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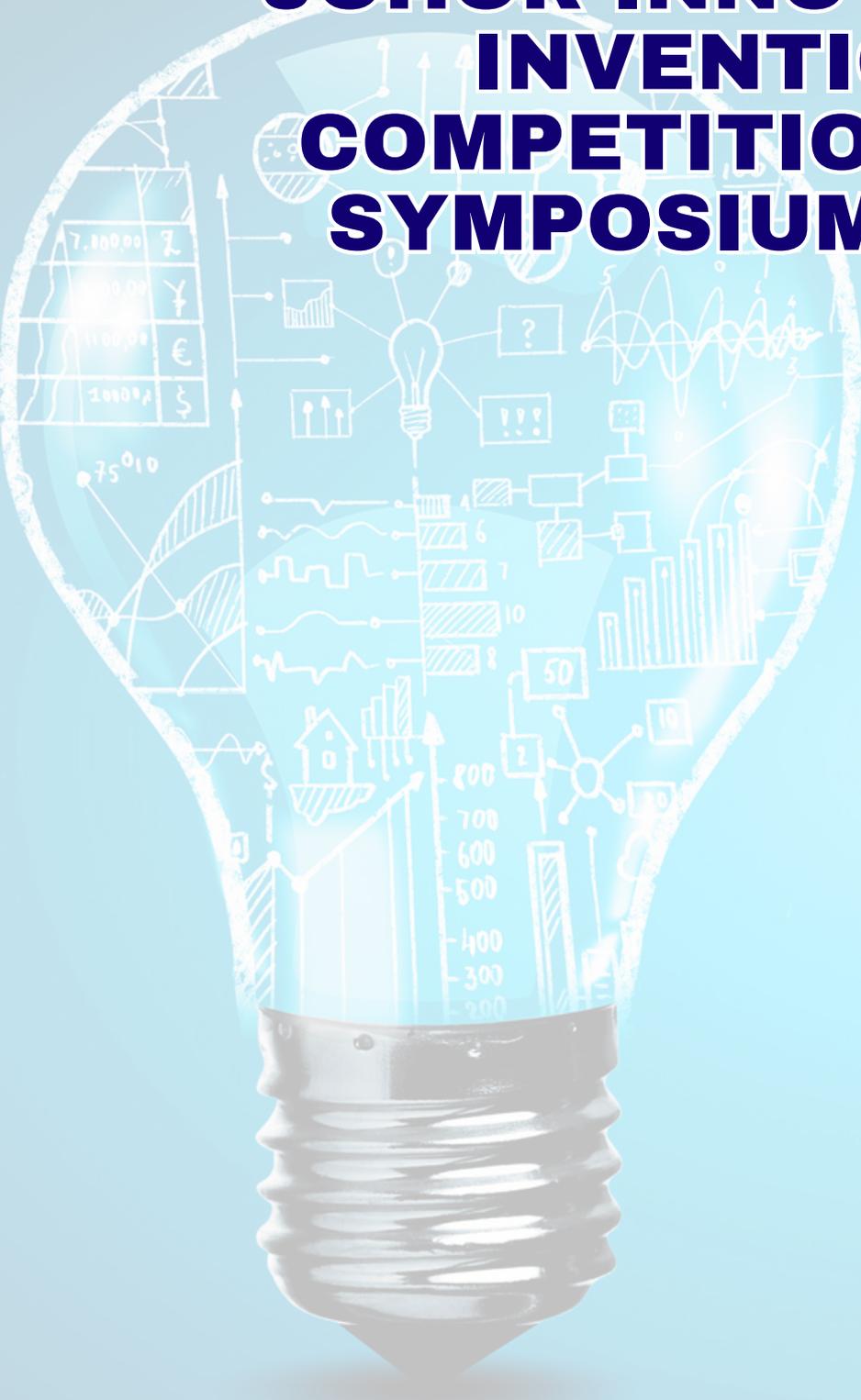
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**JOHOR
INNOVATION
INVENTION
COMPETITION
AND
SYMPOSIUM
2023**



"Innovation Inspires a Society
to be Critical and Creative"

JOHOR INNOVATION INVENTION COMPETITION AND SYMPOSIUM 2023



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Editors-in-Chief

**AHMAD KHUDZAIRI KHALID
NUR INTAN SYAFINAZ AHMAD**



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**Cawangan Johor
Kampus Pasir Gudang**

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Preface

In the name of Allah, the Almighty who gives us the enlightenment, the truth, the knowledge and with regards to Prophet Muhammad (peace be upon him) for guiding us to the straight path. We thank to Allah for giving us guidance and strength to write this e-book.

