

JOURNAL OF ADVANCED COMPUTING TECHNOLOGY AND APPLICATION (JACTA)

Editor-in-Chief

Professor Datuk Ts. Dr. Shahrin Sahib (UTeM)

Associate Editors-in-Chief

Associate Professor Ts. Dr. Zuraida Abal Abas (UTeM)

Associate Professor Ts. Dr. Choo Yun Huoy (UTeM)

GS. Dr. Othman Mohd (UTeM)

Dr. Zaheera Zainal Abidin (UTeM)

Collaborative Editors

Ts. Dr. Zahari Yunos (CyberSecurity Malaysia – CSM)

Anuar Ismail (Ask Pentest Sdn. Bhd.)

Dr. Mustafa Ayad Anwer Al-Ani (Information Windows Ltd, Iraq)

Dr. Fahmi Arif (Institute Technology National Bandung - ITENAS)

Dr. Affandy (Universitas Dian Nuswantoro – UDINUS)

Dr. Qusay Kanaan Kadhim (Middle Technical University Iraq)

Editors

Associate Professor Ts. Dr. Mohd Hafiz Zakaria (UTeM)

Associate Professor Ts. Dr. Sabrina Ahmad (UTeM)

Associate Professor Ts. Dr. Mohd Faizal Abdollah (UTeM)

Associate Professor Ts. Dr. Siti Rahayu Selamat (UTeM)

Associate Professor Ts. Dr. Nurul Akmar Emran (UTeM)

Associate Professor Ts. Dr. Robiah Yusof (UTeM)

Ts. Dr. Zulkiflee Muslim (UTeM)

Ts. Dr. Wahidah Md Shah (UTeM)

Ts. Dr. Siti Azirah Asmai (UTeM)

Ts. Dr. Nurul Azma Zakaria (UTeM)

Ts. Dr. Sazalinsyah Razali (UTeM)

Ts. Dr. Zulisman Maksom (UTeM)

Ts. Dr. Aslinda Hassan(UTeM)

Ts. Dr. Ibrahim Ahmad (UTeM)

Dr. Norhazwani Md Yunos (UTeM)

Dr. Nur Fadzillah Othman (UTeM)

Ts. Erman Hamid (UTeM)

Journal of Advanced Computing Technology and Application (JACTA) is a journal published twice a year by Universiti Teknikal Malaysia Melaka.

Contents

<i>No.</i>	<i>Title</i>	<i>Page</i>
1.	Assessment of Security Awareness Level of Mobile Device Users in Tertiary Institutions in Plateau State of Nigeria <i>Abayomi Jegede, Grace Odii, Marcus Magaji, Gilbert Aimufua</i>	1
2.	Research on Security Access Control Method of Wireless Network Based on Blockchain Technology <i>Xie Zeqiang, Azizol Abdullah, Abdullah Muhammed, Masnida Hussin</i>	9
3.	Security Awareness Issue among Campus Network Environments <i>Najihah Osman, Zulkiflee Muslim, Haniza Nahar</i>	17
4.	An Augmented Reality-Based Solution for Visualization of Crystal Model and Composition to Improve Students' Learning <i>Ong Hui Jie, Norazlin Mohammed, Lua Cheong Fen</i>	25
5.	A Case Study on Augmented Reality Applications for Chemistry Subject using Heuristic Evaluation <i>Nur Safura Mohd Rafee, Norazlin Mohammed</i>	33
6.	Implementation of Home Security Motion Detector using Raspberry Pi and PIR Sensor <i>Amir Hifzan Azhar, Mohd Fairuz Iskandar Othman, Nazrulazhar Bahaman, Mohd Zaki Mas'ud, Zurina Sa'aya</i>	41
7.	Students Perceptive towards Online Learning during Covid-19 Pandemic: A Case Study in MiCoST <i>Nurhashikin Mohd Salleh, Aimi Liyana Amir, Abdul Hasib Sadiqin Adam Shukri, Norlindamalia Zulkifli</i>	51

Journal of Advanced Computing Technology and Application (JACTA)

Center for Advanced Computing Technology (C-ACT)

Faculty of Information & Communication Technology

Universiti Teknikal Malaysia Melaka

Hang Tuah Jaya, 76100 Durian Tunggal

Melaka, Malaysia



E-mail: editor.jacta.utem.edu.my

Website: <https://jacta.utem.edu.my>

JACTA is an open access journal that provides a platform for researchers, practitioners and experts to share their research findings and readers to access knowledge at the state-of-the-art. The creation of JACTA has been a significant to Computing and Computer Science fields. In fact, JACTA is generated from a collaboration between Universiti Teknikal Malaysia Melaka (UTeM), Faculty of Information and Communication Technology (FTMK) and Center of Advanced Computing Technology (C-ACT). Furthermore, articles submitted to JACTA will be screened based on a peer review process to ensure the article contribution, relevance, readability and originality. Each year, in the month of May and November, JACTA will publish the issues and numbers based on the amount of high quality manuscripts that has been accepted. Potential authors are invited to submit their original contribution in the research topic of Algorithm and Computing, Analytics and Computational Intelligence, Cyber-Physical Systems and Advanced Networking Systems, Cyber Security and Digital Forensics, Immersive Multimedia and Games Technology; and Software Engineering and Knowledge Management but not limited to:

1. Algorithm and Computing

- Algorithm Development and Mathematical modelling
- Cloud Computing
- Pervasive Computing
- Distributed Computing
- Social Computing
- Bio-inspired Computing
- High Performance Computing
- Human-centric Computing
- Ubiquitous Computing

2. Analytics and Computational Intelligence

- Data Analytics
- Machine Learning
- Artificial intelligence

3. Cyber-Physical Systems and Advanced Networking Systems

- Internet-of-Things (IoT) and Machine-to-Machine
- Wireless Sensor Networks (WSNs) design
- Network Performance, Network Management, Network Surveillance
- Network Architecture & Design and Analysis

4. Cyber Security and Digital Forensics

- IoT Forensics
- Security and Privacy

5. Immersive Multimedia and Games Technology

- Multimedia Compression
- Multimedia System
- Virtual Reality and Augmented Reality
- Games Development
- Image and Signal Processing

6. Software Engineering and Knowledge Management

- Software Verification and Validation
- Software Testing
- Software Architecture and Design
- Database Management System