM -</td>
<td><strong>ITM 024</strong> THE USE OF NEW MEDIA TECHNOLOGY AMONG NEW MEDIA COMMUNICATION</td>
<td>ADILA ISMAIL, EDZHAM ARMIN ABDUL RAHIM, NUR AZILA AZAHARI &amp; HABEE BULLAH</td>
<td></td>
</tr>
<tr>
<td>10.00AM</td>
<td>STUDENTS IN UNIMAP</td>
<td>AFFANDY</td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>ITM 026</strong> FACTORS INFLUENCING STUDENT’S ACCEPTANCE TOWARDS VIDEO SHARING</td>
<td>ADYA 3</td>
<td></td>
</tr>
<tr>
<td></td>
<td>SITE FOR EDUCATION PURPOSE: EXTENDED TAM MODEL</td>
<td>SAZANAH MD ALI &amp; AHMAD ZAMZURI MOHAMAD ALI</td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>A 036</strong> A NOVEL MODEL FOR OPINION SPAM DETECTION BASED ON MULTI-IT</td>
<td>ADYA 3</td>
<td></td>
</tr>
<tr>
<td></td>
<td>ERATION NETWORK STRUCTURE</td>
<td>SHIRIN NOEKHAH, NAOMIE BINTI SALIM, NOR HAWANIAH ZAKARIA</td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>A 024</strong> FINGER VEIN FEATURE EXTRACTION USING DISCRETIZATION</td>
<td>ADYA 3</td>
<td></td>
</tr>
<tr>
<td></td>
<td>YUHANIM HANI YAHAYA, SITI MARIYAM SHAMSUDDIN &amp; WONG YEE LENG,</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10.00AM</td>
<td>MORNING BREAK</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10.15AM</td>
<td><strong>PARALLEL SESSION 2</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>MODERATOR</td>
<td>DR. ASHARDI ABAS</td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>ITM 016</strong> PERISIAN MULTIMEDIA FUSION BERASASKAN PENDEKATAN PENCERITAAN</td>
<td>ADYA 3</td>
<td></td>
</tr>
<tr>
<td></td>
<td>INTERAKTIF VISUAL / MULTIMEDIA FUSION APPLICATION BASED ON VISUAL</td>
<td>ROBIATUL A’DAWIAH JAMALUDDIN &amp; PROF. DATO’ HALIMAHBADIOZE ZAMAN</td>
<td></td>
</tr>
<tr>
<td></td>
<td>INTERACTIVE STORYTELLING</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Time</td>
<td>Session</td>
<td>Speaker(s)</td>
<td>Venue</td>
</tr>
<tr>
<td>--------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
<td>----------------------------------------------------------------------------</td>
<td>-------</td>
</tr>
</tbody>
</table>
| 10.15AM-11.50AM | ITM 006  
APLIKASI PEDOGOGI DALAM PEMBANGUNAN PERISIAN PEMBELAJARAN BERASASKAN PERMAINAN MUDAH ALIH.  
NOOR AZLI MOHAMED MASROP, NUR MUIZZ MOHAMED SALLEH, HASNUDDIN AB RAHMAN & MOHAMAD FUAD BIN HJ ISHAK | ADYA 3                                                                     |       |
|              | ITM 028  
KEBOLEHGUNAAN KAEDAH ANALISIS KOD BERORIENTASIKAN OBJEK MENGGUNAKAN GRAF ALIRAN PERINGANTUNGAN  
DR. SYARBAINI B AHMAD                                                                 | ADYA 3                                                                     |       |
|              | ITM 038  
REVIEW OF ONLINE SYSTEMS  
MOHD AZRUL SULAIMAN, SYARBAINI AHMAD, IZZUDIN MOHD PISOL, MOHD NAZRI KAMA(PHD) | ADYA 3                                                                     |       |
|              | ITM 009  
PEMBANGUNAN APLIKASI MUDAH ALIH PANDUAN BERWUDHUK DAN MENDIRIKAN SOLAT FARDHU (SMARTSOLAT)  
NUR MUIZZ MOHAMED SALLEH, KHIRULNIZAM ABD RAHMAN, DR SYARUL AZMAN SHAHARUDDIN, DR MOHD FARID RAVI ABDULLAH & YANG XIN JIAN LUKMAN | ADYA 3                                                                     |       |
|              | A 031  
AN IMPROVED COLLISION AVOIDANCE ALGORITHM FOR ABRUPT OBSTACLES IN DYNAMIC CROWD SIMULATION  
IZNORA AINI ZOLKIFLY & ABDULLAH BADE                                                                 | ADYA 3                                                                     |       |
| 12.00PM-1.00PM | OPENING CEREMONY & LUCKY DRAW  
ADYA 1 & 2                                                                 |                                                                           |       |
## TIME PROGRAMME

<table>
<thead>
<tr>
<th>TIME</th>
<th>PROGRAMME</th>
</tr>
</thead>
<tbody>
<tr>
<td>8.00AM</td>
<td>LANGKAWI TOUR</td>
</tr>
<tr>
<td>12.30PM</td>
<td>- CABLE CAR (PHOTO ONLY)</td>
</tr>
<tr>
<td></td>
<td>- KEDAI GAMAT</td>
</tr>
<tr>
<td></td>
<td>- MAKAM MAHSURI</td>
</tr>
<tr>
<td></td>
<td>- GALERI PERDANA (TENTATIVE)</td>
</tr>
<tr>
<td></td>
<td>- HAJI ISMAIL GROUP (SHOPPING CENTRE)</td>
</tr>
<tr>
<td>1.00PM</td>
<td>LUNCH (LEVEL 1 BUFFET LUNCH</td>
</tr>
<tr>
<td>2.00PM</td>
<td>@ JELAPANG RESTAURANT)</td>
</tr>
</tbody>
</table>
PERFORMANCE – BASED SYSTEM FOR LEARNING CHINESE CHARACTERS

NORDALIELA MOHD RUSLI & MORI LEE
Faculty of Computing and Informatics
Universiti Malaysia Sabah
daliela@ums.edu.my

ABSTRACT

Chinese language is based on characters and different set of grammatical conventions. This study aims to develop a task-oriented learning platform, and individualized path that generate correspond to each student performances. However, the scope will be focusing on learning Chinese characters. Questionnaire was distributed to a class of students who have completed Mandarin Language course in order to identify issues in learning Chinese character. Previous studies related to learning Mandarin Language or Chinese Characters and adaptive learning were reviewed. A prototype was developed to collect reviews and testimony from users. Data collected were used to improve the prototype. Based on the feedbacks, majority of the system user agree that this system gain their interest to learn Chinese characters. The system’s learning mode, where all student need to pass a quiz before able to continue to the next lesson received positive feedbacks from most of them. This system is preferable compared to conventional classroom learning.

Field of Research: e-learning, performance-based, Chinese characters.
APLIKASI PEDOGOGI DALAM PEMBANGUNAN PERISIAN PEMBELAJARAN BERASASKAN PERMAINAN MUDAH ALIH.

