CLASSROOM MANAGEMENT SYSTEM VIA MOBILE DEVICES

A thesis submitted to the Graduate School in partial fulfillment of the requirements for the degree of Master of Science (Information Technology) in Universiti Utara Malaysia

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ABSTRACT

Mobile devices, applications and services become assimilated into people’s daily activities. The full potential of mobile application is realized when people can access current information at anytime and at anywhere. Existing practice in allocating available classrooms and classrooms reservation are performed manually. In addition, to report any device failure located in classrooms is currently made by calling the helpdesk. Therefore, a Classroom Management System (CMS) via mobile devices is proposed to overcome such problems; allowing lecturers to identify the required classrooms, perform classroom reservation and find the person-in-charge while administration staffs can operate on managing the rooms. System Development Research Methodology (SDRM) has been used for the CMS development. Users acceptance towards CMS had been identified by performing a field study involving 15 respondents. Results showed that 75% of the respondents are satisfied with CMS and felt that it is an acceptable application. Hence, this indicates that CMS provides satisfaction to lecturers and administration staffs in facilitating the daily routine of their working environment.
ABSTRAK

Peralatan mudah alih, aplikasi dan perkhidmatan telah menjadi keperluan dalam aktiviti harian. Potensi sepenuhnya bagi aplikasi mudah alih telah disedari apabila orang ramai boleh mendapat maklumat semasa pada bila bila masa. Amalan yang ada untuk memperuntukkan bilik kuliah yang sedia ada dan tempahan bilik kuliah dilakukan secara manual. Oleh itu, untuk menjadikan urusan ini lebih berkesan, iaitu boleh mendapatkan maklumat pada bila-bila masa sahaja, CMS telah dicadangkan untuk menangani masalah ini; dengan membolehkan pensyarah untuk mengenalpasti bilik kuliah yang diperlukan, membuat tempahan bilik kuliah, dan menghubungi staf pentadbiran yang bertugas bagi melaksanakan operasi mentadbir bilik kuliah. Metodologi SDRM telah digunakan untuk pembangunan CMS. Penerimaan pengguna terhadap CMS telah dikenalpasti dengan membuat kajian yang melibatkan 15 responden. Keputusan menunjukkan bahawa 75% dari responden berpuas hati dengan CMS dan merasakan ia adalah aplikasi pengurusan bilik kuliah yang boleh diterima. Oleh yang demikian, ini telah menunjukkan bahawa CMS telah memberi kepuasan kepada pensyarah dan staf pentadbiran dalam memudahkan aktiviti harian terhadap persekitaran kerja mereka.
ACKNOWLEDGEMENT

By the Name of Allah, the Most Gracious and the Most Merciful

The author wishes to extend her grateful appreciation to all those who have contributed directly and indirectly to the preparation of this thesis. Specially the author wishes to extend her thanks to Dr. Yuhanis Yusof as Supervisors, for her advice, guidance and encouragement throughout the preparation of this thesis.

Special thanks to the reviews, assessments and comments from the Panel of Assessors, which are significant in contributing toward the betterment of the thesis.

Finally, the author expresses her sincere thanks to her family members and friends for the encouragement, inspiration and patience which they provided at every step during this course of studies. Special thanks also to the employees and management of Division of Applied Sciences, UUM Colleges of Arts and Sciences who took their time and troubles to answer my questionnaires.
TABLE OF CONTENTS

PERMISSION TO USE
ABSTRACT
ABSTRAK
ACKNOWLEDGEMENT
TABLE OF CONTENTS
LIST OF FIGURES
LIST OF TABLES
LIST OF ABBREVIATIONS

Chapter One

INTRODUCTION

1.1 Introduction 1
1.2 Problem Statement 2
1.3 Research Objective 3
1.4 Scope 3
1.5 Significance of Work 4
1.6 Organization of the Report 4

Chapter Two

LITERATURE REVIEW

2.1 Introduction 5
2.2 WAP (Wireless Application Protocol) 5
2.3 Mobile Application 7
2.4 Resource Management System 9
2.5 Interface Design 10
2.6 Conclusion 12
Chapter Three

