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Abstracts Book

19 – 21 November 2015
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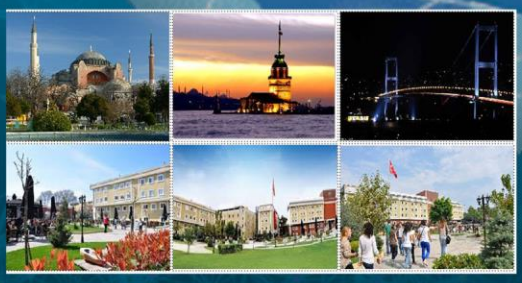

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ABSTRACTS BOOK

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Abstract

Windows Phone is a successful and stable Operating System (OS) with increased flexibility. Despite its amazing features, the global market share has been reported to be far less than its competitor; Android. As per some recent market analysis, Windows Phone currently holds a 2.5% share as compared to Android's overwhelming 84.7%. This may be due to the fact that the Android OS is preferred by application developers due as it is open-sourced and offers a wide variety of applications, unlike Windows.In this paper, we propose an Emulator framework for the Windows Phone that would allow its users to also execute Android applications, thus, bridging the "Application Gap". Initially, the framework will only execute some basic Android applications and can be extended later on.

Keywords: Windows Phone, Android, Framework;

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THE EFFECT OF PHYSIOTHERAPY INTERVENTION FOR BURN PATIENT ON THEIR PERFORMANCE

Mosab Amoudi,

Abstract

A major burn is one of the most severe traumas a person can experience and a life threatening state in which all of the main integrating systems in the body are affected. Burns may cause loss of sensation, decreased range of motion, loss of tissue, or a combination of these conditions. The initial evaluation must include careful analysis of the extent and depth of the part burn and concomitant injuries. Proper-positioning splints and active and passive range-of-motion exercises are vital to the preservation and restoration of function of the burned part.This study aimed to investigate the effect of physiotherapy program on skin reconstruction among burned patients at Rafedia Governmental Hospital in Palestine.

Keywords: passive range-of-motion exercises

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AN ALGORITHM FOR SOLVING SUDOKU GRIDS

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Abstact

In computer science, many of the researches are about computer softwares, computer networks, computer security, algorithm analysis and artificial intelligence. But there is another subject who is not attracted attention sufficiently although it can contain all of the aforementioned subjects inside of it. This subject is computer games. Computer games is a ver important subject because they can help people learning, they can be brain-boosting and they can solve real-world problems. Especially fitting problems. Many of the computer games like Sokoban, Tetris, SUDOKU, Scrabble and 2048 are based on fitting the rigth number, letter, packet or item in the right place and in the right second. So, to solve this type of a game means that this solution can be applied to real world fitting problems and it can help to solve these problems.

Keywords: games like Sokoban, Tetris, SUDOKU

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NURSE SCHEDULING PROBLEM

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Abstract

In this paper, what i have been discussed,is analyzing penalties and cost shifts based on several elements for nurse scheduling problem (NSP). NSP's issue is to assign nurses to different tasks based on constraints. The problem is known to be NP-hard, in other words it does not have a solution or needs years to be soved. In this work we try to solve the problem by satisfying the constraints set, and we also include the nurse's preference and try to balance the difficulty level of all the involved nurses. We also analyze the complexity of the problem as a function of parameters such as number of nurses, number of shifts, optimality of the function. According to the importance in practice, many scientists have developed NSP problems in a satisfactory time limit.

Keywords: complexity of the problem as a function

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E-TENDERING: MODELING OF MULTI-AGENTS SYSTEM INTEGRATING THE CONCEPTS OF ONTOLOGY AND BIG DATA

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Abstract

This work deals with the modeling of a computer system dedicated to e-procurement specifically e-tendering. For the establishment of this system, semantic web ontologies, multi-agent systems and big data were used.To have a modular system, pledge of reliability, of speed and potential scalability, multi-agent systems have been used. The agents of the system communicate and collaborate throughout the tendering process to perform tasks such as the generation of tender documents, bids evaluation, contract signature and monitoring of the realization of the contract.

Keywords: Procurement, Tendering, E-tendering, E-procurement, Multi-agents system, Ontology, Big Data, Artificial Intelligence.

