









KICT NEWSLETTER



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Motivational Quote

"A moment of patience in a moment of anger saves a thousand moments of regrets"

(Ali Ibn Abu Talib)



ENCOURAGING EFFECTS OF ELECTRONIC GAMES ON MENTAL HEALTH TREATMENT: A PERSPECTIVE

Part 2: Games Characteristics and Features that Attract Human

Game is known to be effective for training and treatment due to the engaging fun and enjoyable characteristics. That has been proven in the context of educating, engaging and entertaining humans or the players. These factors are considered by educators, scientists, and designers in expanding their potentials to assist psychologists and psychiatrists in developing dedicated intervention instruments or mechanisms for mental health.

Games are already widely used in schools to help students in overcoming some learning difficulties, especially special need students, such as dyslexia and ADHD. With the combination of multimedia elements like appropriate use of colorful graphic, audio, animation, video and interactivity used in games, it helps those leaners with visual and auditory impairment or difficulty to learn and understand subject better. With that support, they can perform better in schools.

Having challenging, amusing gameplay or activities that are created based on the particular needs or purpose of the players may increase their engagement with the game on a daily basis. There are many types of fun interactive tools that a game may offer to the players. Game engagement may require using additional intermediary such as joystick with personal computer, controller with console, touch screen or gestures with mobile and only limited to the mouse or keyboard.

A compelling storyline could be one of the entertaining elements that a game might be able to offer to the players. Stories or narrative of a game might be based on real events, completely fantasy or some games offer players. Game developers can be inspired by their own story and imagination could be unlimited. In addition, with the combination of pleasant soundtrack, it could be able to uplift a human mind spiritually.

Digital Games influences on Human Behaviours

Some studies that were conducted between 2011 and 2019 have investigated the impact of actions and violent games toward human behaviour. The studies' findings indicate there are three (3) significant positive human aggressive effects for the habit of playing action and violent digital games. The positive effects are competitiveness, difficulties create excitement and pace of action. Each effect is explained in the followings:

- Competitiveness refers to the increasing desire to be competitive for digital gamers, especially for games with violent content. Players are found to feel more excited to successfully defeat their enemies or opponents in the game.
- Difficulty refers to the difficult challenges in violent type of games are more interesting and fun to the gamers compare to non-violent games. More challenges or difficult strategies will usually make players feel more excited and engaged.
- Pace of action refers to the rate of actions or responses of a player of a violent digital game will be faster and more efficient than a non-violent game.

In several research conducted in the United States in 2011 focused on the relationship between playing violent games and criminal behavior. Yet the results showed that, there is no significant relationship between violent game play habits and crime rates. This finding has been discussed in the context of anti-social behavior among gamers and increased activity of playing video games resulting in a reduction of criminal activities in the real world. Players exercise their skills and express their behavior in digital games.

Ward in 2011, a researcher and also a lawyer has recorded that, one of the researchers has narrated a scenario where he had selected an area in the United States with a certain crime rate. They distributed various types of violent digital game CDs in local game stores among respondents. He found that the sales of the game CDs increased unexpectedly and at the same time found a very significant decrease in the rate of criminal cases reported in the area.

Then, a study in 2014 proved the existence of a condition called 'Catharsis' has been developed among players while they are playing this violent digital game. Catharsis is a process of letting go, and thus provides relief from strong emotions as well as the desire to commit crimes among players. Thus, researchers believe that these violent gaming activities are also capable of reducing individuals 'desire to commit crimes in the real world after achieving satisfaction with similar behaviors in the digital world. Indirectly, it has also reduced the rate of criminal cases in the study area conducted.