This e-book compiles the extended abstracts that submitted to Johor Innovation Invention Competition and Symposium 2023 (JIICaS2023), where JIICaS2023 is a virtual platform for all creative minds to share and present their invention and innovation. The extended abstracts are divided into two categories, which are Category A (Higher Educational Student/ Any Recognized Institutional Students in Malaysia) and Category B (Primary/ Secondary School Students / Special Education School Students in Johor). Each abstract gives a brief background on the innovation or project.

We hope that this e-book will help the readers to get to know the innovation done by the students from both categories and get some ideas to develop future innovation products.



DAILY USAGE OF MOBILE PHONE AMONG UiTM PASIR GUDANG STUDENTS

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ABSTRACT

The use of smartphone among university students in the 21st century is seen as an important part of their life because of its advanced features. Students use their smartphones to accomplish their various daily tasks. Reviews from various studies revealed that students utilize smartphones for various purposes. This study focuses on determining the activity prioritize, average time spent per day, amount of bills that they pay and addiction behaviour towards mobile phones. The sample of the study is 64 UiTM Pasir Gudang students. This study also review the relevant literature on smartphone usage pattern among students and identify the positive and negative effect of smartphone on students by focusing on education, psychology and social aspect. This study found that most of the students utilize smartphones for entertainment, social and education purposes. Therefore, the review of this study is important in providing the outcome of smartphone use time spent, bills usage, and the factor addicting towards mobile phones.

Keywords: Mobile phone, Price, Experience, Addicting.

1.0 INTRODUCTION

A mobile phone is a portable telephone that can make and receive calls through a radio frequency connection while the user is traveling within a telephone service area. Mobile phones have become a requirement for all students at UiTM Pasir Gudang, regardless of programme or age. This is because they require a mobile phone to complete their assignments and to utilise during class. Today's world is so technologically advanced that students must utilise technology, particularly mobile phones, to conduct research, stay up to speed on new information, and so on.

2.0 OBJECTIVES

1. To determine activity prioritize on the phone.
2. To find the average time spent on mobile phones per day.
3. To calculate the amount of phone bills that students are willing to pay per month (RM).
4. To determine the addiction behavior towards mobile phones among UiTM Pasir Gudang students.
- 5.

3.0 METHODOLOGY

Population : All students in UiTM Pasir Gudang

Sample : 64 students selected at random from UiTM Pasir Gudang

Sampling technique : Convenience Sampling

Data Collection Method: We use questionnaires which are Google Forms.