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CHOOSING OPTIMAL CIPHER SUITE FOR AUTHENTICATION OF BANKS IN TURKEY FOR 2015

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Abstract

Nowadays, there is no area of the safety mechanism is not important[1]. Given the economic size of banks it is not surprising to see that they are important in security mechanisms Several criteria are used for grading security. Cipher suite in one of them[2]. This study aims cipher suite information of the first twenty banks in Turkey have to make evaluation according to economic size suite values in 2014[3]. In this study the most appropriate level for the appropriate cipher suite used by banks in authentication mechanisms are to be examined will be chosen. Compliance with security mechanisms used today will examine in the banks. In this study the banks will be ranked according to their level of security mechanism.

Keywords: SHA; cipher suite; authentication.

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DECENTRALIZED LEACH ROUTING ALGORITHM FOR WIRELESS SENSOR NETWORKS

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Abstract

Energy conservation has a main priority in all technology and engineering fields. During the rise of wireless sensor networks (WSNs) field applications and the critical situation of energy consumption, the optimization of energy dispatch becomes a critical and important field of research. LEACH (Low Energy Adaptive Clustering Hierarchy) is one of the most popular routing protocols in WSNs. However, in LEACH nodes energy are drained quickly and it decreases network lifespan due to cluster heads that are selected randomly without taking into consideration the residual energy and position of nodes. The goal of this paper is to introduce a routing algorithm named D-LEACH (Decentralized LEACH) to enhance network lifetime by selecting cluster heads according to their residual energy and their position. This is achieved by decreasing the amount of communication which is needed for selecting cluster heads. The simulation results indicate that the proposed scheme can prolong network's lifespan and also increase the average residual energy of nodes up to 150%.

Keywords: Wireless Sensor Networks; LEACH; Clustering,WSN,Routing;

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INTEGRATION OF MEDICAL DATA ENHANCED BY DATA MINING TECHNIQUES AND SEMANTIC TECHNOLOGIES

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Abstract

This study addresses the special features of data mining with medical data. When we say "medical data" we think about ocean of data like: personal medical records, clinical data, data about medicines, diseases, laboratory experiments, pharmacy data, demographic data, social security data and similar. Accessing and analyzing all of this data has big potential to improve health care quality and other benefits related to patient care. Clustering and processing this data would give information that would affect positive not only in domain of medicine but also could impact on global health situation, reduce financial expenses, improve health-based knowledge and quality of life in general. The problem occurs in decentralized nature of scientific community and healthcare organizations/institutions which often collect this multiple types of data in different sources and formats. That's why, we have heterogeneous, diverse database implementations that makes access to and aggregation of data across databases very difficult. In this paper, we will give an overview of different knowledge-based and data mining techniques, semantic data modeling, ontology definition and other methodologies used in this area so far. Comparing these approaches we will point out main obstacles and difficulties in process of data integration. Also we will provide a solution for use of semantic technologies and data mining techniques in order to bridge the gap in data heterogenity and allow re-use the same design in cases when they need to rapidly develop of solutions that share a common set of characteristics, and yet allow for some variability.

Keywords: medical data, data mining techiques, data integration, semantic tecnologies;

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A FUNNEL MODEL FOR EDUCATIONAL AND VOCATIONAL GUIDANCE IN USING AHP METHOD

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Abstract

This Paper presents a funnel model for using in educational and vocational guidance, based on the Analytical Hierarchy Process (AHP) method. AHP, proposed by the mathematician Thomas Saaty in 1980, is a method of analysis greatly used in the context of a multi- criteria analysis; it allows the comparison and the choice between the preset options. A vital work , preceded the use of the AHP method, which consists in doing a prototyping of trades according to the guidance criteria based on fuzzy set theory, will be developed in another article. This model allows the student to find, firstly, the activities' sectors which are the most appropriate to his/her profile, to choose subsequently the trades and finally, to identify, the potential trainings paths.

Keywords: Educational and Vocational Guidance, AHP, multi-criteria analysis, RIASEC, Big 5.

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CHOOSING OPTIMAL CIPHER SUITE FOR AUTHENTICATION OF BANKS IN TURKEY FOR 2015

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Abstract

Nowadays, there is no area of the safety mechanism is not important[1]. Given the economic size of banks it is not surprising to see that they are important in security mechanisms Several criteria are used for grading security. Cipher suite in one of them[2]. This study aims cipher suite information of the first twenty banks in Turkey have to make evaluation according to economic size suite values in 2014[3]. In this study the most appropriate level for the appropriate cipher suite used by banks in authentication mechanisms are to be examined will be chosen. Compliance with security mechanisms used today will examine in the banks. In this study the banks will be ranked according to their level of security mechanism.

