## **KEYWORDS INDEX**

3D terrain, 254 AC4LV, 180

academic leadership, 706

accessibility, 481

adaptive authentication, 417 adoption, 206, 551, 772

adoption. educational technology, 558

advertising theories, 763

alert, 46 algorithm, 25

ambient assisted living, 52 animal diet formulation, 274 anomaly detection, 440

ant colony, 287

ant colony optimization, 300 ant system algorithm, 326 application design, 366 application performance, 366

ARM, 347

artificial neural network, 692

assistive, 229

associative learning, 58

audio, 152

audio fingerprint, 216 auditory icons, 194 augmented reality, 159 authentication, 432 automate, 334

automated model selection, 32

automated tools, 481 autometrics, 25

bacterial foraging optimization algorithm, 312

barrier, 481

Bayesian inference, 713 bio-inspired algorithm, 706 biomedical datasets, 757 black hole attack, 423 block cipher, 473

business continuity management, 530

business report, 334 camera calibration, 142 campus university, 539 case based reasoning, 677 cellular automata, 293 chest x-ray image, 174 children, 597 classification, 706

classification problems, 757 classifier ensemble, 326 cloud computing, 558 cloud computing use, 564

**CLUT, 261** 

cognitive impairment, 241 cognitive mediation model, 89

color, 340

community cohesion, 618 compliance behavior, 410

components, 737

computational chemotaxis, 312 computational model, 698 computerized speech therapy, 216 context-aware authentication, 417

continuance intention, 17 coordination, 728

correlation properties, 583 crowdsourcing, 495 cultural heritage sites, 235 cultural probes, 597 data analysis, 632

data envelopment analysis, 545

data mining, 751 data partitioning, 576 data state, 280 data type matching, 488

DECIML, 751

decision tree classifier, 671 decision tree evaluation, 671

decisionfusion, 216 dependent variable, 743 detection system, 46

diary, 597

differential evolution, 312

diffusion, 551 digital divide, 551 digital economy, 127 digital graphic novels, 1 digital kitchen environment, 52 digital music application, 168

disaster, 625

disaster management, 728 disaster recovery plan, 530 discrete csine transform, 381 document changes, 374

drawing, 247

dynamic adapter, 488 educational games, 187 effective factors, 611 effectiveness, 545 efficiency, 359 elaboration, 89 elderly, 241, 247

electricity supply industry, 524

encryption, 473

enhanced risk equation, 403 ensemble classifier, 751

enterprise architecture framework, 720 enterprise architecture process, 720

evaluation, 200

examination timetable, 318 expectation-confirmation, 17

experts, 114

exploratory search system, 501 exponential smoothing technique, 644

extreme data, 644 extreme event, 644 eye tracking, 142 Eye2H, 39 facial detection, 39 fastpath, 347 FCC code, 583

feasible generalized least squares, 25

feature set partitioning, 326

feed mix, 274 filteration, 632 financial time series, 713 fire circular front shape, 293 fire-spiral movement technique, 293 flood, 698 flow theory, 743 food intake, 194 food tour, 287 forecasting model, 692 framework, 374 functional size measurement, 353

fuzzy, 340

fuzzy distance-based undersampling, 638

fuzzy logic, 638 game design, 223 game elements, 159 game engine, 254 gamification, 159

genetic algorithm, 274, 280, 306

GIS, 684

grid computing, 306, 432

gridSim, 432 H.264/AVC, 576 healthcare, 121 hearing-impaired, 229 heteroskedasticity, 713

higher education institutions, 665

holt's method, 644 Home Area Network, 395 HR reporting, 334 human behaviors, 46 human emotion detection, 39 human interface, 340 human visual system, 381

human-computer interaction, 46, 52, 142 hybrid intelligent technique, 464 hybrid metaheuristic algorithm, 306

hybrid optimization, 312

icon. 340 ICT, 121, 743 ICT competency, 127 image, 261

image steganography, 381

imbalance, 751 imbalanced data, 638

impact, 564

improved chemotaxis differential evolution

optimization algorithm, 312 impulse purchase, 763 independent variable, 743 Indonesia, 206, 772

information dissemination, 625 information security, 381

information security awareness, 187

information security management system, 530

information seeking, 590

information seeking behaviour, 590

information sharing, 728

information technology service management, 530

information visualization, 665

input, 545

instant messaging, 743

instant messenger application, 772 integrated project delivery, 539 intelligent support model, 698 intelligent system, 46

intelligent water drops algorithm, 318

intention, 206 interaction design, 1

interactive television advertising, 763

interface, 267 interface design, 247 international students, 590

intrusion, 440

intrusion detection, 464 Involvement, 618 IPv6 threats, 403 IPv6 vulnerabilities, 403

Islam, 241 ISO 25010, 779 IT governance, 737 job scheduling, 306

joint source channel coding, 576 JPEG2000 compatible cipher, 473

JSRT image dataset, 174 juvenile delinquency, 677

K-means, 464

k-nearest neighbor, 326, 677

knowledge, 519

knowledge management, 524 knowledge management process, 604

knowledge sharing, 604 knowledge transfer, 519 knowledge-based economy, 127

knowledge-based service economy, 127

L4 kernel, 347 land conversion, 684 language learning, 81 learning, 104

learning engagement, 388 learning from news, 89 least square bit, 381 legitimate, 440

linear discriminant analysis, 326

linked data, 501 low vision children, 180 machine learning, 73, 751 machine learning algorithm, 671