4.0 RESULTS

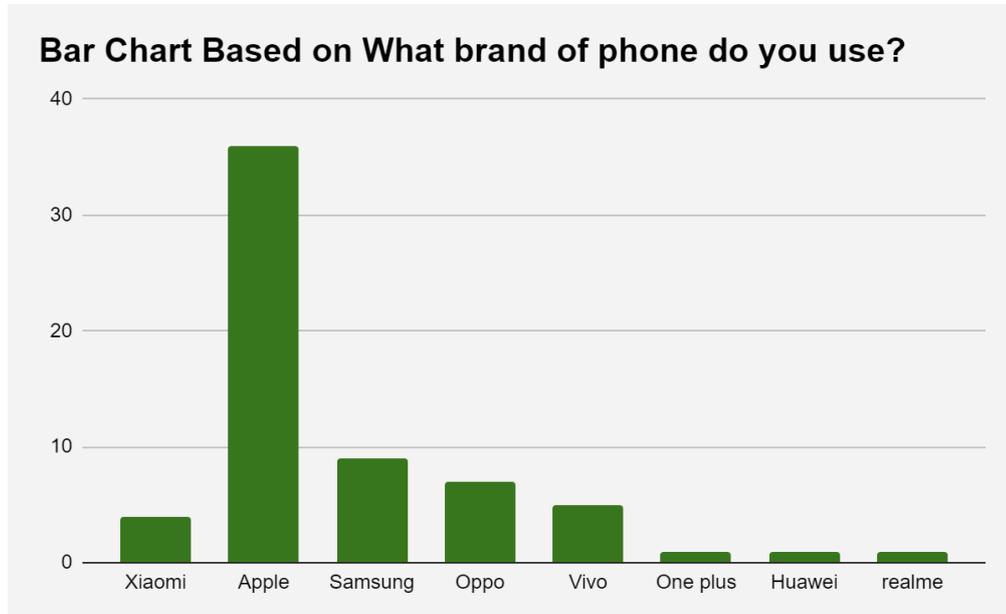


Figure 1: The Number Of Students Based on What Brand of Phone Students use

According to the above bar graph, Apple, with 36 users, has the most respondents. Samsung, which has a total of 9 users, comes in second with the most respondents. Users of Xiaomi, who make up the second-fewest respondents with 4 users. The least value shared by company One Plus, Huawei and Realme which is 1 each. Lastly, Oppo has 7 respondents and Vivo has 5 respondents.

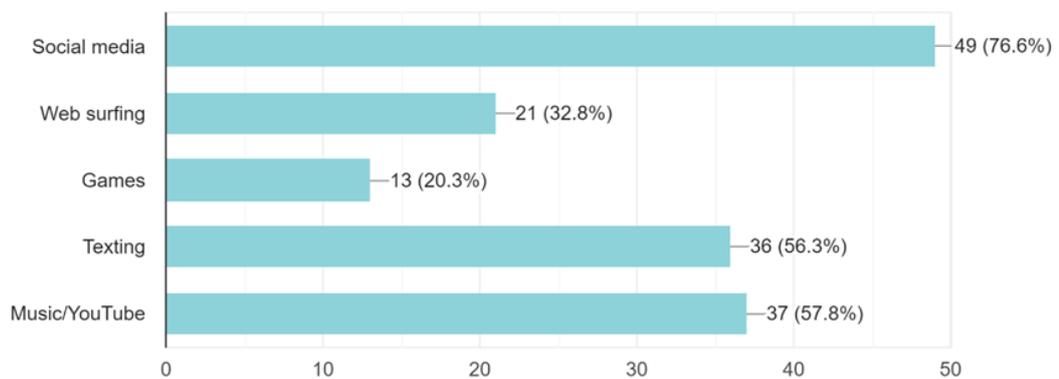


Figure 2 : The Number Of Students Based on Activity Students Prioritize on the Phone.

According to the bar graph above, social media has the most number of respondents (49 students). Music and YouTube received the second-most responses, with a total of 37 students. Web surfing, which includes 21 students, is the second-lowest category of respondents. Games, with 13 students, received the fewest responses. Last but not least, texting with 36 respondents.

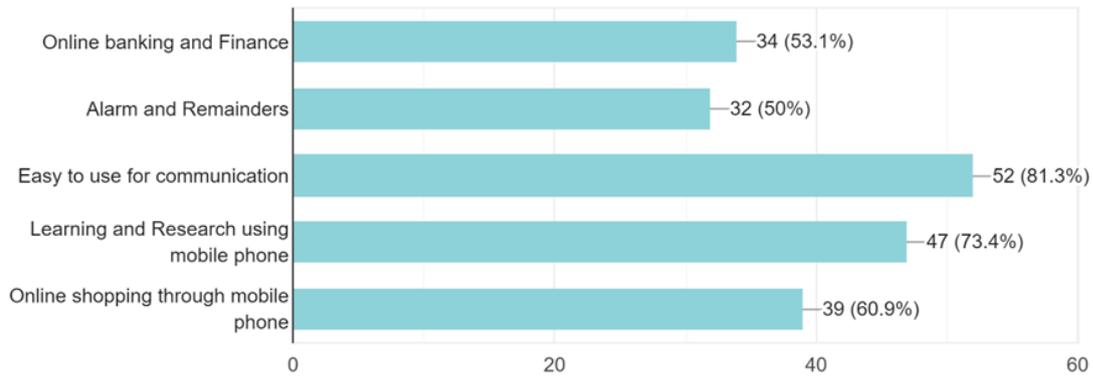


Figure 3 : Bar Chart Based on What Factor of Addiction Towards Mobile Phones

Based on bar chart above, easy to use for communication has the most respondents which has 52 students. Learning and research, which had 47 responses overall, came in second place with the most responders. Online banking and finance, which includes 34 students, come in second with the fewest respondents. Alarms and reminders, which include 32 students, received the fewest responses. The final point is on online buying, which had 39 responds.