Keywords: SHA; cipher suite; authentication.

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SVD AND DWT TECHNIQUES FOR COPYRIGHT PROTECTION

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Abstract

The problem of copyright in multimedia documents in all environments solved by Digital Watermarking which has been proposed for a solution to problem of copyright. For needs to address watermarking algorithms there are two issues. First one: Schemes of watermarking required providing trustworthy evidence for protecting rightful ownership. Second one: for the good watermarking should satisfy the requirements of robustness (according to public changing such as compression and filtering). In this paper we proposed a new solution for problem of copyright in multimedia documents using SVD and DDWT together.

Keywors: List of index terms–Watermark, SVD, Copyright, Robustness and DDWT

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EXAMINATION A WIRELESS SENSOR DATA FOUNDED USING A TRADITIONAL DATA MINING ALGORITHMS

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Ammar Riadh, Baghdad University , Computer Engineering, Baghdad, Iraq
Sinan Majeed, Çankaya University, Computer Science, Ankara, Turkey

Abstract

In this paper, machine learning algorithms classification in the Wireless Sensor data set are applied utilizing Weka (Data Mining Worktable). The data set used was issued in 2012. It is concerned with gathering the sensor's data from smart phones and other modern mobile devices (e.g., tablet computers, music players, etc.) and mining this sensor data for valuable learning. This paper gives an outline of how traditional data mining algorithms are used to achieve better performance in a wireless sensor network environment. An overview of some data mining techniques and their multilevel classification scheme is presented. Finally we compared results calculated by Weka.

Keywords: classification, learning rules, machine learning, Wireless Sensor mining;

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COMPRESSION INTERNET ACCESS METHODS OF UNIVERCITIES IN TURKEY

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Abstract

Which enables a user to specific conditions required by the relevant system that lets users connect to determine if the user is defined is the concept of authentication [1]. The authentication uses is very wide[2][3]. One of these is the use of accessing internet. Only certain users can use the generated web service objective in this area it is. The aim of this study was to compare students and staff in universities in Turkey internet access methods. The data were generated by contacting the university. In this way, universities can not work on which of the authentication methods they use to access the Internet, the use of which for the main purpose of the method of talking about the advantages and disadvantages of the university is to find out better.

Keywords: Active Directory, Authentication, Kerberos, XML ;

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A FUNNEL MODEL FOR EDUCATIONAL AND VOCATIONAL GUIDANCE IN USING AHP METHOD

Essaid El Haji,
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Abstract

This Paper presents a funnel model for using in educational and vocational guidance, based on the Analytical Hierarchy Process (AHP) method. AHP, proposed by the mathematician Thomas Saaty in 1980, is a method of analysis greatly used in the context of a multi-criteria analysis; it allows the comparison and the choice between the preset options. A vital work , preceded the use of the AHP method, which consists in doing a prototyping of trades according to the guidance criteria based on fuzzy set theory, will be developed in another article. This model allows the student to find, firstly, the activities' sectors which are the most appropriate to his/her profile, to choose subsequently the trades and finally, to identify, the potential trainings paths

Keywords: between the preset options. A vital work , preceded

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COMPARISON OF THE SOUNDS EXTRACTED FROM THE SAME PERSON IN DIFFERENT WAYS WITH THE PRAAT PROGRAM

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Fikret AYSEL, Gazi University, Ankara

Abstract

One of the biggest problems faced by audio analyst in forensic speaker identification process is commission of crime by changing sound. Generally, threats and blackmail, kidnapping, banking transactions on behalf of another person, false or real alarm, imitating someone else and sexual harassment(abuse) crimes are carried out by changing the tone. A distinct method for changed sound is not yet laid down. Apparently audio recording which constitutes the crime and audio recording of the suspect may not match at first glance due to significant differences. Therefore the audio analyst must always be more skeptical about the mismatch of unknown speaker's and suspect's voice recording to the related crime.In this study, the method of changing variety of audio at different times (tissuesealing, whisper, hoarse voice, nasal block by speech, into nation changes, etc. as ....) Compared to audio recordings obtained will be analyzed using that Praat program, whatkind of difference.