NOOR AZLI MOHAMED MASROP, NUR MUIZZ MOHAMED SALLEH, HASNUDDIN AB RAHMAN & MOHAMAD FUAD BIN HJ ISHAK
Kolej Universiti Islam Antarabangsa Selangor
Bandar Seri Putra Bangi
noorazli@kuis.edu.my

ABSTRACT
Perkembangan pesat bidang teknologi komunikasi dan maklumat, atau information communication technology (ICT) telah memacu perkembangan permainan digital. Permainan komputer edutainment berbeza daripada permainan komputer lazim dari segi tujuan. Kombinasi istilah edutainment iaitu pendidikan (education) dan hiburan (entertainment) mencerminkan permainan ini mempunyai unsur pengajaran dan pembelajaran. Walaupun terdapat perisian Permainan Berasaskan Permainan Digital di pasaran, tetapi kebanyakannya tidak mempunyai keseimbangan di antara hiburan dan pendidikan. Ini disebabkan perisian ini biasanya dibangunkan oleh sama ada pendidik yang kurang berpengetahuan dalam membangunkan sebuah permainan yang menarik ataupun ia dibangunkan oleh pereka permainan yang kurang berpengetahuan untuk mereka bentuk bahan. Oleh itu kegagalan untuk mencapai keseimbangan di antara unsur hiburan dan pendidikan mungkin akan menghasilkan perisian yang dipenuhi dengan maklumat sehingga ianya membosankan atau perisian permainan yang terlalu menghiburkan sehingga mengabaikan objektif asalnya iaitu mendidik. Kerts kerja ini akan membincangkan bagaimanakah aplikasi pedogogi dalam pembangunan perisian Pembelajaran Berasaskan Permainan mudah alih bagi menghasilkan perisian yang berkesan.

Keyword: Game based Learning, Pedagogy, Pembelajaran berasaskan Permainan, Pedagogi
PEMBANGUNAN APLIKASI MUDAH ALIH PANDUAN BERWUDHUK DAN MENDIRIKAN SOLAT FARDHU (SMARTSOLAT)

NUR MUIZZ MOHAMED SALLEH, KHIRULNIZAM ABD RAHMAN, DR SYARUL AZMAN SHAHARUDDIN, DR MOHD FARID RAVI ABDULLAH & YANG XIN JIAN LUKMAN
Kolej Universiti Islam Antarabangsa Selangor
Bandar Seri Putra,
43600 Bangi Selangor, Malaysia
muizz.salleh@gmail.com

ABSTRAK

Berdasarkan kepada beberapa kajian terdahulu yang telah dilakukan terhadap kaedah pembelajaran wudhuk dan solat terhadap 60 responden muallaf di Institut Dakwah Islam menunjukkan kebanyakan dari mereka menginginkan tenaga pengajar menggunakan kaedah pengajaran yang pelbagai. Oleh yang demikian adalah penting dalam proses penyampaian mesej dan maklumat Islam kepada golongan saudara baru khususnya dalam perkara berkaitan wuduk dan solat yang terdiri dari pelbagai latar belakang disampaikan tidak tertakluk kepada ceramah sahaja. Sehubungan dengan itu, kertas kerja ini membincangkan proses pembangunan aplikasi mudah alih panduan wuduk dan solat fardhu telah dibangunkan sebagai rujukan sokongan bagi membantu para muallaf. Aplikasi ini meliputi kaedah mengambil wudhuk dan mendirikan solat-solat fardhu melalui kaedah interaktif dan simulasi masa-nyata.

Katakunci: SmartSolat, M-learning, Multimedia
COMPARATIVE STUDY OF NETWORK PERFORMANCE BETWEEN 
WINDOWS 10 AND UBUNTU DESKTOP ON NATIVE IPV6 
NETWORK

LUKMANULHAKIM NGAH, WAN HANISAH WAN IBRAHIM, WAN AINUL
ALYANI WAN MOHAMED, MUHAMAD ROSTAN ZAKARIA, AZHAM AHAMD,
WAN NABILAH WAN MOHD NAZROM
Faculty of Computer, Media & Tehnology Management
TATI University College, Teluk Kalong Kemaman, Terengganu

hakimngah@gmail.com, azham@tatiuc.edu.my, ainulalyani@tatiuc.edu.my,
muhamadrostan@tatiuc.edu.my, wanchan008@gmail.com,
elah4u@gmail.com

ABSTRACT

The network performance results may depends on the version of the installed operating systems (OS) as well as the Internet Protocol version used. These two factors play a big role in measuring the network performance in the computer environment itself. Thus, the comparison of the network performances between Windows 10 Vs Ubuntu desktop 14.04.3 LTS in native IPV6 network will be done to measure the network performance efficiency on different kind of operating systems and Internet Protocol (IP). The main purpose of this research is to compare the network performances using wired and wireless connection on the different OS and IPV6 using TCP and UDP with throughput as the main metric measurement. The hardware used is two notebooks connected to switch and the tool used is called JPERF. The result from this test will then be shown in a graph form, where the result from both OS will be compared.

Field of Research: Operating System, IPv6, TCP, UDP
THE CENTER-BASED LEARNING APPROACH AS PERCEIVED BY ELEMENTARY PUBLIC SCHOOL SCIENCE TEACHERS

MAY B. QUILANTANG-APAT, PH.D.
Philippine Normal University-Mindanao
Prosperidad, Agusan del Sur
ORCID No. 0000-0001-9870-1064
apat.mq@pnu.edu.ph

ABSTRACT

The study investigated the perception of the elementary public school Science teachers on the effectiveness of the Center-Based Learning Approach to the learning capabilities of the pupils. The Center-Based Learning Approach encourages learners to explore and discover concepts and ideas through Multiple Learning Centers where they can actively participate namely: Computer Center, Art/Activity Center, Journal/Writing Center, Reading Center and Manipulative Center. It relies heavily on computer-aided learning modules and richly illustrated lessons. Using this approach, the lessons are made not just enjoyable and fun but also encourage learner to use his imagination and critical thinking thereby developing multiple intelligences as different learning styles and preferences are catered (Apat, 2004). This qualitative research used a descriptive normative survey design. The researcher computed the mean of the responses of teachers on their perception of CBLA based on the Productive Pedagogies Framework for Classroom Reflection criteria of the Department of Education and Technology, Queensland, Australia. The questionnaire includes observable behaviors related to the five characteristics of an effective and productive pedagogy. As assessed by the teachers, all the characteristics and behaviors of a productive pedagogy were observable in all the centers of the CBLA. The elementary public school teachers perceived that the CBLA is an effective approach in teaching elementary Science & Health subject. It possesses the characteristics that influenced effective teaching and high learner performance. It is therefore an effective approach in teaching. It is recommended for utilization and
application in teaching of Science and Health subject in the Department of Education (Deped).