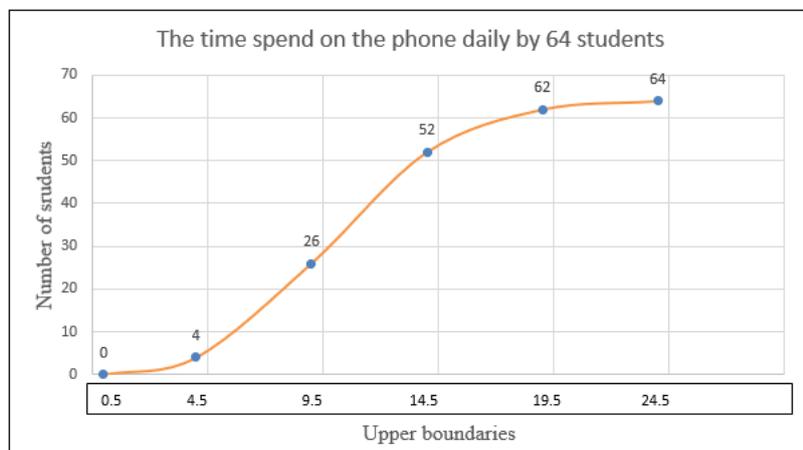


Figure 4 : Ogive based on Time Spend on the Phone Daily by 64 Students

According to the ogive above, the time period 10–14 hours has the highest respondents, with 26 students. Five to nine hours, with a total of 22 pupils, received the second-highest number of responses. Consequently, 1-4(hours), which includes the equivalent of 4 pupils, received the second-fewest responses. 20-24(hours) has the fewest respondents, with only 2 pupils. Finally, 15 to 19 hours with 10 students.

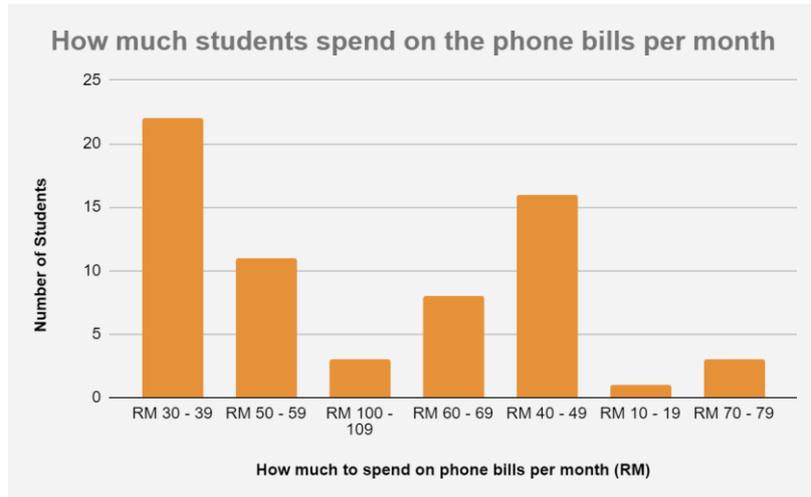


Figure 5 : Bar Chart of How Much Students Spend on Phone Bills per month.

According to the bar graph above, 30-90(RM) has 22 students and the most respondents. 40-49(RM), which has a total of 16 pupils, comes in second with the most respondents. 10-19(RM), which has 1 student, gets the fewest respondents. The smallest value shared by the ranges 20-29(RM), 80-89(RM), and 90-99(RM) is 0 for each. Furthermore, 50-59(RM) have 11 respondents, 60-69(RM) have 8 respondents. Lastly, values are shared by 70-79(RM) and 100-109(RM) which is 3 each.

5.0 CONCLUSION

As a conclusion, our group had successfully done our direct questionnaires and researches for the daily usage of mobile phones among 64 students from UiTM Pasir Gudang that were selected randomly. From the results that we have obtained, we can conclude that most of these students spend their time on the phone up to 5 to 9 hours daily based on the responses that we received from them through the questionnaires.

Based on the results obtained, most students prefer to use the phone to browse social media over other activities such as playing games, watching YouTube and music, and texting. This is as explicitly true as we can see nowadays people of any generation usually spend their time on their phones by browsing social media to know current developments, see latest entertainment and waste their free time.