Keywords: Praat, Audio, Sound, Analysis, Comparison,Florensic, Speaker Recognation;

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DESIGN OF INNER CAMPUS MOBILE APPLICATION (AKMOB) FOR ADVANCED STUDIES STUDENTS: INSTANCE OF AKDENIZ UNIVERSITY

O. Oral,
Ş. Afyoncu ,
Ö. Asilkan,
Y. Albayrak,

Abstract

İt is considerably hard to attain essential informations as unit addresses, education informations, move hours of transportation vehicle and bus station points if required for the students have just started education in universities have especially big campus. İt is requested to provide eases in getting instant access to these informations for Akdeniz University students with inner campus Android based mobile application (AKMOB) that was put into effect and envisaged within workout. With this reformed mobile application, student is able to display his/her weekly schedule, unit addresses, bus hours and departure hours, university news and inner campus shopping centres campaign announcements. Also by means of this application situated with GPS, instant campaing messages, nearby 100 metre of shopping centres, can be delivered to the student has smart mobile device loaded application. In this application to be formed with the help of GoogleMap API adress descriptions between two points also became usable with the inclusion of address description function. İn these days when mobile tool and mobile application usages soared among university students, with mobile application reformed within this workout students will reach instant information easily and simplify their campus life. Owing to the usage of university groups in socient sharing sites as facebook, twitter and google+ accessible from inside the application communication among the students will increase.

Keywords**:** AKMOB, Mobile application, Campus, Android.

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SEMANTIC ROLE LABELING WITH RELATIVE CLAUSES

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Abstract

One of the main tool of the computerized linguistic studies is to find semantic role labeling automatically. Clauses that contain many conclusion are harder than simple clauses as semantic role labeling. This study proposes that a clause should semantic role labeling the dependent clauses, and these clauses should be semantic role labeling rather than separate the items of whole clause. This approach seems to separate a hard problem into simple sub-parts and it gives a higher success than semantic role labeling. to separate the clauses to the dependent clauses and finding its items; Condition Random Fields (CRF) algorithm was used.

Keywords: Natural Language Processing, Semantic Role Labeling, Condition Random Fields

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REQUIREMENTS OF STUDENTS FOR FURTHER INTEGRATION ON LABOUR MARKET

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Abstract

The theme of this work is a study on the conduct and topics of IT&C courses and laboratories in terms of those who listen, namely the students. As described in the paper, teacher-student working mode differs from university education to pre-university education. Therefore, it should be permanently reviewed, modified and enlarged the presentation method and the contents of disciplines. The study looked primarily how students would like to proceed a course or laboratory work. For this reason the questionnaire was anonymous and it was specified not to give details about the teachers, but only of the content and presentation. The students were selected from those who have attended the majority or even all hours and each had to express their views about the taught content subject, how to teach and how they would like to show those hours. After completion of the answers, each questionnaire was sent to a colleague, who expressed his opinion about the written and passed it on to another colleague. In this way, each came to express their opinion about each. The results showed clearly that essential change, or rather the requirement of all is geared to practical part of the discipline.

Keywords: students requirements, practical studies, labor market integration

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SCHOOL-COMMUNITY PARTNERSHIP - AN EFFECTIVE TOOL, USEFUL FOR ENVIRONMENTAL COMMUNITY DEVELOPMENT OF ROMANIAN COUNTRYSIDE

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Abstract

This paper presents the theoretical and practical implications of school - community partnership in community development of Romanian rural environment by conducting a content analysis of the addressed topic. In most Western countries, the trend of opening the school to the community is obvious. Because the resources for education are falling, the partnership can be an effective tool for better management of local resources, a way of attracting new resources for school, and harnessing the school resource in benefit of the community. Also, to ensure good quality education is necessary for every school to achieve a genuine partnership with its community. Under this partnership it is natural to find their place all social categories and all interested institutions in the development of education: human resources of the education system, students enrolled in schools, students families, government institutions and NGOs. In rural areas, the school is the most powerful institution, vital for community development. The school must be open to the needs of the rural community to identify those areas where it can develop community partnerships: alternative leisure activities for children and youth, activities of road education, health, helping the elderly and poor families, involvement in humanitarian campaigns, etc.

