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# **DEFINING ICT IN A BOUNDARYLESS WORLD: THE DEVELOPMENT OF A WORKING HIERARCHY**

Colrain M. Zuppo

Marion Technical college (MTC)

## **Abstract**

Subsequent to rapid information and communication technology development, the scope of the definition of Information and Communication Technologies (ICT or ICTs) has been utilized within diverse contexts including economic development, education, IT, business and personal usage. A review of academic literature, trade publications and general information was undertaken to establish a hierarchy of applications for the term ICT or ICTs.

## **Keywords**

ICT, ICTs, education, economics, digital communication, hierarchy

<https://aircse.org/journal/iimit/papers/4312iimit02.pdf>

## **CHALLENGE SOFE-LEARING IN NIGERIANUNIVERSITY EDUCATION BASED ON THE EXPERIENCE OF DEVELOPED COUNTRIES**

N.D.Oye<sup>1</sup>,Mazleena Salleh<sup>2</sup> ,N.A.Iahad<sup>3</sup>  
<sup>1,2,3</sup> Faculty of Computer Science and Information systems  
Universiti Teknologi Malaysia

### **Abstract**

This paper present a review of the challenges of e-learning in Nigerian University educationbased on the experience of four developed countries, UK, Australia, Korea and France. Thesurvey shows that these countries have: (i) vision and action plans for e-learning, (ii) they havegood government policies andfinancial support, (iii) they earmark action programs and setcommittees with sufficient funds to pursue it goals, (iv) they believe in research as a fundamentalpart of e-learning strategy, and lastly (v) they embark on awareness, training and motivationalprograms. The paper pointed out that, for the challenges of Nigerian university education to be reduced to minimum, the Federal Government should improve on educational funding as UNESCO recommended 26% of the annual budget. In addition the government should fulfill herpromise on the issue of improving Electricity supply in the country. Furthermore, the universityadministratorsshouldembarkonawarenessandtrainingofstaffontheuseofICTs,withmotiva tions attached. The Internet is a major driver of ICT in education andbandwidththis amajorissueinthedeploymentofe-learning. Therefore governments shouldmakeInternetconnectivityapriorityforhighereducationtobeab letoleverageonthepromisesandopportunitiesICTs present.

### **Keywords**

E-learning; ICT; Developed Countries, Nigerian University; Challenges; Education; Internet.

<http://airccse.org/journal/iimit/papers/3211iimit04.pdf>

## **Extending UTAUT to Explain Social Media Adoption by Micro businesses**

Debashish Mandal and Robert JMcQueen

DepartmentofManagementSystems,UniversityofWaikato,New Zealand

### **Abstract**

This paper extends the use of the Unified Theory of Acceptance and Use of Technology (UTAUT) to explain social media adoption by microbusinesses. A canonical action research method is used to study social media adoption in microbusiness, and a post positivist approach is used to report the results based on a predetermined premise. It is found that the major constructs of performance and effort expectancy played an insignificant role, and social influence and facilitating conditions did not influence the behavioral and adoption intentions of social media by microbusiness owners. Owner characteristics and codification effort dominated the use behavior. The goal of microbusiness owners in gaining additional customers leads to behavioral modification resulting in replacing of behavioral intention with goals as a superior method of predicting adoption behavior within the context of micro businesses.

### **Keywords**

UTAUT, social media, action research, micro business

<http://airccse.org/journal/ijmit/papers/4412ijmit01.pdf>

## **Social Business Transformation through Gamification**

Jitendra Maan  
Tata Consultancy ServicesLtd.,

### **Abstract**

Being an emerging business practice, gamification is going to the mainstream to enable and transform social business initiatives across enterprises. With the consistent focus on customer behavior and experience, there is a paradigm shift in thinking about how Gamification and Social initiatives together help to increase the engagement level of knowledge worker, yielding better business results. Business scenarios for gamification are wide spread ranging from customer service and support to communities and collaboration.

The Paper discusses the characteristics & mechanism to learn from games that are important for businesses to understand and apply. It also gives insights on gamification trends, real-world business challenges and also describes on how game thinking can revolutionize the business and create an engaging experience.