**Keywords:** Center-Based Learning Approach, Effective Pedagogy, Teaching Science and Health, Integrating Technology in Teaching, Approach in Teaching, Innovative Approach in Teaching, Philippine Normal University – Mindanao
IKNOW2CLOUD COLLABORATIVE SYSTEM
AN ISLAMIC KM SYSTEM FOR WELL UNDERSTANDING IN
ISLAMIC ISSUES IN THAILAND

SAHIDAN ABDULMANA
Faculty of Science and Technology
Fatoni University
yee_laal@hotmail.com

BURHAN SALEH
Faculty of Science
Cukurova University
Burhansaleh.my@gmail.com

ABSTRACT

This conceptual paper seeks to fulfill Thailand 4.0 initiatives in which digital technology is one of the key factors provided by Ministry of Commerce, Thailand. The initiative allows universities as a main role, industries, citizen and Thai government or private agencies to interconnect through digital infrastructures for establishing value-based society. This proposed iKnow2Cloud collaborative system will accomplish through embedded technology and mobile application in setting up Islamic knowledge management system as a main source of references. The system will collaborate between Islamic Studies Department as a main knowledge resources and IT Department for designing system architecture in Fatoni University, Thailand. Moreover, Four (4) focused groups will enable to access through this system which are people, students, academicians and institutes or agencies that confront the problem in any matters regarding to Islamic issues to search, post or live chat with registered scholars. All incoming and providing information will be stored in system databases for the future analyzing to avoid untrusted resources and getting to know society focused issues. The expected outcome of iKnow2Cloud will be improved Islamic knowledge and enhanced quality of life for the focus groups through the execution of social and education.
Global Conference of
Information Technology and Multimedia 2016

Keywords: societal benefits; collaboration; knowledge management system; Thailand 4.0; information systems; Islamic study
PERCEPTION OF ADMINISTRATORS ON THE ADOPTION OF E-REGISTRATION SYSTEM IN SELECTED TERTIARY INSTITUTION IN NORTH-WEST, NIGERIA

BASHIR IDRIS
School of Secondary Education (Science),
Department of computer science Education
Federal College of Education (Technical), Gusau
Zamfara State, Nigeria

LAWALI YAU
School of Business Education
Department of Office Management Technology
Federal College of Education (Technical), Gusau
Zamfara State, Nigeria

ABDULLAHI SULEIMAN JELANI
School of Business Education
Department of Office Management Technology
Federal College of Education (Technical), Gusau
Zamfara State, Nigeria

ZUWAIRA ALI FALALU
School of Business Education
Department of Office Management Technology
Federal College of Education (Technical), Gusau
Zamfara State, Nigeria

ABSTRACT

The process of acquiring education is always changing to depict the contemporary educational methodologies and technological innovations. The increasing prevalence of technological innovations has rescued so much of the boredom, experienced by many educators and learners. E-Registration system as one of the innovative technologies, contributed so
much in reducing student frustrations during registration, administrative delay in access to official records, as well as and student records mismanagement among others. The adoption of e-registration has been observed to have reduced effort and improve performance in administrative correspondences in some tertiary institution in Nigeria. The system therefore provides an ease of access to the entire students record and also guarantee an appropriate administrative manipulation of these records based on the demand of the institutions. This paper intends to examine the extent to which the e-registration system implemented in various tertiary institutions in the North-West, Nigeria, influenced administrators in their official administrative engagements. The research based its consideration on the constructs of the Unified Theory of Acceptance and Use of Technology (UTAUT). The hypotheses were tested using person product moment correlation co-efficient at 0.05 alpha levels of significance. The null hypotheses were all rejected, thereby revealing the fact that there were significant relationships between the administrators perceptions and the quality of work, social factors and facilitating conditions.

**Field of Research:** Keywords: E-registration, Effort Expectancy, Performance expectancy, social influence and facilitating condition.
PERISIAN MULTIMEDIA FUSION BERASASKAN PENDEKATAN PENCERITAAN INTERAKTIF VISUAL

ROBIATUL A’DAWIAH JAMALUDDIN
Faculty of Creative Media & Innovative Technology
Infrastructure University Kuala Lumpur
robiatul@iukl.edu.my

HALIMAH BADIOZE ZAMAN
Institut Informatik Visual
Universiti Kebangsaan Malaysia
halimahivi@ukm.edu.my

ABSTRAK

Penyelidikan tentang reka bentuk dan pembangunan aplikasi multimedia fusion berasaskan pendekatan penceritaan interaktif visual dalam mata pelajaran Sains memang tidak pernah dilaksanakan. Penyelidikan yang dilaksanakan ini melibatkan dua aspek: i) reka bentuk dan pembangunan aplikasi Sains berpendekatan penceritaan interaktif visual, topik sistem solar, bertemakan Meneroka Angkasa, merangkumi 6 modul: Modul Pengenalan, Modul Bimbingan, Modul Pengayaan, Modul Pengukuhan, Modul Ujian dan Modul Bantuan; dan ii) penilaian aplikasi Sains berpendekatan penceritaan interaktif visual, topik sistem solar, bertemakan Meneroka Angkasa berasaskan pengujian kepenggunaan yang dilaksanakan melalui teknik eksperimen separa. Keputusan analisis statistik terhadap ujian pasca bagi Kumpulan Kawalan (K) dan Kumpulan Eksperimen (E) mendapati, terdapat perbezaan pencapaian yang signifikan dalam pembelajaran topik sistem solar bertemakan Meneroka Angkasa di antara Kumpulan Eksperimen (E) berbanding dengan Kumpulan Kawalan (K) [t(df=40)=2.895, p=0.008]. Nilai min ujian pasca bagi Kumpulan Kawalan (K) ialah 9.571; dan nilai min ujian pasca bagi Kumpulan Eksperimen (E) ialah 11.381.

Bidang penyelidikan: Multimedia fusion, pendekatan penceritaan, interaktif visual
THE EFFECTIVENESS OF THE STUDENT TEACHING PROGRAM IN CARAGA REGION: BASIS FOR A PROPOSED STUDENT TEACHING HANDBOOK

BERNADETTE A. PASTOLERO
Faculty of Teacher Development
Philippine Normal University- Mindanao
b_arreza@yahoo.com

ABSTRACT

Student Teaching has been considered as one of the most important aspect of teacher education program. This study aimed to determine the effectiveness of the student teaching program in Caraga Region as basis for the formulation of a proposed student teaching handbook. A Descriptive Method was used in utilizing the perceptions of the participants that adopted a simple random sampling. The questionnaire was the main instrument used to gather the data. Results showed that the student teaching program was effective in terms objectives, academic advising, orientation, classroom teaching, enrichment activities and evaluation, policies, and functions of the head of the student teaching program, principal, supervising instructor and cooperating teachers. The grades of the student teachers were based on their academic performance. Students who have improved remarkably get a better grades compared to those who have not. Among the two independent variables under investigation, the types of HEI significantly influence the effectiveness of the student teaching program in the off-campus while the grade point average does not significantly influence the effectiveness of the student teaching program. There is a significant difference in the rating of the participants in the level of effectiveness of the student teaching program. Results indicated that effective management of the student teaching program by the cooperating teachers and principals is the key factor in producing quality and effective teacher.

Field of Research: Effectiveness, Student Teaching and Handbook
DETERMINANTS FOR USAGE OF OPEN ACCESS JOURNALS: AN EXPLORATORY ANALYSIS

ZAINABU ZUBERI MASSORO
Faculty of Information and Communication Technology
International Islamic University Malaysia
zainabuzm@gmail.com

PROF. DR. ROSLINA OTHMAN
Faculty of Information and Communication Technology
International Islamic University Malaysia
drroslina@gmail.com

ABSTRACT

This study examined determinants for usage of open access journals in agricultural research institutes in Tanzania. The Theory of Reasoned Action (TRA) was employed to develop the conceptual framework. The results of hypothesis testing showed that all four key constructs, i.e., attitude, subjective norm, intention and usage behavior had significant effects on the OAJs usage behavior. It was further observed that attitude and subjective norm have significant contribution to intention to use. Four out of five paths were found to have the strongest effect, where attitude to intention has large impact, followed by intention to usage behavior. The path from attitude to usage behavior was also significant followed by subjective norm to intention, while the path from subjective norm to usage behavior was not found to be significant. This pilot study provides motivation to further study the determinants for usage of open access journals in agricultural research institutions to larger populations.