Keywords: school-community partnership, dropout, integration, community development

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APPLICATION OF GAMIFICATION IN THE PROCESS OF LEARNING

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Abstract

It is well known fact that technological advancements have changed people's lives. These changes have also affected people's interests and their learning methodologies. Especially games have made a difference in the way people share,team-up and learn in various age groups. These differences have started the quest for methodology in education and training. Even though the concept of gaming has long been known gamification is a new concept. Gaming is an activity with rules that is fun and has a certain goal. In this age that we are living in, the place and effects that gaming has on people's lives is enormous. From education's perspective the time consumed on gaming and it's effects can be evaluated as two parameters drawing attention. Consequently gamification has become an important educational tool in recent times. Gamification is the integration of educational contents with gaming characters. As a result, it provides an easy way of learning in an individual's learning process. In this paper , an application has been developed to gamify the characteristics of programming languages. In this paper, a basic process of learning a programming language, designing an appropriate case scenarios and gaming characteristics have been integrated. In accordance with this, the aim is to facilitate and speed up the learning process of every student at any level.

Keywords: Gamification, game based learning, Game design

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PROCEDURAL SHADOWING FOR PHYSICS BASED 2D GAMES

imran khaliq

Abstract

As the image quality and processing power of Mobile Gaming Systems has advanced, real-time Physics simulations in two dimensional games become possible. As a result two problems arise. The first problem is that the quality of graphics creates large asset resource requirements when different views of any asset must be drawn. The second problem is that, with the introduction of readily available Physics engines and the subsequent rotation of interactive objects, directional shading of art assets becomes visibly inconsistent.This paper provides early solutions to the two problems. For the first problem, we provide a method to reduce the art asset resource overheads by reusing 3D objects at arbitrary initial rotations and provide algorithm to maintain the orientation and rotations applied as if represented on a flat 2D plane. Moreover, to incorporate physics simulation bodies, which would otherwise be manually traced from the original artwork, we provide the necessary edge detection algorithm to extract the geometric body from procedurally generated art to be incorporated into physics simulations. For the second problem, we provide a method that uses three dimensional cell shading techniques to objects rendered from a two dimensional view creating stylized cartoons which are free to rotate in a virtual two dimensional world while still benefiting from procedural directional lighting

Keywords: asset resource overheads by reusing 3D objects

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CREATING A WEB BASED REGISTRATION SYSTEM FOR SPECIAL TALENT EXAMS IN HIGHER EDUCATION (AKDENIZ UNIVERSITY SAMPLE)

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Abstract

In higher education, special talent registration operations are usually done by filling printed "analog" forms. This increases the chances of error, creates the need for high work force and creates problems such as lack of information and unnecessary waste of resources. These problems are reduced by using an online registration system. In this study, a web based special talent exam registration system was developed in order the exam units to manage the process with ease and students to register easily without coming to university. The system is developed with codes that are able to embed in HTML (Hyper Text Markup Language) that has ASP.NET object oriented programming and ORACLE was used for database operations. Using the system enables preparing and applying a special talent examination plan, observation and announcement of stages, getting feedback, making necessary regulations and so on easily. The system does not permit students who do not meet exam requirements and who did not pay the examination fee to register. Providing the special talent organization and examination fee deposit in an online fashion prevents piling up and reduces costs of documentation and work force. Also, since a web based registration system enables users to share information simultaneously or at different times, the importance and effectiveness of information increases.

Keywords: higher education, special talent examination, web based software, efficiency

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Towards developemnt of cloud based solutions for SMEs in Montenegro)

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Abstract

Nowadays, we are witnessing that cloud computing has grown from being a promising business concept to one of the fast growing segments of the IT industry. Literature surveys show many benefits of moving business to clouds, including increased focus on business, reduced operational costs, lower development costs, etc. Despite of all the hype surrounding the cloud, SMEs are still reluctant to deploy their business in the cloud. Security is one of the major issues which reduces the growth of cloud computing and complications with data privacy and data protection continue to plague the market. That is, as more and more information on individuals and companies are placed in the cloud, concerns are beginning to grow about just how safe an environment it is. Also, there are additional concerns, such as regulatory compliance, lack of management support, etc. Furthermore, countries with small economies are facing additional challenges in assessing returns of financial investments, as key indicator of the success.
This paper presents results of market oriented surveys in Montenegro about key indicators of potentials for cloud computing development at national level. The results are summarised and key findings are presented by identifying key concerns at national level, as well as proposing integral cloud computing model at national level with identified roles and responsibilities. Key lesson learned during the presented survey is focused on importance of rising awareness about cloud computing and cloud services for SMEs, as well as presentation of public-private partnership beneficial for national prosperity and successful cloud computing development.