### **Keywords**

Gaming Techniques, Gamification, Game elements, Game Dynamics, Game mechanics, Enterprise Gamification, Gamification Platforms, Social gaming elements, Social Collaboration, Social technologies

<http://airccse.org/journal/iimit/papers/5313iimit02.pdf>

## **The Role of Technology Acceptance Model in Explaining Effectiveness of E-Commerce Application System**

MdGaparMdJohar<sup>1</sup> and Janatul Akmar Ahmad Awalluddin<sup>2</sup>

<sup>1</sup>Information Technology and Innovation Center, Management and Science University, Selangor, Malaysia

<sup>2</sup>Graduate School of Management, Management and Science University, Kuala Lumpur, Malaysia

### **Abstract**

Today e-commerce has become crucial element to transform some of the world countries into an information society. Business to consumer (B2C) in the developing countries is not yet a normalcy as compared to the developed countries. Consumer behaviour research has shown disappointing results regarding the overall use of the Web for online shopping, despite its considerable promise as a channel for commerce. As the use of the Internet continues to grow in all aspects of daily life, there is an increasing need to better understand what trends of internet usage and to study the barriers and problem of ecommerce adoption. Hence, the purpose of this research is to define how far Technology Acceptance Model (TAM) contributed in e-commerce adoption. Data for this study was collected by the means of a survey conducted in Malaysia in 2010. A total of 611 questionnaire forms were delivered to respondents. The location of respondents was within Penang state. By studying this sample, conclusions would be drawn to generalize the interests of the population.

### **Keywords**

UTAUT, social media, action research, microbusiness

<http://airccse.org/journal/iimit/papers/3311iimit01.pdf>

# **Customers' Perception Of M-Banking Adoption In Kingdom Of Bahrain : An Empirical Assessment Of An Extended Tam Model**

AliAlSoufi<sup>1</sup>andHayatAli<sup>2</sup>

<sup>1</sup>Department of Information Systems, University of Bahrain, Bahrain

<sup>2</sup>Department of Information Systems, University of Bahrain, Bahrain

## **Abstract**

Mobile applications have been rapidly changing the way business organizations deliver their services to their customers and how customers can interact with their service providers in order to satisfy their needs. The use of mobile applications increases rapidly, and has been used in many segments including banking segment. This research aims at extending the Technology Adoption Model (TAM) to incorporate the role of factors in influencing customer's perception towards M-banking adoption. Furthermore, the extended TAM model was evaluated empirically to measure its impact on M-banking adoption in of Bahrain. The model was evaluated using a sample survey of 372 customers. The results reveal that the intention to adopt mobile banking is mainly affected by specific factors which are: Perceived Usefulness and Ease of Use. On the other hand, some factors such as perceived cost and perceived risk did not show any affect on the users' intention to use mobile banking. The result of this research is beneficial for banking service managers to consider the factors that can enforce the Mobile Banking services adoption and increase the take up of their mobile services.

## **Keywords**

Mobile banking, online banking, Customer perception, Extended TAM

<http://airccse.org/journal/iimit/papers/6114iimit01.pdf>

# **The Adoption And Challenges Of Electronic Voting Technologies Within The South African Context**

Mourine Achieng and Ephias Ruhode  
Cape Peninsula University of Technology, Cape Town, South Africa

## **Abstract**

Literature has shown that countries such as Brazil and India have successfully implemented electronic voting systems and other countries are at various piloting stages to address many challenges associated with manual paper based system such as costs of physical ballot paper and other overheads, electoral delays, distribution of electoral materials, and general lack of confidence in the electoral process. It is in this context that this study explores how South African can leverage the opportunities that e-voting presents. Manual voting is often tedious, non-secure, and time-consuming, which leads us to think about using electronic facilities to make the process more efficient. This study proposes that the adoption of electronic voting technologies could perhaps mitigate some of these issues and challenges in the process improving the electoral process. The study used an on-line questionnaire which was administered to a broader group of voters and an in-depth semi-structured interview with the Independent Electoral Commission officials. The analysis is based on thematic analysis and diffusion of innovations theory is adopted as a theoretical lens of analysis. The findings reveal that relative advantage, compatibility and complexity would determine the intentions of South African voters and the Electoral Management Bodies (IEC) to adopt e-voting technologies. Moreover, the findings also reveal several other factors that could influence the adoption process. The study is limited to only voters in Cape Town and these voters were expected to have some access to the internet. The sample size limits the generalizability of the findings of this study.