RESEARCH METHODOLOGY

3.1 Introduction 14
3.2 Research Methodology 14

3.2.1 Information Gathering 16
3.2.2 Prototype Design 16

3.2.2.1 Use Case Description 20
3.2.2.2 Sequence Diagram 29

3.2.3 Prototype development 37

3.2.3.1 System Design 39
3.2.3.2 Designing Button 51

3.2.3.3 Prototype 51

3.2.4 Testing and Evaluation 52

3.3 Conclusion 52

Chapter Four

DISCUSSION OF RESULT

4.1 Introduction 53
4.2 System Evaluation 53

4.2.1 Perceived Usefulness 53
4.2.2 Ease of Use 56

4.2.3 User Satisfaction 57
4.2.4 Interface Design 57

4.3 Data Analysis 61
4.4 Conclusion 63
Chapter Five

RECOMMENDATION AND CONCLUSION

5.1 .......................................................................................................................... Introduction 64
5.2 ......................................................................................................................... Contribution Of Study 65
5.3 .......................................................................................................................... Problems and Limitations 65
5.4 ......................................................................................................................... Recommendation and Future Work 66
5.5 .......................................................................................................................... Conclusion 66

References ..............................................................................................................67

Appendix (A) ..........................................................................................................74
## LIST OF FIGURES

<table>
<thead>
<tr>
<th>Figure No</th>
<th>Figure Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Figure 3.1</td>
<td>System Development Research Method</td>
<td>15</td>
</tr>
<tr>
<td>Figure 3.2</td>
<td>Architecture of Classroom Management System</td>
<td>16</td>
</tr>
<tr>
<td>Figure 3.3</td>
<td>Database relationship</td>
<td>18</td>
</tr>
<tr>
<td>Figure 3.4</td>
<td>Use case diagram of CMS</td>
<td>19</td>
</tr>
<tr>
<td>Figure 3.5</td>
<td>Example design for CMS prototype</td>
<td>20</td>
</tr>
<tr>
<td>Figure 3.6</td>
<td>Login</td>
<td>22</td>
</tr>
<tr>
<td>Figure 3.7</td>
<td>Search class</td>
<td>23</td>
</tr>
<tr>
<td>Figure 3.8</td>
<td>Add class</td>
<td>24</td>
</tr>
<tr>
<td>Figure 3.9</td>
<td>Update class</td>
<td>25</td>
</tr>
<tr>
<td>Figure 3.10</td>
<td>Delete class</td>
<td>26</td>
</tr>
<tr>
<td>Figure 3.11</td>
<td>Make reservation</td>
<td>28</td>
</tr>
<tr>
<td>Figure 3.12</td>
<td>Search person in-charge</td>
<td>29</td>
</tr>
<tr>
<td>Figure 3.13</td>
<td>Login sequence (Lecturer)</td>
<td>31</td>
</tr>
<tr>
<td>Figure 3.14</td>
<td>Login sequence (Administration staff)</td>
<td>32</td>
</tr>
<tr>
<td>Figure 3.15</td>
<td>Search room sequence diagram</td>
<td>33</td>
</tr>
<tr>
<td>Figure 3.16</td>
<td>Add class sequence diagram</td>
<td>34</td>
</tr>
<tr>
<td>Figure 3.17</td>
<td>Update class sequence diagram</td>
<td>35</td>
</tr>
<tr>
<td>Figure 3.18</td>
<td>Delete class sequence diagram</td>
<td>36</td>
</tr>
<tr>
<td>Figure 3.19</td>
<td>Make reservation sequence diagram</td>
<td>37</td>
</tr>
<tr>
<td>Figure 3.20</td>
<td>Search person in-charge sequence diagram</td>
<td>38</td>
</tr>
<tr>
<td>Figure 3.21</td>
<td>Main page</td>
<td>39</td>
</tr>
<tr>
<td>Figure 3.22</td>
<td>Flow of CMS process</td>
<td>40</td>
</tr>
<tr>
<td>Figure 3.23</td>
<td>Main functional of Classroom Management System</td>
<td>41</td>
</tr>
<tr>
<td>Figure 3.24</td>
<td>Search room</td>
<td>42</td>
</tr>
<tr>
<td>Figure 3.25</td>
<td>Search lecture room</td>
<td>43</td>
</tr>
<tr>
<td>Figure 3.26</td>
<td>Search lecture room availability</td>
<td>43</td>
</tr>
<tr>
<td>Figure 3.27</td>
<td>Search lecture room result</td>
<td>44</td>
</tr>
</tbody>
</table>
Figure 3.28 ................................................................. Search computer lab 45
Figure 3.29 ................................................................. Search person in-charge 46
Figure 3.30 ................................................................. Operational management (add) 47
Figure 3.31 ................................................................. Operational management (update) 48
Figure 3.32 ................................................................. Operational management (delete) 49
Figure 3.33 ................................................................. Make reservation 50
Figure 3.34 ................................................................. Result after make reservation 51
Figure 4.1 ................................................................. Pie chart for question 1 54
Figure 4.2 ................................................................. Pie chart for question 2 54
Figure 4.3 ................................................................. Pie chart for question 3 55
Figure 4.4 ................................................................. Pie chart for question 4 55
Figure 4.5 ................................................................. Pie chart for question 5 56
Figure 4.6 ................................................................. Pie chart for question 6 57
Figure 4.7 ................................................................. Pie chart for question 7 57
Figure 4.8 ................................................................. Pie chart for question 8 58
Figure 4.9 ................................................................. Pie chart for question 9 58
Figure 4.10 ............................................................... Pie chart for question 10 59
Figure 4.11 ............................................................... Pie chart for question 11 59
Figure 4.12 ............................................................... Pie chart for question 12 60
Figure 4.13 ............................................................... Pie chart for interface design 61
## LIST OF TABLES