NUR LEYNI NILAM PUTRI JUNURHAM

ASSISTANT PROFESSOR DEPARTMENT OF LIBRARY & INFORMATION SCIENCE



RESEARCH EXPERTISE

Mosque libraries, Information and Reference Services, Collection Development, Bibliometrics

QUALIFICATION

- · Doctor of Philosophy Library and Information Science, International Islamic University Malaysia (IIUM)
- Master of Library and Information Science International Islamic University Malaysia (IIUM)
- Bachelor of Sunnah Studies with Information Management Universiti Sains Islam Malaysia (USIM)

PROFESSIONAL MEMBERSHIP

Member of Librarians Association of Malaysia (PPM), Committee member of Jawatankuasa Perpustakaan Islam Malaysia (JKPIM, PPM), Member of Flagship Humanising Digital Education (HDE)

ACHIEVEMENT AND AWARDS

'Highest Number of Publications in Mycite at Kulliyyah Level Award, **Awarded Certified Content Creator** by MyDigital Educator@MOHE2022 Program

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ABOUT ME

I am an Assistant Professor at the Department of Library and Information Science, Kulliyyah of Information and Technology. I started my career as an academician at International Islamic University Malaysia in 2019. I was awarded the best student award for my Master's Degree in 2011 and then was offered a Fellowship Program under Skim Latihan Asas Bumiputera (SLAB), Ministry of Higher Education (MOHE), 2012 to further study in Ph.D. My research interests are mainly in Mosque Libraries, Information sources and Services, Collection Development, Library Services, Digital Library, Information search strategies, and Bibliometrics. I am also a member of the Librarians Association of Malaysia (PPM), since 2016. I serve as a committee member of Jawatankuasa Perpustakaan Islam Malaysia (JKPIM, PPM) from 2018 until now.

RECENT PUBLICATIONS

- Bibliometric assessment of scholarly publications on wāqf (Islamic Endowment). 2021. International Journal of Economics, Management and Accounting, 29 (1) pp. 223-241
- An investigation of Arabic-Malay translation: problems and issues. Seminar Penterjemahan Kebangsaan, Kuala Lumpur, Malaysia. IIUM Press. 27 March 2021.
- Safeguarding Audiovisual Collections: Responsibility and Interest. 2022. KICT Newsletter, Issues 1/2023.
- Search strategies formulation among library and information science students in online database. 2014. Middle East Journal of Scientific Research, 19 (3). pp. 338-345. ISSN 1990-9233
- SWOT Analysis on Rural Library Services Serving the Minorities", Qualitative and Quantitative Methods in Libraries International Conference, Rome, Italy, 4 - 7 June 2013
- International collaboration in information and communication technology of Malaysian scholars. 5th on International Conference Information and Communication Technology for the Muslim World (ICT4M). IEEE, 2013.

ZAINAB SENAN MAHMOD ATTAR BASHI

ASSISTANT PROFESSOR
DEPARTMENT OF COMPUTER SCIENCE



RESEARCH EXPERTISE

Computer Network ~ Blockchain ~ Internet of Things ~ Cyber Security ~ Information Security

QUALIFICATION

Doctor of Philosophy (Engineering)

PROFESSIONAL MEMBERSHIP

Institute of Electrical and Electronics
Engineers (IEEE), Internet Society
(ISOC), Malaysia Board of
Technologists (MBOT), International
Association of Engineers (IAENG),
Middle East Association of Computer
Science & Engineering (MEACSE),
The Society of Digital Information and
Wireless Communications (SDIWC)

ACHIEVEMENT AND AWARDS

- Silver Medal: Final Year Project Showcase (2022), KICT IIUM, S.O.S Flood Rescue System.
- Gold Medal: Innovative Research, Invention and Application Exhibition (I-RIA 2021), UUM. Smart Traffic Light Monitoring System for Emergency Using Arduino.
- Best Paper Award: 2020
 International Conference on
 Computer and Information Sciences
 (ICCIS2020), Saudi Arabia.
 Investigation on 6LoWPAN Data
 Security for Internet of Things

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ABOUT ME

I am an assistant professor of Computer Networking at Faculty of Information & Communication Technology, International Islamic University Malaysia since December2021. I worked as a senior lecturer at school of computing in Universiti Utara Malaysia fortwo years. I received my BSc (in Electronic and Computer Engineering), MSc, and Ph.D. (in Information and Computer Engineering) degrees from the International Islamic University Malaysia. My current research interests are Cyber Security, Info-Centric Networks, Network Mobility, and IoT Connectivity.