## **Keywords**

Electronic voting technology, Diffusion of Innovation (DoI), E-democracy, & E-governance

<http://airccse.org/journal/iimit/papers/5413iimit01.pdf>



## **Knowledge Sharing in Workplace: Motivators and Demotivators**

<sup>1</sup>Oye, N.D. <sup>2</sup>Mazleena Salleh <sup>3</sup>Noorminshah,  
A. Faculty of Computer Science and Information  
System Universiti Teknologi Malaysia,  
81310 Skudai, Johor

### **Abstract**

This paper gives an overview of knowledge sharing in workplace. Based on the review of critical literatures by the authors, they infer that knowledge sharing in workplace can be influenced by motivators and demotivators. Activities of knowledge sharing in organizations may be on organization level or individual level. Knowledge sharing of both levels is critical to the success or failure of knowledge management inside and outside of organizations. Age, culture, and industry were all found to affect knowledge sharing among workers. A common stereotype is that older workers hoard knowledge because they are more insecure and feel threatened by younger workers. Since older workers have more valuable knowledge, younger workers need to entice their older colleagues to share their valuable knowledge with them. The paper focuses on motivators and demotivators to sharing knowledge in workplace. Theories and research pertaining to why workers share knowledge are reviewed. While all industries need knowledge and innovation, it is also true that the pace of change and the need to innovate differs from industry to industry. Technology was acknowledged to have a high important role in increasing productivity of knowledge sharing. It plays a critical role in creating, storing and distributing explicit knowledge in an accessible and expeditious manner.

### **Keywords**

Knowledge, Sharing knowledge, Intrinsic and Extrinsic Motivators and Demotivators

<http://airccse.org/journal/iimit/papers/3411iimit06.pdf>

## **A Survey On: Content Based Image Retrieval Systems Using Clustering Techniques For Large Data sets**

MrsMonikaJain<sup>1</sup>, Dr.S.K.Singh<sup>2</sup>

<sup>1</sup>Research scholar, Department of computer science, Mewar university, Rajasthan, India.

<sup>2</sup>Professor and Head of Department of Information Technology, HRIT  
Engineering college, Ghaziabad, India.

### **Abstract**

Content-based image retrieval (CBIR) is a new but widely adopted method for finding images from vast and unannotated image databases. As the network and development of multimedia technologies are becoming more popular, users are not satisfied with the traditional information retrieval techniques. So nowadays the content based image retrieval (CBIR) are becoming a source of exact and fast retrieval. In recent years, a variety of techniques have been developed to improve the performance of CBIR. Data clustering is an unsupervised method for extraction hidden pattern from huge data sets. With large data sets, there is possibility of high dimensionality. Having both accuracy and efficiency for high dimensional data sets with enormous number of samples is a challenging arena. In this paper the clustering techniques are discussed and analysed. Also, we propose a method HDK that uses more than one clustering technique to improve the performance of CBIR. This method makes use of hierachical and divide and conquer KMeans clustering technique with equivalency and compatible relation concepts to improve the performance of the K-Means for using in high dimensional datasets. It also introduced the feature like color, texture and shape for accurate and effective retrieval system.

### **Keywords**

Content Based Image Retrieval, divide and conquer k-means, hierarchical

<http://airccse.org/journal/iimit/papers/3411iimit03.pdf>

# **Impact of the Evolution of Smart Phones in Education Technology and its Application in Technical and Professional Studies: Indian Perspective**

ManojKumar  
Assistant Professor, Department of Computer Science,  
Maharaja Surajmal Institute, Janakpuri, New Delhi,  
India

## **Abstract**

The greatness of any nation depends largely on the system of education that is used to nurture its talent from within. With the digital era taking the spotlight, and the world rapidly reforming in to a global village, it is now quintessential that a spirit of healthy competitiveness be inculcated in the budding minds of this country. While trying to remodel and upgrade the education system, a key issue is that of quality of education processes in the country. Needs and expectations of the society are changing very fast and the quality of higher education requires to be sustained at the desired level.

The use of internet for educational purposes has increased many folds among Indian youths. Online video lectures and e-books are the emerging trends among learners. The birth of high speed internet access and its availability on recently evolved smart phones has opened several new avenues for learning. The growing popularity of these smart phones among the youth can potentially revolutionize the way we learn. The introduction of 3G technology is already being pinned as the next big thing in the mobile internet revolution.

This paper discusses the use of Smart Phones in Education Technology and its application in Technical & Professional studies in India. We intend to put forward some challenges and advices.

## **Keywords**

Indian education system, high speed internet on smart phone, video lectures, e-books.

<http://airccse.org/journal/iimit/papers/3311iimit04.pdf>