Keywords: Theory of Reasoned Action, Open access journals, Partial least square- structural equation modeling, agricultural research institutes.
Information communication technology (ICT) can play a huge role in providing advantages to people nowadays in term of information in just one click, communication and so on. However, elderly seem to left aside and far behind from ICT compared to youngsters. On that note, elderly must be considered within the realm of development of current and future technologies. The purpose of this research is to identify the usage of ICT among elderly in Malaysia context. More researches had been done for teenagers and adult but little had been done for elderly people. Various studies had shown that these ageing or greying population are increasing in many developing countries including Malaysia. Thus, social as well as economic considerations suggest that they must be considered in the development of current and future technologies. A set of questionnaires including interview with participants in Malaysia region will take part in this study. This study will use a triangulation, mixed method of quantitative (questionnaire) and qualitative (interviews) approaches. The use of ICT, their experience with computer, Internet and mobile phone, and knowledge of current ICT were covered in this study. A hypothesis from the study is developed, where non-professional working elderly are considered illiterate compared to professional elderly. The finding suggests that there is the digital divide among elderly people between professional working and non-professional working.
professional working elderly in Malaysia. Furthermore, a lack of interest to information technology (such as Internet) means that elderly people experiencing difficulties to ICT. The objective of this study is to identify the usage of ICT among elderly people in comparison of professional and non-professional and also to analyze their experience with ICT. Besides, this research hopefully will provide the preliminary insight for future research. This paper addresses elderly experience of Internet access, computing, and mobile phone.

**Keywords:** Elderly, use behaviour, ICT knowledge
THE USE OF NEW MEDIA TECHNOLOGY AMONG NEW MEDIA COMMUNICATION STUDENTS IN UNIMAP

ADILA ISMAIL, EDZHAM ARMIN ABDUL RAHIM, NUR AZILA AZAHARI & HABEE BULLAH AFFANDY
School of Human Development and Technocommunication
Universiti Malaysia Perlis (UniMAP), Malaysia
adilaismail@unimap.edu.my

ABSTRACT

This paper will illustrate the use of new media technology among New Media Communication Students in UniMAP, detailing in what purpose the technology is being used, and when. Other than that, the devices preferred to be used will also be discussed. The purpose of use of new media technology includes for research purposes; including for completing assignments received, as well as for general knowledge and leisure. Other purposes include social networking, watching and downloading movies, videos, and music, gaming, and lastly, for their personal and family business purposes. All details relating to each purpose will be discussed comprehensively in several sections.

Field of Research: New media, social media, technology, communication, Internet.
THE GUIDELINES FOR DEVELOPMENT PROCESS IN SAP SYSTEM
BY ADAPTING CMMI STANDARDS IN CASE STUDY OF THE
MANUFACTURER OF AUTOMOTIVE PARTS

WERATHEP CHALADEE
Graduate School of Applied Statistics
National Institute of Development Administration
werathep.chaladee@gmail.com

ASSISTANT PROFESSOR NITHINANT THAMMAKORANONTA
Graduate School of Applied Statistics
National Institute of Development Administration
nithinan@as.nida.ac.th

ABSTRACT

This research is adopting CMMI standards applied in the preparation of the
development process in the SAP system, which select the continuous
representation model or capability level to consider the processes that need
to improvement applied to business in case of company study. Studying the
problems arising from SAP usage, analyze the practices of those involved
and find out solutions to allow users get the most useful and most efficient
which provides a CMMI for Development (CMMI-DEV) V.1.3 framework to
guide future methodology selection, and for developing an individual or
simple approach to the development process.

FACTORS INFLUENCING STUDENT’S ACCEPTANCE TOWARDS VIDEO SHARING SITE FOR EDUCATION PURPOSE: A PROPOSED EXTENDED TAM MODEL

SAZANAH MD ALI¹
¹ Universiti Pendidikan Sultan Idris
zackna007@yahoo.com

AHMAD ZAMZURI MOHAMAD ALI²
² Universiti Pendidikan Sultan Idris
zamzuri@fsik.upsi.edu.my

ABSTRACT

The development of new media nowadays makes learning through online videos, or better known as video sharing sites, as beneficial to education. This study was conducted to analyse the acceptance of students towards video sharing site for education purpose. By using Technology Acceptance Model (TAM) as the basic model for this study, the original attributes in TAM model such as perceived usefulness and perceived ease of use were put to the test in order to determine their effects on attitudes and intentions of the students to use educational video sharing sites. In addition to that, TAM model was also expanded by adding the external variables such as psychological factors (enjoyment and self-efficacy), social factors (subjective norm and image), technological factors (system quality and content features) and institutional factors (facilitating condition and technical support). This paper was prepared to discuss the literature review on the proposed extended TAM model in this study.

Field of Research: New media, Technology Acceptance Model, Video sharing site
KEBOLEHGUNAAN KAEDAH ANALISIS KOD BERORIENTASI
KAN OBJEK MENGGUNAKAN GRAF ALIRAN PERGANTUNGAN

DR. SYARBAINI B AHMAD, HELAYAWATI BAHARUDDIN,
CHE WAN SHAMSUL BAHRI CW AHMAD & SHAKIRAH MOHD SOFI
Lecturer Dept. of Computer Science
Fac. of Science and Info Technology
International Islamic Univ. College Selangor
syarbaini@kuis.edu.my

ABSTRAK

Pengaturcaraan berorientasi objek digunakan secara meluas dalam
kaedah pengaturcaraan pada hari ini. Ini kerana kaedah ini menjadikan
proses pembangunan perisian lebih mudah untuk dilaksanakan dan lebih
berkesan. Namun begitu, ciri-ciri seperti pergantungan, pewarisan,
polimorfisma dan ikatan dinamik yang ada dalam pengaturcaraan
berorientasi objek menyumbang kepada berlakunya kerumitan dalam
kerja-kerja analisa program untuk tujuan debugging, pengujian dan
penyelenggaraan perisian. Artikel ini mencadangkan penggunaan graf aliran
pergantungan sebagai kaedah menganalisis program berorientasi objek
yang meggabungkan antara graf aliran kawalan dan graf pergantungan di
dalam satu graf. Ujian ke atas kod telah dibuat untuk menilai keberkesanan
graf yang digunakan ini kepada sepuluh kod yang dibangunkan dengan
menggunakan kaedah berorientasi objek. Hasilnya didapati ianya
mampu menjana graf dengan tepat dan boleh berfungsi dengan baik.
PEMBANGUNAN PERISIAN KURSUS INTERAKTIF : 
“SEJARAH PERJUANGAN PAHLAWAN TANAH MELAYU”

FARHANA ABDULLAH ASUHAIMI, MUHAMMAD FAZRUL ASRAF TARMIZI, 
SHAKIRAH MOHD SOFI & HELYAWATI BAHARUDDIN 
Kolej Universiti Islam Antarabangsa Selangor 
Bandar Seri Putra 
43000 Kajang, Selangor, Malaysia 
farhanaabdullah@kuis.edu.my