RESEARCH GRANTS/CONSULTATION PTOJECTS

- Cryptocurrencies from Islamic perspectives: Systematic Literature Review, IIIT SRP 2023, Principle Investigator, Jan 2023 - Sep 2023, RM7,000
- Information Technology from the Islamic Perspective: Systematic Literature Review, IIIT SRP 2023, Co Researcher, Jan 2023 - Sep 2023, RM7,000
- A Blockchain Trust Model towards Secure Agribusiness Supply Chain Environment, FRGS, Co Researcher, Sep 2020
 Sep 2023, RM 128,200.
- A New Authentication Model to Enhance Digital Trust in Future Internet Architecture of Named Data Networking, FRGS, Co Researcher, Sep 2020 - Sep 2023, RM 134,949

RECENT PUBLICATIONS

- Journal Paper: Ch'ng Ooi Jie Yee, Zainab S. Attarbashi, Norliza Binti Katuk, (2022). Traffic Management for Emergency Vehicles. International Journal of Undergraduate Research, 3(1), 23 - 28.
- Journal Paper: Aman A.H.M, Hassan W.H, Attarbashi Z.S, et al (2021) IoMT Amid COVID-19 Pandemic: Application, Architecture, Technology, and Security. Journal of Network and Computer Applications 174, 102886 (WoS, IF: 5.57, Q1)
- Journal Paper: Teaching Lab-based Courses Remotely: Approaches, Technologies, Challenges, and Ethical Issues. IIUM Journal of Educational Studies 9 (3), 37-51
- Journal Paper: Aman, A. H. M., Yadegaridehkordi, E., Attarbashi, Z. S., Hassan, R., & Yong-Jin, P. (2020). A Survey on Trend and Classification of Internet of Things Reviews. IEEE Access, 1–1. doi:10.1109/access.2020.3002932 (WoS, IF: 3.745, Q1)
- Conference Paper: Abdul Halim Abdullah, Zainab S. Attarbashi, Ahmad Suki bin Che Mohamed Arif (2022) Results Acceptability of E-Voting System Using Blockchain Technology. The Seminar on Information Retrieval and Knowledge Management 2022 (SIRKM'22), UKM, 2-3 March 2022.

SEMBOK AWARD PROF EMERITUS DATO TS DR TENGKU MOHD TENGKU











Prof Emeritus Dato Ts Dr Tengku Mohd Tengku received the Sembok Award from Dato' Ts. Dr. Haji Amirudin Abdul Wahab, Chief Executive Officer (CEO) of CyberSecurity Malaysia

NEW PECAMP PRESIDENT PROF DATIN DR ROSLINA OTHMAN



Congratulations FOR COMPLETING RESEARCH PROJECT





Congratulations FOR SECURING RESEARCH GRANT



Congratulations FOR COMPLETING



Computing Project

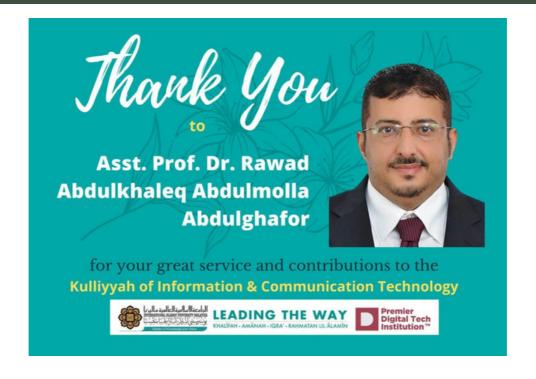
Proposal Defense



Congratulations AND WELCOME TO KICT



hank You FOR YOUR CONTRIBUTION AS ASST. PROF. IN KICT FROM 2018 - 2023



BENCHMARKING VISIT POSTGRADUATE PROGRAMMES AT FACULTY OF INFORMATION SCIENCE AND TECHNOLOGY, UNIVERSITI KEBANGSAAN MALAYSIA





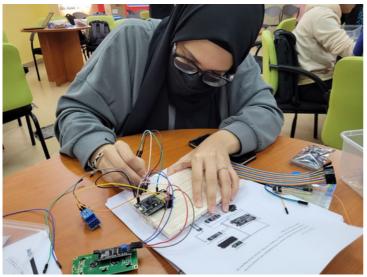




IOT WORKSHOP APPLICATION ORGANIZED BY RU 9 IN COLLABORATION WITH SILVERSEEDS LAB NETWORK













VISIT FROM CAMBODIA UNIVERSITY OF TECHNOLOGY AND SCIENCE (CAMTECH)