MAI, 583 Malaysia, 524

manual model selection, 32 Markov chain Monte Carlo, 713

massive flood, 73 media, 261 medium effects, 89 metric, 481 metrics, 737 MFCC, 216 mimicry, 194

mobile ad hoc networks, 423 mobile application, 353 mobile augmented reality, 235

mobile learning, 388 mobile Quran apps, 447 modified UTAUT2, 206

motor impaired users, 223

multiclass, 751

multiclass image classification, 174

multimodal, 58

multi-modality ontology, 65 multiple equations, 32 music mood, 168 narrative for learning, 1

national dialogue conference, 121 nature inspired algorithm, 423 negative selection algorithm, 706 neighborhood area network, 395

network monitoring, 743 network-on-chip, 570 neural network, 142

neural network based random sequence, 473

non-planar surface, 134

NSL-KDD, 464

object properties filter, 65 object-based classification, 73

observation, 180

octagonal-based lattice structure, 757

online Community, 618 online dashboard, 334 opinion mining, 659 optimization, 318 organizational culture, 456

orientation, 89 outcome, 545 packet losses, 576

packet wireless network, 576 pair programming, 604 password guidelines, 410 pattern-based storyline, 1

PBKDF2, 261 PBL practices, 611 pedestrian simulation, 293

perception, 340

performance expectancy, 558

persona, 267 personalized, 267 persuasion approach, 410 persuasive technology, 194

pilot test, 114

pixel-based classification, 73

P-learning, 97 praying activity, 241 Preference, 618 pre-test, 114

project dashboard, 334 project management, 334 projection system, 134 public key infrastructure, 432 quadratic assignment problem, 300

quality in use, 779 questionnaire, 114 radar satellite image, 73 reactive search, 300 real time video, 576

recommendation system, 287

reed-solomon, 576 regression analysis, 200 reservoir operation, 692 reservoir water level, 692 restrict viewing, 261

reverse engineering approach, 374 reward-based system, 510 risk assessment, 403 risk equation, 403 risk management, 530 risk mitigation, 737

risk-based authentication system, 417

router, 570 RSA, 432

rule based reasoning, 677

SAC-OCDMA systems introduction, 583

sampling, 751
satellite image, 254
satisfaction, 17
SECI model, 604
secret messages, 381
secure routing, 423
security, 395
security culture, 456
security vulnerabilities, 447
seemingly unrelated regressions, 25

semantic gap, 65

semantic image retrieval, 65

self-organizing network, 757

semantic web, 501

sentiment analysis, 632, 659 sequence of events, 280

services based on technology, 772

single equation, 32 single-sign-on, 388 slow learner, 267 smart grid, 395 smart home control, 39 smart meter, 395 smart phone, 247 smart recycle bin, 510

SMEs, 564 SMOTE, 638 SMP, 347

social engineering, 187 social media, 104, 590, 625, 632

Social Media, 618

social network analysis, 625 social network credentials, 388 social networking sites, 597 socio-economic value, 551 software effort estimation, 353 software evaluation, 779 software quality attributes, 779

sound, 152

spike-time dependent plasticity, 58 spiking neural network, 58 state-sensitivity partitioning, 280 stepping-stone connection, 440 stepping-stone detection, 440 stress management, 698 stress therapy, 152

structural components, 665 student perception, 611 students' data, 665

stutter, 216

support vector machine, 174 support vector machine, 381 SURE-Autometrics, 25 surveillance, 89

sustainability, 539

sustainable food agricultural land, 684

SVM, 464

systematic literature review, 456

systematic review, 720 system-on-chip, 570

TAM, 97 task, 359

team performance, 359 technological innovation, 97

technology acceptance model and innovation

diffusion theory, 104 temporal data mining, 692

test case, 280

textile-based pressure sensor, 241 Thai word segmentation, 659

threat, 447 totally blind, 200 tourism, 287

traveling salesmen problem, 300

TV streaming, 206

ubiquitous computing, 52, 81 ubiquitous learning environment, 81

UML modelling, 353

undergraduate program, 545 unequal error protection, 576

unity 3D, 254

Universiti Sains Islamic Malaysia, 318

university, 519 university student, 604 usability, 114
user acceptance, 17
user awareness, 52
user centered design, 267
user evaluation, 168
user experience, 180
user experience, 366
user interface, 340
user requirements, 247
user satisfaction, 366
user testing, 247

user-centered design, 223

UTAUT, 743 UTAUT2, 772

value stream mapping, 359 vector quantization, 216 video learning, 229 virtual reality, 152 visual element, 168 visual forms, 168 visual grammar, 168 visual learning, 229

visual perception theory, 229

VLSI design, 570 WCAG 2.0, 200 web application, 417 web based portal, 510

web of system performance, 495

web service selection, 488

website, 114

weighted overlay, 684 wireless communication, 97

zero order geometric continuity surface, 134