ABSTRAK


Katakunci: perisian kursus interaktif, sejarah, perjuangan pahlawan tanah melayu, multimedia
MENYEPAHU TEKNOLOGI DALAM MENINGKATKAN PENGAJARAN DAN PEMBELAJARAN PENGATURCARAAN KOMPUTER

HELYAWATI BAHARUDIN, SHAKIRAH MOHD SOFI, FARHANA ABDULLAH ASUHAIMI & DR MUHAMMAD HELMY NORMAN
KOLEJ UNIVERSITI ISLAM ANTARABANGSA SELANGOR
Bandar Seri Putra,
43000 Kajang, Selangor, Malaysia
helyawati@kuis.edu.my

ABSTRAK

Kertas kerja ini membincangkan perkembangan pedagogi pendidikan dan teknologi maklumat di dalam pengajaran dan pembelajaran (P&P) pengaturcaraan komputer. Perbincangan meliputi aspek pengajaran dan pembelajaran secara visual bagi subjek pengaturcaraan komputer menggunakan elemen multimedia iaitu video. Pengajaran dan pembelajaran pengaturcaraan komputer seringkali dianggap sukar untuk dipelajari kerana kaedah penyampaian secara konvesional kurang menarik minat pelajar. Perbincangan ini juga menurut kepada manfaat pembelajaran secara visual menggunakan elemen video ini kepada pelajar yang mengambil subjek pengaturcaraan komputer. Dapat disimpulkan bahawa integrasi teknologi maklumat dalam pendidikan boleh mempelbagaiakan cara penyampaian dalam pengajaran kepada pengajaran yang lebih interaktif dan mudah difahami.

Katakunci: teknologi maklumat, pengajaran & pembelajaran, pengaturcaraan komputer, pembelajaran secara visual, video
PEMBANGUNAN PERISIAN KURSUS MULTIMEDIA INTERAKTIF : KEGEMILANGAN PEMERINTAHAN ISLAM DI ANDALUSIA

HELYAWATI BAHARUDIN, RAFIZA KASBUN, SITI ZAHARAH MOHID & ROSLINDA RAMLI
Fakulti Sains & Teknologi Maklumat
Kolej Universiti Islam Antarabangsa Selangor
helyawati@kuis.edu.my, rafiza.kasbun@kuis.edu.my,
zaharahm@kuis.edu.my, roslinda@kuis.edu.my

ABSTRAK

Pemanfaatan teknologi multimedia di dalam pembelajaran merupakan suatu keperluan pada masa kini yang mana ianya membantu dalam pembangunan perisian kursus yang interaktif. Sehubungan dengan itu, kajian ini bertujuan untuk membincangkan pembangunan perisian pernagajaran dan pembelajaran multimedia interaktif kegeminagan pemerintahan Islam di Andalusia. Perisian ini dibangunkan dengan menggunakan alat pengarangan Adobe Flash CS6 Professional berasaskan model reka bentuk pengajaran ADDIE yang mempunyai lima fasa iaitu fasa analisis, fasa reka bentuk, fasa pembangunan, fasa pelaksanaan dan fasa penilaian. Kombinasi pelbagai media dalam perisian kursus ini iaitu teks, grafik, animasi dan audio menjadikan pengajaran dan pembelajaran dalam topik kegeminangan pemerintahan Islam lebih menarik dan menyerokokkan. Dengan terhasilnya perisian kursus multimedia interaktif ini dapat membantu meningkatkan pemahaman pelajar tentang sejarah kegeminangan pemerintahan Islam.

Bidang Kajian: multimedia interaktif, pengajaran & pembelajaran, kegeminangan pemerintahan Islam
HUBUNGAN ANTARA TAHAP KESEDARAN, KEFAHAMAN DAN AMALAN PEMBUANGAN SISA ELEKTRONIK BERDASARKAN PERSPEKTIF BIDANG PENDIDIKAN PELAJAR DAN PENSYARAH DI KOLEJ UNIVERSITI ISLAM ANTARABANGSA SELANGOR (KUIS)

RAFIZA BINTI KASBUN & HELYAWATI BAHARUDIN
Fakulti Sains dan Teknologi Maklumat
Kolej Universiti Islam Antarabangsa Selangor
rafiza@kuis.edu.my, helyawati@kuis.edu.my

ABSTRAK

hidup yang syumul bukan sekadar terhadap sesama insan tetapi juga terhadap alam sekitar dan bumi yang kian musnah kini. Satu alternatif amalan pembuangan sisa elektronik yang betul perlu dimulakan di institusi pengajian sekaligus ia akan menjadi amalan di dalam keluarga masing-masing dan generasi akan datang.

Bidang Kajian: Sisa Elektronik, Bidang Pendidikan
KAJIAN KEBOLEHNASARAN IJAZAH SARJANA MUDA MULTIMEDIA (REKA BENTUK GRAFIK DIGITAL)

ROSLINDA RAMLI, SITI ZAHARAH MOHID, HANIZA OTHMAN, ASRINA SURIANI MD YUNUS & HELYAWATI BAHRUDIN
Fakulti Sains dan Teknologi Maklumat
Kolej Universiti Islam Antarabangsa Selangor

ABSTRAK

Fakulti Sains dan Teknologi Maklumat (FSTM, KUIS) bercadang untuk menawarkan satu program baharu, Ijazah Sarjana Muda Multimedia (Reka bentuk Grafik Digital). Bagi merealisasikan program ini, satu kajian selidik telah dilaksanakan bagi mengkaji permintaan pasaran kerja terkini bagi memastikan kurikulum dan program yang dirancang boleh dipasarkan. Kajian ini telah dilaksanakan pada September 2016 ke atas 67 orang pelajar diploma KUIS. Kesemua pelajar dipilih melalui kaedah persampelan bertujuan. Satu set soal selidik yang mengandungi 22 item telah diedarkan bagi mendapatkan maklumat mengenai isu kajian daripada pelajar-pelajar terlibat. Secara umumnya, ramai daripada responden (88.1%) ada pengetahuan tentang kewujudan program multimedia (rekabentuk grafik) dan maklumat tersebut didapati daripada sumber internet (73.1%). Walaupun seramai 86.6% responden pernah mendengar nama program multimedia (reka bentuk grafik) tetapi hanya 81.6% daripada responden berminat untuk mengetahui lebih lanjut tentang program reka bentuk grafik. Hasil dari kajian juga mencadangkan Ijazah Sarjana Muda Multimedia (Reka bentuk Grafik) sebagai program baharu yang perlu ditawarkan pada masa akan datang. Menurut responden (83.6%), bidang ini mempunyai masa depan yang cerah. Sebagai kesimpulannya, kajian ini mendapati bahawa Program Ijazah Sarjana Muda Multimedia (Reka bentuk Grafik) diperlukan oleh pasaran semasa. Responden (77.6%) bersetuju program pengajian dalam bidang multimedia (reka bentuk grafik) akan melahirkan graduan yang kreatif dan inovatif pada masa akan datang. 83.6% responden yakin program reka bentuk grafik mempunyai masa depan yang cerah.
Katakunci: Kajian kebolehpasaran, Sarjana Muda Multimedia, Reka bentuk Grafik Digital.
REVIEW OF ONLINE SYSTEMS

1MOHD AZRUL SULAIMAN, 1SYARBAINI AHMAD, 2IZZUDIN MOHD PISOL, 3MOHD NAZRI KAMA(PHD)

1Fakulti Sains dan Teknologi Maklumat, 2Fakulti Pendidikan, Kolej Universiti Islam Antarabangsa Selangor, Kajang Selangor.