JOHOR AUTISM SUMMIT (JAS) AT BERJAYA WATERFRONT JOHOR













M-KITCHEN'S TAPAI PULUT AND COOKIES WORKSHOP

Ahsiah Ismail, Dini Oktarina Dwi Handayani, Maznah Ahmad, Noor Azian Mohamad Ali, Noor Azizah

Mohamadali, Izyani Zulkifli













Introduction

M-kitchen has organized a workshop to make Tapai Pulut and baking Cookies on the 17th of March 2023. The workshop has taken place at the CITA pantry, Kuliyyah of Information and Communication Technology (KICT), International Islamic University Malaysia (IIUM). The workshop was attended by Dr. Dini Oktarina Dwi Handayani, Dr. Maznah Ahmad, Dr. Ahsiah Ismail, Dr. Noor Azian, Dr. Izyani Zulkifli, Noor Azizah Mohamadali and the students from Usrah in Action subject. It was a full day workshop where two types of dishes, which are Tapai Pulut and cookies being taught to the participants. The Tapai Pulut Making was taught by Dr. Dini Oktarina Dwi Handayani and the cookies baking class was taught by Dr. Maznah Ahmad. The participants were looking forward to trying all the recipes taught by the instructors.

Tapai Pulut

Tapai pulut is also known as pulut tapai or simply tapai. It is a fermented sweet glutinous rice dish that is popular in Southeast Asia, especially in Malaysia, Indonesia, and Brunei. Tapai pulut is a traditional food that is often served during festivities and other special occasions. It can be eaten as a dessert or snack on its own. The dish is made by mixing cooked glutinous rice with yeast and fermenting the rice over a period of one to two days. During fermentation, the rice absorbs the flavor of the yeast and becomes soft, sticky, and slightly sweet taste with a pleasant aroma. During the workshop, Dr. Dini Oktarina Dwi Handayani demonstrated the steps and shared some of the tips for making the Tapai. Here are the steps:

- 1. First, wash and rinse the glutinous rice a few times and soak it in water for at least 30 minutes. Then, wash and rinse the glutinous rice a second time and soak it in water again for another 30 minutes.
- 2.Drain the soaked rice and transfer it to a steamer. Steam the rice over high heat until it is fully cooked, which typically takes about 30 to 40 minutes.
- 3. Spread the cooked rice onto a large plate or tray and let it cool down to room temperature.
- 4. Then, mix the cooled glutinous rice with yeast.
- 5.Transfer the mixture into a clean jar or container. Leave it to ferment at room temperature for about 48 hours.
- 6.Check the Tapai Pulut regularly during the fermentation process. It should be ready when it has a slightly tangy aroma and a bubbly texture. The rice should be soft and has a slightly sweet taste.
- 7..Once it is ready, we can serve the Tapai Pulut immediately as a dessert or snack or store it in the fridge for later use.





Cookies

A cookie is a type of confectionery that is typically small and has a sweet taste and comes in a wide variety of shapes and flavors. They are often served as a snack or dessert and have been one of the all-time favorite treats. During the workshop, Dr. Maznah Ahmad demonstrated the recipe to make two types of cookies namely Chocolate Chip Cookies and Oatmeal Raisin Cookies. Here is the general process for baking the cookies:

- 1. Mix all the ingredients to form the cookie dough.
- 2. Shape the dough into individual cookies by rolling the dough into balls to create a shape. Chill the cookies dough.
- 3. Pre-heat the oven to the specific temperature in the recipe. This is to ensure that the oven is hot enough with even temperature to cook the cookies.
- 4. Then, place the shaped cookie balls on baking sheets and bake them for 10 to 12 minutes, depending on the size of the cookie balls.
- 5.Once the cookies are baked, remove them from the oven and left them to cool on the cookie wire rack baking sheet for a few minutes.
- 6.Once the cookies are completely cool, they can be packed into cookie jars.











DEPARTMENT OF LIBRARY AND INFORMATION SCIENCE SEMINAR: WHAT IS "OPEN" ABOUT OPEN SCIENCE?







