

IPHONE APP : LECTURER'S ROOM FINDER,
UUM-CAS

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By

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ABSTRACT

The Information Technology building at the College of Arts and Sciences, Universiti Utara Malaysia has a complex design. The numbering of the lecturers' rooms is very confusing and finding the required room is very difficult and taking a long time not just for students but also for lecturers. The purpose of this study is to develop a mobile indoor navigation prototype for lecturers' room search based on iPhone. This report discusses about indoor navigation and the development of the prototype based on iPhone. This study utilized the research methodology in Information System (IS) which was adapted from Vaishnavi and Kuechler (2007). The use of mobile indoor navigation prototype could help students to find the required room faster while saving energy and increasing productivity. The mobile indoor navigation prototype was developed using web tools such as PHP, HTML5, CSS, JavaScript and SQLite as database. The prototype can be used as an alternative way in finding lecturers' room at IT building. The results from the evaluation indicated that mobile indoor navigation application for searching lecturers' room at IT building, College of Arts and Sciences, Universiti Utara Malaysia based on iPhone devices has achieved all the objectives. The users agreed in terms of Perceived Usefulness and Perceived Ease of Use towards the use of the prototype.

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TABLE OF CONTENTS

PERMISSION TO USE	I
ABSTRACT	II
ACKNOWLEDGMENTS	III
TABLE OF CONTENTS	IV
LIST OF TABLES	VI
LIST OF FIGURES	VIII
LIST OF ABBREVIATIONS	IX
CHAPTER ONE: INTRODUCTION	
1.0 Introduction	1
1.1 Background of the Study	1
1.2 Problem Statement	3
1.3 Research Questions	4
1.4 Objective	4
1.5 Scope of Study	5
1.6 Significant of the Study	6
1.7 Research Organization	6
1.8 Summary	7
CHAPTER TWO: LITERATURE REVIEW	
2.0 Introduction	8
2.1 Smartphone	8
2.2 iPhone Application Development	9
2.4.1 Web Application	10

2.4.2	Native Application	11
2.4.3	Hybrid Application	12
2.3	Shortest Path Algorithm	14
2.4	Indoor Navigation	14
2.5	Summary	20

CHAPTER THREE: RESEARCH METHODOLOGY

3.0	Introduction	22
3.1	Background of Design Research Methodology	22
3.1.1	Awareness of Problem	24
3.1.2	Suggestion	25
3.1.3	Development of Application	25
3.1.4	Evaluation	37
3.2	Summary	37

CHAPTER FOUR: DATA ANALYSIS AND FINDING

4.0	Introduction	38
4.1	Evaluation Questionnaires	38
4.2	Reliability of Data	40
4.3	Mean of Measurement	41
4.4	Summary	44

CHAPTER FIVE: DISCUSSION AND RESULTS

5.0	Introduction	46
5.1	Discussion	46
5.1.1	First Research Sub-Objective	47
5.1.2	Second Research Sub-Objective	48

5.1.3	Third Research Sub-Objective	49
5.2	Summary	50
CHAPTER SIX: CONCLUSION AND FUTURE STUDY		
6.0	Introduction	51
6.1	Conclusion of the Study	51
6.2	Limitation of Study	52
6.3	Recommendation for Future Work	53
6.4	Summary	53
	REFERENCES	55
	APPENDIX A: Questionnaire to collect information on an iPhone App - Lecturer's room finder	59
	APPENDIX B: Questionnaire on an iPhone App - Lecturer's room finder	63
	APPENDIX C: Prototype's coding	67

LIST OF TABLES

Table 2.1:	Comparison pros and cons between Web apps and Native apps	12
Table 2.2:	The indoor navigation system has been developed	14
Table 3.1:	Comparison of MySQL function and SQLite function	29
Table 4.1:	Percentage of respondent background	39
Table 4.2:	Data reliability	40
Table 4.3:	Constructs measurement	41
Table 4.4:	Items of Perceive of Usefulness Measurement	41
Table 4.5:	Items of Perceive of Ease of Use Measurement	41
Table 4.6:	Items of Satisfaction Measurement	42
Table 4.7:	Items of Outcome and Future Use Measurement	42
Table 5.1:	Research Objective	44
Table 5.2:	Constructs measurement	46

LIST OF FIGURES

Figure 2.1:	Addition display unit with integrated touch screen, speaker, microphone, RFID card dispenser	16
Figure 2.2:	Wi-Fi Positioning System	17
Figure 2.3:	Kamppi mobile service and screen showing the map	18
Figure 3.1:	The Design Research Methodology	21
Figure 3.2:	(a) Lecturer add page (b) List all the lecturers in the table	27
Figure 3.3:	(a) Lecturer detail page (b) Lecturer edit page (c) Delete popup window	28
Figure 3.4:	Example of the map	29
Figure 3.5:	Full map of IT building	30
Figure 3.6:	(a) Add to home screen (b) Insert the title (c) Icon added to the home screen	32
Figure 3.7:	Startup image	33
Figure 3.8:	(a) The main page of prototype (b) Search function (c) Query the result	34
Figure 3.9:	The result of lecturer room search	35
Figure 5.1:	The prototype interface shown the map and staircase	44
Figure 5.2:	The result of the Lecturer Room Search can help students find the required room faster.	45
Figure 5.3:	All the result	47

LIST OF ABBREVIATIONS

GPS	Global Position System
GIS	Geographic Information System
RFID	Radio-Frequency Identification
UI	User Interface
SDK	Software Development Kit
IT	Information Technology
UUM	Universiti Utara Malaysia

CHAPTER ONE

INTRODUCTION

1.0 Introduction

This chapter provides an overview of the entire study. The first sub-topic describes the background of the study that lead to the implementation of the whole research. This is followed by problem statement, research questions, objectives, scope of the study, significance of the study and research organization. The last sub-topic provides the way this research is summarized.

1.1 Background of the Study

Currently most navigation systems are designed to support outdoor navigation. However, when reaching a destination by using outdoor navigation, a walker need to enter a building, and indoor navigation is required for a large and complex building. According to Huang et. al. (2009), people tend to lose orientation a lot easier within buildings than outdoors. While outdoor navigation has good data supported in the network, that is not true for indoor navigation (Werner & Kessel, 2010).

The contents of
the thesis is for
internal user
only

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