3Advanced Informatics School, Universiti Teknologi Malaysia, Kuala Lumpur.

ABSTRACT

Online testing system represents a new paradigm in the world of information technology today. Innovation and technological developments that occur from time to time makes it's starting to get the attention of all parties, especially in the field of education. It can offer many advantages to teachers and students to use such systems as well as to meet the needs in the field of education it can also make teaching and learning more fun. But it is still not widely used at all levels, whether at the school, higher education or continuing education. This study was made to raise literacy studies related to the use of online testing system. It is intended to evaluate the factors that attract users to use online testing system. Studies focused on the effective use of the system in terms of ease of access to the internet, security system, testing and evaluation in education.
PEMBANGUNAN ANIMASI (STOP MOTION) DALAM PENDIDIKAN

SITI ZAHARAH MOHID, NURUL AMALINA MAT ALI, FARHANA ABDULLAH ASUHAIMI, ROSLINDA RAMLI & HELOYAWATI BAHARUDIN
Fakulti Sains dan Teknologi Maklumat
Kolej Universiti Islam Antarabangsa Selangor (KUIS) Selangor, Selangor, Malaysia

zaharahm@kuis.edu.my
farhanaabdullah@kuis.edu.my

ABSTRAK


Kata kunci: animasi, pendidikan, interaktif, multimedia
ANALISIS KESEDARAN IBU BAPA TERHADAP KARTUN ANIMASI ISLAM DI MALAYSIA

ASRINA SURIANI BT. MD. YUNUS & MARZIANA BT. ABDUL MAJID
Faculty Sains dan Teknologi Maklumat
Kolej Universiti Islam Antarabangsa Selangor
asrina@kuis.edu.my & marziana@kuis.edu.my

DON DANIYAL BIN DON BIYAJID
Kuiscell
daniyalbiyajid@yahoo.com

MAISARAH BT. HANIS
maisarah.hanis@gmail.com

ABSTRAK


ABSTRACT
4th International Conference on Artificial Intelligence and Computer Science
(AICS 2016)
CLASSIFYING DOCUMENTS BY INTEGRATING CONTEXTUAL KNOWLEDGE WITH BOOST

AHMAD ALMONAYYES
Dept. of Computer Science
Kuwait University
Kuwait
almonayyes@cs.ku.edu.kw

ABSTRACT

Classifier learning with data-sets that suffer from imbalanced class distributions is a difficult problem in text mining. Most existing text mining methods adopted term-based approaches which are distinguished by the problems of polysemy (i.e. a word has multiple meanings) and synonymy (i.e. multiple words having the same meaning). This work presents an innovative and effective pattern discovery technique which combines contextual explanatory patterns and boosting to classify documents in the domain of fanaticism. Our results show empirically that performance has been enhanced in terms of accuracy and recall.

Keywords—Boosting, Classification, Data Mining, Explanation Patterns, Text mining
HOMOGRAPH HANDLING FOR OLD JAWI IN MALAY MACHINE TRANSLITERATION

CHE WAN SHAMSUL BAHRI C.W. AHMAD¹, KHAIRUDDIN OMAR², MOHAMMAD FAIDZUL NASRUDDIN³ & MOHD ZAMRI MURAH⁴

¹Faculty of Information Science and Technology, Kolej Universiti Islam Antarabangsa Selangor, MALAYSIA cwshamsul@kuis.edu.my

²,³,⁴ Center for Artificial Intelligence Technology, Universiti Kebangsaan Malaysia, Selangor, MALAYSIA {²ko,³mfn,⁴zamri}@ftsm.ukm.my

ABSTRACT

Machine Transliteration is a process of converting a script from the source text to the target text automatically. A major issue in machine transliteration research is how to get the transliteration with high accuracy for words that do not have in the dictionary or, out of vocabulary (OOV) and homograph word. The model used in this study is based on the rule base approach. Results of experiments found that accuracy up to 75.39% on the testing at the old Jawi data set from the Qalam Magazine (1950) and Kitab al-Hidayah Salikin (1935). Based on the experimental results, rules-based approaches cannot fully solve the problems that are present in old Jawi transliteration into Roman. This is because there are some old Jawi spelling has homograph (spelled the same but pronounced differently) that require different approaches. Therefore, this study suggests that extended in the future to address homograph or obscure words (ambiguity) that the error occurs is minimized.

Keywords: Rumi Jawi mapping, machine transliteration, rules-based approach, homograph.
AN ONTOLOGY-BASED APPROACH IN CREATIVE TALENT MATCHING

KOH MAY FERN
MIMOS Berhad
Technology Park Malaysia,
57000 Kuala Lumpur,
Malaysia.
koh.mf@mimos.my

ABSTRACT

Requirement for talent varies from one organizational to another and change from time to time. One of the challenges is getting the right talent that benefits the organization. There can be many ways for talent matching candidates and the most commonly used technique is by reading the candidate’s resume. This technique usually takes a long time and incurred higher cost especially when the amount of resume is too extreme. Inconsistent is a part of being human. Therefore there are many method of expressing the same skills and experience. Hence, some of the best matched talent candidates may not appear to be obvious unless he/she is a professional resume writer. This paper presents the methodologies and the creativeness approaches of talent management with Ontology. The method of how we analyze and define the relationships by understanding the resume content not limited to job title, skills and working experience.

Keywords: Talent match, Ontology, resume content.
THE DEVELOPMENT OF RUPiSM: A HYBRID SOFTWARE DEVELOPMENT METHODOLOGY FRAMEWORK

NUR AZUA RAHIM, YAZRIWATI YAHYA, SITI SOPHIAYATI YUHANIZ, SURIANI MOHD SAM & YUSNAIDI YUSOF
Advanced Informatics School
Universiti Teknologi Malaysia
Kuala Lumpur, Malaysia
nurazua@gmail.com, yazriwati.kl@utm.my, sophia@utm.my,
suriani.kl@utm.my, yusnaidi.kl@utm.my

ABSTRACT

A tremendous number of software development methodologies (SDM) includes pure and hybrid, emerged recently to satisfy the stakeholders and project itself. Thus, to decide the method that fits the project is crucial, due to the escalating percentage of project success. A simple statistical analysis was conducted to see the data distribution of several hybrid studies. This paper proposes a hybrid SDM framework named RUPiSM. It is established by two well-known practice approaches, Rational Unified Process (RUP) and Scrum methodology, in order to emphasise the definite strengths; documentation, team communication, customer involvement, and product quality and at the same time to complement each other. It is achieved by exercising agile workflows into the preserving RUP incremental Lifecycle Iteration Pattern, while Sprints are implemented in Construction phase and the ordinary flow is applied in the rest of the phases. To test the effectiveness of the proposed framework, RUPiSM is carried out in the development of Cash Handling System. It was found that the proposed framework is outstanding when the planned artefacts can be delivered based on the timeline given. In particular, the framework able to produce a workable increment product at the end of every sprint and finally become the high-quality system and met customer requirements. This hybrid framework is beneficial in the future work to measure the productivity and customer satisfaction degree.
Keywords: Software development methodology, hybrid software development methodology, Rational Unified Process, Scrum Methodology
EOCIPHER: A HYBRID APPROACH TO ENHANCE SECURITY OF OUTSOURCED DATA IN PUBLIC CLOUD STORAGE