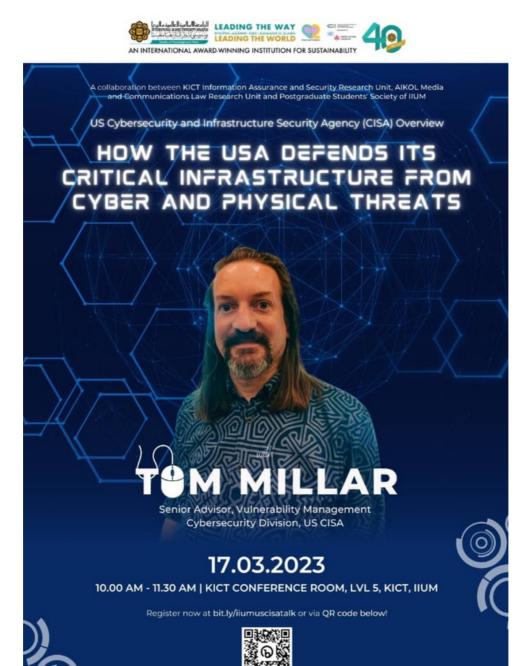








TALK: HOW THE USA DEFENDS ITS CRITICAL INFRASTRUCTURE FROM CYBER AND PHYSICAL THREATS



A collaboration between KICT Information Assurance & Security Research Unit (RU), AIKOL Media & Communications Law RU and PGSS IIUM

PUBLICATION

(Submission in IREP for March 2023)

- 1.Abd Khalid, Ahmad Haiqal and Mohkhlas, Nur Nazihah and Zakaria, Noor Azura and Mat Rejab, Mazidah and Abdul Karim, Ruwinah and Suharsiwi, Suharsiwi (2023) Assistive technology for children with learning disabilities: a systematic literature review. In: 17th International Conference on Ubiquitous Information Management and Communication (IMCOM) 2023, Seoul, Republic of Korea.
- 2.Che Mohd Salleh, Marhanum and Mohd Nor, Rizal and Yusof, Faizal and Amiruzzaman, Md (2023) Constructing a shariah document screening prototype based on serverless architecture. Computers, 12 (3). pp. 1-15. E-ISSN 2073-431X
- 3.Mat Ariff, Noor Azwana and Ismail, Amelia Ritahani (2023) Study of Adam and AdaMax optimizers on AlexNet architecture for voice biometric authentication system. In: 17th International Conference on Ubiquitous Information Management and Communication (IMCOM) 2023, Seoul, Republic of Korea.
- 4.Muhamad Ibrahim, Najhan and Ismail, Amelia Ritahani (2023) Big data framework to evaluate and analyse National Covid-19 Immunization Programmed (NCIP) in Malaysia: a comparative study. Journal of Engineering Science and Technology (JESTEC), 18 (1). pp. 783-791. ISSN 1823-4690
- 5. Subramaniam, Krishnan and Shenoy, Rohit and Velu, Vengadeshwaran and Zainuddin, Ahmad Anwar and G Kurappa, Laxamanan and Amirtham, Victor (2023) A review of actuators in ankle-foot rehabilitation therapy. Malaysian Journal of Science and Advanced Technology (Special Issue: International Conference on Contemporary Issues 2022). pp. 71-74. E-ISSN 2785-8901
- 6. Zainuddin, Ahmad Anwar and Mansor, Hafizah and Badrulhisham, Nurul Iffah and Zulkifli, Nurul Nabilah and Mohd Ridzal, Aisyah Afiqah and Ghazalli, Nasyitah (2023) Simulating the effectiveness of an IoT Parcel Alert System for enhancing delivery efficiency and safety during Covid-19. Malaysian Journal of Science and Advanced Technology, 3 (1). pp. 28-36. E-ISSN 2785-8901
- 7. Hashim, Roosfa (2023) Mohd Kamal pemikir berwibawa. Suara Sarawak, 27 February 2023. p. 11.

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TITLE:

FORENT-VEHICLE FORENSICS FOR CAR RENTAL SYSTEM

INVENTORS AND CO-INVENTORS:

- 1. ASST. PROF. DR. HAFIZAH MANSOR
- 2. NUR SHUHADAH BINTI MOHD @ AB RAZAK
- 3. NURUL NADIA BINTI CHE SAUFI