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DEVELOPMENT OF A MOBILE LEARNING TOOL FOR FUNDAMENTALS OF PROGRAMMING LESSONS

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Abstract

A large increase in the use of mobile devices such as smartphones and tablet computers has been observed in recent years. Besides its use as a communication tools, some other applications of being developed that allows the usage of these devices in the field of education.
In this study, a mobile application, based on Android named with Kod Her Yerde, has been deveoped that allows us to support Vocational High School Information and Computer Technologies Department Introduction To Programming lesson. In addition, differences between students' academic success using the application and not using the application were measured. As a result, it has been observed that mobile learning has a significant effect on students' academic achievement. Moreover,the students supported by mobile learning have become more successful than the students supported by only face to face training.

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Security Measures to Protect Sensitive Customer Data in Cloud Computing

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Abstract

The research paper aims to examine the security in Cloud computing environment in particular the measures to protect sensitive customer data in the Cloud. As a relatively new terminology, Cloud computing is a technology that provides users with a means of storing and retrieving data anytime and from any location. The way in which Cloud computing is designed and organized was meant to serve as a means of making the Cloud experience customizable to apply to the needs of users that are utilizing its services. However, certain architecture qualities of this model can cause weaknesses and flaws in the Cloud environment thereby, allowing attackers to take advantage of them through use of loopholes in the system. These loopholes are what allow attackers to abuse the system in ways such as generating botnets quickly, hijacking accounts and account information and leaving vulnerabilities for malicious hackers to use to their advantage in attacking the system.
This paper therefore focuses on Policies in relation to Security, Data Storage, Regulatory Compliance, Intellectual Property Rights Protection, Reliability, Infrastructure Downtime, Redundancy and Data Backup issues further need to be considered in detail and as per one's risk appetite. It is the level of security and safety, which information technology (IT) managers and professionals expect for protecting data and software applications, including privacy of personal data, as well as safety and security of the hardware equipment. While a day to day user might be oblivious to the importance of security considerations in a Cloud environment, organizations involved in the management of sensitive data would consider it worthwhile to diligently implement provisions to ensure their sensitive data is not breached in any way either by the Cloud provider or while data is in transit.
The research results show that financial organizations in particular seem to be paranoid by such security considerations and invest substantially to ensure the required Service Level Agreements (SLAs) along with proven security measures such as Asymmetric Encryption based on Advanced Encryption Standard (AES), Hashing, Digital Signature and Hardened Virtual Server Images etc. are in place before moving data to the Cloud provider.

Keywords: Cloud Computing, Security, Risk, Encryption, Vulnerabilities, Data Integrity, Issues, Jurisdiction, Threat, Hacking, Banks

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Design of Inner Campus Mobile Application (AKMOB) For Advanced Studies Students: Instance of Akdeniz University

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Abstract

It is considerably hard to attain essential informations as unit addresses, education informations, move hours of transportation vehicle and bus station points if required for the students have just started education in universities have especially big campus. İt is requested to provide eases in getting instant access to these informations for Akdeniz University students with inner campus Android based mobile application (AKMOB) that was put into effect and envisaged within workout. With this reformed mobile application, student is able to display his/her weekly schedule, unit addresses, bus hours and departure hours, university news and inner campus shopping centres campaign announcements. Also by means of this application situated with GPS, instant campaing messages, nearby 100 metre of shopping centres, can be delivered to the student has smart mobile device loaded application. In this application to be formed with the help of GoogleMap API adress descriptions between two points also became usable with the inclusion of address description function. İn these days when mobile tool and mobile application usages soared among university students, with mobile application reformed within this workout students will reach instant information easily and simplify their campus life. Owing to the usage of university groups in socient sharing sites as facebook, twitter and google+ accessible from inside the application communication among the students will increase.

Keywords: AKMOB, Mobile application, Campus, Android.

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