MANIKANDASARAN S. S.
Director,
Christhuraj Institute of Computer Applications,
Christhu Raj College, Trichy, Tamil Nadu, India
moni.tamil@gmail.com

AROCKIAM L.
Asso.Prof, Dept. of Computer Science
St. Joseph’s College, Trichy
Tamil Nadu, India
larockiam@yahoo.co.in

DR. L. NAGARAJAN.
Director,
Department of Computer Science,
Adaikalamatha College, Vallam, Thnajavur,
Tamil Nadu, India
mcadirector@gmail.com

ABSTRACT

Cloud computing is a profitable computing service to an individual and enterprise customers. But due to some security issue, people seem to be hesitated on it. Once the issues are resolved, cloud computing will be the trillion dollars business in the computing world. The Data storage on untrusted cloud makes data security is a challenging issue. To address this security issue, this paper proposes a hybrid security service algorithm using encryption and obfuscation techniques, namely, EOcipher. Separate algorithm for encryption and obfuscation is proposed but they are working together in EOcipher. EOcipher encrypts and obfuscates the original data based on the type of data. Non-numerical data are encrypted and numerical data are obfuscated. Both encryption and obfuscation are executed in parallel manner. Experiment is conducted for the proposed EOcipher with...
respect to time, size and security level. The proposed encryption and obfuscation is executed separately and results are compared with EOcipher. The proposed algorithm processes the data in minimum time duration and provides maximum security than encryption and obfuscation. It also minimizes size of data being uploaded to the cloud.

**Keywords:** Cloud Storage, Cloud Security, Hybrid Security Service, Encryption, Obfuscation.
SELF-SUFFICIENCY AND COLLECTIVE INTELLIGENCE IN AUTO-CONSTRUCTIVE EVOLUTION OF ARTIFICIAL LIFE

ADZNI BINTI ABDUL RAHIM
Kolej Poly-Tech Mara, Semporna
No.11 - 17, Batu 2, Jalan Bubul
91308, Wdt 151, Semporna, Sabah
adzni@gapps.kptm.edu.my

ABSTRACT

This paper demonstrates an evolving swarm system of flying agents called collective swarm system within the Breve auto-constructive artificial life environment. The behavior of each agent is governed by genetically evolved program code expressed in the Push programming Language. This agent represents a set of instructions that manipulates the collective swarm system in which the objective of the artificial life to investigate how self-sufficiency in terms of reproductive competence is achieved with different settings within individual parameters in auto-constructive artificial life. In general, it was found that various parameter setting changes will give different effects in terms of the reproductive competence of collectively-intelligent seeks food for energy and reproduction.
FINGER VEIN FEATURE EXTRACTION USING DISCRETIZATION

YUHANIM HANI YAHAYA¹, SITI MARIYAM SHAMSUDDIN²
& WONG YEE LENG²

¹Faculty of Science and Defence Technology, Universiti Pertahanan Nasional Malaysia,
Kem Sg Besi 57000 Kuala Lumpur
yuhanim@upnm.edu.my

²UTM Big Data Centre,
Ibnu Sina Institute for Scientific & Industrial Research
Universiti Teknologi Malaysia
81310 UTM Skudai, Johor
mariyam@utm.my, nureiliyah@utm.my

ABSTRACT

Finger vein is a promising biometric pattern for personal identification due to its high security over other biometric identification techniques. Compared with other biometrics such as fingerprint, face and iris, finger vein patterns exhibits universality, uniqueness, permanence and measurability characteristic. Furthermore, finger vein is a living body identification which means that only vein in living finger can be captured and used for identification. The standard practice of various research works in finger vein identification focuses on feature extraction and classification process. However, the selection of meaningful features is highly depends on the early pre-processing stage. Acquiring useful features from finger vein in order to reflect the identity of the individual is the main issues for identification. This research aims at improving the scheme of finger vein identification based on Maximum Curvature Directional Feature (MCDF) discretization where it is a combination of Maximum Curvature Points feature extraction method and Directional-based feature extraction
method. Discretization is adopted for systematically represented extracted features from MCDF for identification purposed. Experimental results show that the performance of the proposed methods is above 90%.

**Keywords:** Finger Vein, Discretization, Maximum Curvature Feature Extraction, Directional-based Feature Extraction
IMPROVING ACCURACY IN SENTIMENT ANALYSIS FOR MALAY LANGUAGE

ARUN ANAND SADANANDAN, NURUL AIDA OSMAN, HUSSAIN SAIFUDDIN, MUHAMMAD KHAIRUDDIN AHAMAD, DUC NGHIA PHAM & HONG HOE

Artificial Intelligence Department, MIMOS Berhad Technology Park Malaysia, Kuala Lumpur, Malaysia
{arun.anand | aida.osman | hussain.saifuddin | khairuddin.ahamad | nghia.pham | hh.ong}@mimos.my

ABSTRACT

Accurately determining the intent of a person from their writings is one of the key challenges in developing Sentiment Analysis methods and tools. Among the various proposed methodologies in the literature, Machine Learning based approaches are widely used, especially for multi-lingual text content. This paper presents a hybrid approach of a Knowledge Base approach combined with Machine Learning, implemented in Mi-Intelligence Sentiment Analysis system. The proposed approach supports multilingualism and is applied on text articles written in Malay (Bahasa Melayu) language. A dataset in Malay language is manually annotated with sentiment values and used for performance evaluation. The results are compared with other Machine Learning tools and analysed. The proposed approach achieved an accuracy of 94.34% and outperformed the traditional pattern matching approaches by being able to take into consideration the meaning of the text.

Keywords: Sentiment Analysis, Opinion Mining, Malay Language, Knowledge Structures, Machine Learning.
FAULT LOCALIZATION BY USING HYBRID GENETICALGORITHM

MUHAMMAD LUQMAN BIN MAHAMAD ZAKARIA, KHAIRONI YATIM SHARIF, ABDUL AZIM ABD. GHANI, KOH TIENG WEI & HAZURA ZULZALIL
Software Engineering and Information System Department,
Faculty of Computer Science and Information Technology
Universiti Putra Malaysia,
43400 Serdang, Selangor, Malaysia
luqman.mzakaria@gmail.com
{khaironi, azim, twkoh, hazura}@upm.edu.my

ABSTRACT

Maintaining software is difficult, time-consuming and very costly. Thus finding correct faults in a program might help to overcome this issue. Many techniques had been proposed such as program slicing, code coverage, program state and mutation analysis. An issue arise when all the previous technique are made based on the assumption that the fault is caused by a single fault. However, in a real world, one fault could be caused by multiple faults. This issue requires a technique which able to handle multiple faults when to localize a fault. Another issue is related to the latest technique which is mutation analysis. During test cases mutation, there is a vast number of mutant will be generated which lead to difficulty of choosing the important mutant. Therefore there is a need for a new technique which capable of reducing the number of mutants generate to localize the fault. HGA which is a combination of Genetic Algorithm and Local Search had been identified by another researcher as more efficient in searching optimum solution. Thus it is believed that HGA technique is suitable to localize fault in a source code. This paper will address the issue regarding a technique to localize a correct fault and handle multiple faults.