<table>
<thead>
<tr>
<th>Table No</th>
<th>Table Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Table 3.1</td>
<td>Database: Description of Tables</td>
<td>17</td>
</tr>
<tr>
<td>Table 4.12</td>
<td>Descriptive Statistic</td>
<td>62</td>
</tr>
</tbody>
</table>
# LIST OF ABBREVIATIONS

<table>
<thead>
<tr>
<th>Abbreviation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMS</td>
<td>Classroom Management System</td>
</tr>
<tr>
<td>UUM</td>
<td>Universiti Utara Malaysia</td>
</tr>
<tr>
<td>ASP</td>
<td>Active Server Page</td>
</tr>
<tr>
<td>LCD</td>
<td>Liquid Crystal Display</td>
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<tr>
<td>WAP</td>
<td>Wireless Application Protocol</td>
</tr>
<tr>
<td>WML</td>
<td>Wireless Markup Language</td>
</tr>
</tbody>
</table>
CHAPTER 1

INTRODUCTION

1.1 Introduction

The growing of technology makes human activities more easy and efficient. Now people can access information from any place and even on mobile. The internet is used as a medium to access information operate business and many more. According to Bubley (2007), out of 1.3 billion internet users, only 37% of the users access internet via personal desktop and laptops. Another 33% of the users access by both PC and mobile devices and 30% of them access internet from mobile phones. For that reason, mobile computing applications have been developed to facilitate users in accessing information. The technology offered by wireless devices like smart phone and PDAs have contributed to the improvement of existing systems.

Applications that run on mobile phones require WAP services as the fundamental platform. WAP has been defined as a global standard for bringing internet content and services to mobile phones and other wireless devices (Bennet, 2001). Information that is to be accessed via mobile phone requires WAP as the standard protocol. WAP enables the task of accessing internet through mobile devices while avoiding “world wide wait” (Jacobs et al., 2008). The “world wide wait” which is defined as time taken to access information from the internet should be avoided when implementing WAP application. On the other hand, the WAP service browser can represent the interface in simpler and smaller display.

Resource management has been used for sharing different resources consists of what resources are available, where they located, what their properties and what their
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