RESEARCH PROJECTS

Some of our ongoing funded research grants are:

- Enhancing the Value of Health Information Systems Evaluation: A Multi Disciplinary Approach.
- Integrated Business Intelligence and Big Data Analytics Framework for Organizational Performance Management in Public Sector.
- Membrane Computing to Accelerate the Processing of RNA Sequence for Effective Cancer Diagnosis.
- Process Mining Algorithm Based on the Learning Automata Families for Detecting Anomalous Event.
- Routing Protocol for Robust and Trust Dynamic Mobile Gateway Selection in Heterogeneous Vanet-UMTS Network.
- Function-based Records Classification: The Records and Information Management Perspective.
- Implementation of the Cluster-based Routing Protocol on Real Test Bed.
- Fusion Technologies for STEM Education In Schools to Enhance Open Data Readiness in an Innovative Digital Economy.
- Vamuse-C (Virtual Museum Commerce) .
- *Model Reka Bentuk Antara Muka Berpusatkan Budaya bagi Meningkatkan Keterlibatan dan Komitmen Pelajar dalam E-Pembelajaran di Malaysia.*
- *Kerangka Enjin Permainan sebagai Alat Pengajaran Kursus Asas Pengaturcaraan.*
- *Model M-Pembelajaran Berasaskan Latihan Teknikal dan Pendidikan Vokasional.*
- *Pembangunan Aplikasi Permainan Menulis Jawi.*

UNIVERSITI KEBANGSAAN MALAYSIA
The National University of Malaysia

SOFTAM
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THE 5th ASIAN CONFERENCE ON MEMBRANE COMPUTING
ACMC 2016

MISSION

To create software innovation and to discover new knowledge as well as to be at the frontier of knowledge in the area of software technology and management through consultation, technology training and research steered by the philosophy of UKM.

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ABOUT SOFTAM

Empowered by 38 researchers each of whom are experts in various fields. The Center for Software Technology and Management (Softam) has managed to position itself in the mainstream of computing research.

SOFTAM is driven by nine research labs focusing on the different aspects of software technology and management research:

01 Agent Mediated E-Commerce and Service Science (E-Service)
The E-Service lab focuses on taking an interdisciplinary approach to study, design, implement and innovate service science systems based on concepts of value co-creation and service dominant logic.

02 Business Intelligence (BI)
The BI lab focuses on theoretical and empirical perspectives that look into the management, business and technology factors to provide the decision makers with valuable information and knowledge.

03 Information Systems (IS)
The IS Lab carries out research related to Information Systems management, development of Socio-technical issues in supporting business processes and solve business problems in various domains.

04 Distributed and Platform Technology (DPTL)
DPTL explore research opportunities ranging from parallel algorithms, cloud services for high performance computing, mobile-cloud applications, trusted computing and security issues in cloud.

05 Learning Technology and HCI (LTHCI)
The lab contributing to the development of new knowledge and technologies in correlation with the users. The approach is interdisciplinary, and it draws upon leaning theory and participatory method.

06 Games
The Games lab carry on game science, digital media processing and multimedia applications / systems which covers theories and approaches; 2D/3D modeling; framework and models; design and development; and evaluation.

CHAIRPERSON OF SOFTAM

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HEAD OF LABS

AP. Dr. Muriati Mukhtar (EService)

AP. Dr. Kamsuriah Ahmad (BI)

AP. Dr. Maryati Mohd Yusof (IS)

AP. Dr. Elankovan Sundararajan (DPTL)

Dr. Tengku Siti Meriam Tengku Wook (LTHCI)

Prof. Dr. Nor Azan Mat Zin (Games)

AP. Dr. Rosilah Hassan (NCT)

Mdm. Marini Abu Bakar (PEARL)

AP. Dr. Rozilawati Razali (SPM)

07 Network and Communication Technology (NCT)
The NCT lab carry out research that are related to network such as IPv6, network installation, monitoring, and performance, virtual lab and Mobile Ad Hoc Network (MANET) and android based mobile applications.

08 Programming Education and Methodology (PEARL)
The lab aims to promote research within the field of Programming Education and Computer Science. The goal is to improve the teaching and learning of computer programming, and how contemporary issues in higher education can impact the enivironment.

09 Strategic Planning and Management (SPM)
The SPM lab supports research activities concerning software systems as a strategic tool to achive organisational vision, mission and goals. It aims tp produce high quality research products that emphasis on strategic management theories.