Keywords: Software maintenance, Fault localization, Hybrid Genetic algorithm.
COIL CHAMFER DIAMETER MEASUREMENT IN HELICAL SPRING BASED ON A HUGH TRANSFORM ALGORITHM

ASHARDI ABAS & XUN CHEN
Computing Department, FSKIK, Universiti Pendidikan Sultan Idris,
Tg Malim, Perak.
ashardi@fskik.upsi.edu.my,

General Research Institute, Liverpool John Moor’s University
x.chen@ljmu.ac.uk

ABSTRACT

In this paper, the authors explain the result of experiments for a novel method that measures and detect the size of coil chamfer after a grinding by using vision acquisition and processing to develop an automated chamfer measurement by using the image processing technique. One important inspection step in helical spring is the determination of the coil chamfer inner diameter values of the roundness circle. Detect the circle from digital images is critical issue in computer vision. Given helical spring and the geometrical characteristics of the circular, a new optimization algorithm was proposed to extract an image of the circle. Circle extraction is comparable to the points search and extraction in the circle and by implemented this concept researcher able to predict the diameter of the chamfer. Location search strategy is using optimization, is an efficient global optimization method. Self-tuning parameters were achieved by using an algorithm along with the geometric properties of the round, and detected the valuable point of circle image so as to accomplish the detection and recognition of the circle. A big amount of analyses shows that the recommended algorithm has good robustness and precision. The main advantages of this method as compared with other methods include the noteworthy inexpensive cost of facilities, simpler maintenance and becoming more accurate.

Keywords: Coil chamfer, Diameter, Circle detection, Algorithm optimization
AN IMPROVED COLLISION AVOIDANCE ALGORITHM FOR ABRUPT OBSTACLES IN DYNAMIC CROWD SIMULATION

IZNORA AINI ZOLKIFLY
UNITAR INTERNATIONAL UNIVERSITY
Faculty of Business Technology and Accounting
3-01A, Level 2, Tierra Crest,
Jalan SS6/3, Kelana Jaya,
47301 Petaling Jaya,
Selangor Darul Ehsan, Malaysia
iznora@unitar.my

ABDULLAH BADE
Faculty of Science and Natural Resources
Universiti Malaysia Sabah,
jalan UMS, 88400, Kota Kinabalu,
Sabah, Malaysia
abb@ums.edu.my

Abstract
NUMERICAL SOLUTION OF FUZZY VOLTERRA INTEGRO-DIFFERENTIAL EQUATION USING SPECIAL TWO-STEP METHOD

DR. FARANAK RABIEI & FATIN NADIAH
Department of Mathematics, Faculty of Science, Universiti Putra Malaysia, 43400 UPM Serdang, Selangor, Malaysia
faranak_rabiei@upm.edu.my

ABSTRACT

In this research the special two-step Runge-Kutta method is proposed for approximating the numerical solution of fuzzy volterra integro-differential equations. The method is two-step in nature and is based on classical Runge-kutta method with less number of stages which leads less computational cost compared with the classical Runge-Kutta methods. Here, we consider the fuzzy differential equations under generalized Hukuhara differentiability. Based on this concept the fourth order fuzzy two-step Runge-Kutta method is developed to solve the fuzzy differential equation part and by using the combination of Lagrange interpolating polynomial and composite Simpson’s rule the integral part of volterra integro-differential equations is approximated. The proposed method is tested on some examples of fuzzy volterra integro-differential problems in order to show the efficiency of method. Finally, the numerical solutions of obtained method are compared with existing numerical methods.
APPLICATION OF ADAPTIVE BATS SONAR ALGORITHM FOR SOLVING A SINGLE OBJECTIVE OF PRACTICAL BUSINESS OPTIMISATION PROBLEM

NAFRIZUAN MAT YAHYA & MUHAMMED NAFIS OSMAN ZAHID
Faculty of Manufacturing Engineering,
Universiti Malaysia Pahang,
26600 Pekan, Pahang
nafrizuanmy@ump.edu.my
nafis@ump.edu.my

ABSTRACT

An adaptive bats sonar algorithm to solve single objective optimisation problem is presented. The proposed algorithm utilised the concept of echolocation of a colony of bats to find prey. The proposed algorithm is applied to solve two practical business optimisation problems. The problems are cost optimisation of shipping refined oil and profit optimisation of selling television sets. The acquired results show that the proposed algorithm suitable to produce the appropriate optimum solution of the considered problems. The proposed algorithm can thus be an effective method for solving of single objective optimisation problems.

Keywords: adaptive bats sonar algorithm, swarm intelligence, single objective optimisation, practical business optimisation problems.
STUDENTS’ WEAKNESSES IN PROGRAMMING SUBJECTS:
A PILOT STUDY AND DESCRIPTIVE ANALYSIS

MOHD SHAHRUL NIZAM MOHD DANURI, CHE WAN SHAMSUL BAHRI C. W. AHMAD & AHMAD NAZEER ZAINAL ARIFIN
Center for Core Studies 1
Selangor International Islamic University College (KUIS)
msnizam@kuis.edu.my

Faculty of Science and Information Technology 2
Selangor International Islamic University College (KUIS)
cwshamsul@kuis.edu.my

ABSTRACT

The purpose of this paper is to identify the student weaknesses in programming subjects at Selangor International Islamic University College (KUIS). Near half of student failed in their programming subjects, semester 1, 2016/2017. The researchers would like to investigate further by outlining 4 main factors that potentially influence the students’ weaknesses in programming subjects. This research was a pilot survey by using adapted questionnaire which was distributed to 62 students in KUIS. The factors of students’ weaknesses outlined in this research were Student Interest, Student Behaviour, Lecturer Factor and Facility. The result shows the internal consistency was 0.893, which was the result considered as reliable. Among all factors, the Lecturer Factor were found to be the most dominant factor that influence the students’ weaknesses in programming subjects. Therefore, it is important for the lecturer to improve their attitude, behaviour and the way of teaching in programming subjects near future.
Keywords: students’ weaknesses, programming subjects, pilot study, descriptive analysis
Are You an Academician Researcher Looking to present your research paper?

IF SO WE CREATE THESE CONFERENCES FOR YOU!

contact us NOW!!
https://www.facebook.com/WorldConferences/
https://worldconferences.net
wcr.kokisdar@kuis.edu.my
+603-89229386

WhatsApp/Viber: +6013677390 (Redzaudin Ghazali)
E-mail: icasic.wcr@gmail.com

http://worldconferences.net/icasic

4th INTERNATIONAL CONFERENCE ON ARABIC STUDIES & ISLAMIC CIVILIZATION 2017
icasic 2017

DATED: 27th & 28th MARCH 2017

VENUE: BERJAYA TIMES SQUARE KUALA LUMPUR, MALAYSIA

Organized By:
MEDIUM: ENGLISH, ARABIC & MALAY

CALL FOR PAPERS

Contact Us NOW!!

+603-89229386
wcr.kokisdar@kuis.edu.my
https://worldconferences.net
https://www.facebook.com/WorldConferences/