Using Mobile Phone to Access Academic Result in Universiti Utara Malaysia

A thesis submitted to the College of Art and Science
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By

ASHRAF ALI F. ABDULJALIL
800041

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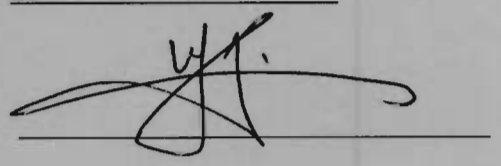
(Signature) : 

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ABSTRACT

This study was to find out the limitation of existing system in accessing student's results, find out new user requirements and measure the system usability. The respondents are all UUM students as they have experience in using the existing UUM application for checking academic result and they are also potential users of using this system. This study found that the system is acceptable and usable.

Keywords: Mobile Phone Application

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CHAPTER 1

INTRODUCTION

1.1 Background of the Study

Wireless technology has developed into one of today's hottest topics due to its ability to bring the power of communication and the Internet into the hands of users while overcoming temporal and spatial constraints (Elliott and Phillips, 2004). As the popularity of wireless services grows, manufacturers are enabling wireless devices with an increasing array of features and capabilities. However, a new "buzzword" increasingly being mentioned in the market place is the Wireless Application Protocol (WAP).

The WAP is a completely new concept which provides data oriented services to the mass market and is capable of being beneficial to far more end users than the personal computer (Foo, et al., 2001). For example, many personal digital assistants (PDAs) now operate as cell phones and vice versa. The WAP is also envisioned to be a Web in the pocket. As the benefits of the WAP are recognized and become more widely used, the impact it has on everyday lifestyle is obvious. The WAP brings with it the convenience of distributing information efficiently regardless of geographical boundaries and time.

The system helps the College of Art and Science students to check their academic results and related course information, view their own personal information, check for

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CHAPTER 7

CONCLUSION

7.1 Conclusion

The main purpose of this project is to develop a mobile based application for accessing student's academic results in UUM in which has been achieved. At the same time, the prototype has been used to evaluate, the system usability in which has been accomplished through this three and the half month of project duration. The development of the project is based on the SDLC in Object-Oriented approaches and takes UML as the modeling system while the development of the system uses WAPTOR and mobile explorer language. Due to the time constraint, this project does not fully complete its functionality as shown in the prototype. Therefore, it is recommended that future research to be carried out in order to enhance and expand the service of the application by taking this prototype as a starting point of the development.

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