Research Exhibition in Mathematics and Computer Sciences (REMACS 6.0)/
ISBN: 978-629-97440-5-4

EXTRA CO-CURRICULAR ACTIVITIES WITH QR REGISTRATION SYSTEM

Nurul Afifah Mohd Azlan, Shukor Sanim Mohd Fauzi and Ruzita Ahmad
College of Computing, Informatics and Mathematics,
Universiti Teknologi MARA, Perlis Branch
afifahazlannn@gmail.com, shukorsanim@uitm.edu.my and ruzitaahmad@uitm.edu.my

ABSTRACT - Challenges associated with managing extra co-curricular activities in universities have been identified which are the issue of multiple platforms, restricted availability and lack of knowledge. These difficulties frequently lead to inefficiencies and difficulties in coordinating and engaging in such activities. To address these issues, the research goal was to streamline management operations by creating a web-based registration system and evaluate its usability by using Usability Testing. The research methodology followed a systematic approach, utilizing the Agile model of System Development Life Cycle (SDLC) with five phases. The web-based registration system aimed to consolidate various platforms into a single accessible platform, thereby eliminating the need to navigate multiple systems. This consolidation aimed to alleviate the burden of limited availability by providing a centralized hub for students and staff to explore and register for extra co-curricular activities. Through usability testing, the findings revealed a high level of satisfaction among the users.

Keywords: extra co-curriculum, QR code, registration

1. INTRODUCTION

Extracurricular activities teach students spiritual, leadership and self-confidence skills that are not taught in the classroom (Ahmad & Mancha, 2016). This study addresses the significance of co-curricular activities in Malaysian universities, particularly in earning merit marks or coupon activities and developing students' skills. It proposes the development of a web-based registration system for extra co-curricular activities at UiTM Perlis, aiming to streamline the management and increase awareness among students. The system aims to address the challenges of limited program visibility and students' unfamiliarity with available programs. The main objective is to create a user-friendly platform that allows students to easily browse and sign up for programs according to their preferences. The roles of admin, program organizers and students will be incorporated, ensuring efficient monitoring and participation.

2. METHODOLOGY

The research methodology is a systematic approach that provides a step-by-step guideline for conducting a study to ensure valid and reliable results. It involves the use of specific methods and techniques to define, select, process and evaluate information related to the research objectives. The Agile model of System Development Life Cycle (SDLC) has been employed to govern the project's progress. This model consists of five stages, including project planning, analysis, design, development and evaluation. Each phase incorporates various activities, techniques, tools and deliverables to ensure an effective and efficient research process. The goal of utilizing this methodology is to establish a well-defined work plan and gain in-depth knowledge throughout the research analysis.

3. RESULTS AND DISCUSSION

An online questionnaire was given to respondents using Google Forms to conduct the Usability Testing (UT) evaluation after the completion of the development process. The questionnaire was designed exclusively for UiTM Arau students and HEP employees. The survey questionnaire consists of three sections which are Demographic Information, Usability Testing (UT) and Feedback and Suggestions. Based on the result obtained from the testing, most respondents are satisfied with the website for extra co-curricular activities, as evidenced by an average score of 4.37. The website is perceived as intuitive and user-friendly, with Question 1 receiving the highest mean score as shown in Figure 1, indicating easy accessibility. Students and staff find it helpful in obtaining necessary information and appreciate its well-integrated nature.

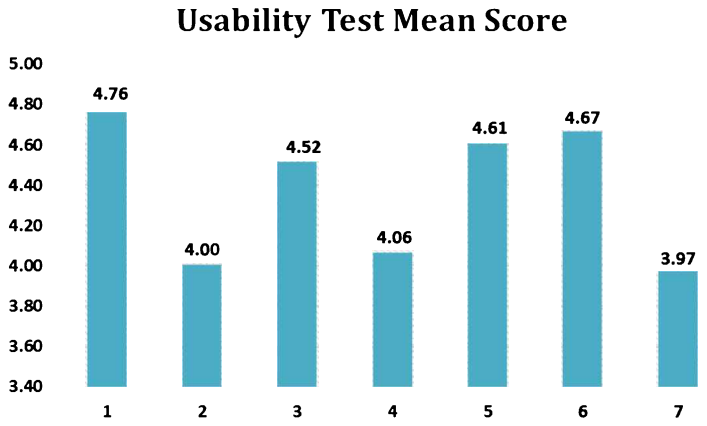

Figure 1: Mean score for Usability Testing

4. NOVELTY OF RESEARCH / PRODUCT

The Extra Co-Curricular Activities with QR Registration System addresses the specific challenge of finding information related to extra co-curricular activities in students. QR Codes for registration and evaluation purposes offers a convenient and uncomplicated system that is both efficient and timesaving during the enrolment and evaluation processes (Masih, 2022). Besides, the information is supplied quickly and conveniently with QR code access, which is its true worth. Snap the code, and you're good to go. No more struggling to type a long URL or a contact's name and phone number on a tiny optical keyboard (Uzun, 2016).

5. CONCLUSION

In conclusion, the Web-based system for Extra Co-Curricular Activities with QR Registration has been developed successfully, providing a user-friendly platform for managing and participating in co-curricular activities. Future work could focus on enhancing the system's features, such as incorporating advanced analytics for program evaluation and expanding its accessibility to a broader user base beyond the university.

REFERENCES

Ahmad, A., & Mancha, S. A. (2016). *CO-CURRICULAR ACTIVITIES AND ITS EFFECT ON SOCIAL SKILLS ETHNIC STUDIES View project Patriotism and Education View project "Cross-Cultural Education for Sustainable Regional Development" CO-CURRICULAR ACTIVITIES AND ITS EFFECT ON SOCIAL SKILLS.* https://www.researchgate.net/publication/320044239

Masih, E. A. (2022). Feasibility of using QR code for registration & evaluation of training and its ability to increase response rate – The learners' perception. *Nurse Education Today*, *111*. https://doi.org/10.1016/j.nedt.2022.105305

Uzun, V. (2016). QR-Code Based Hospital Systems for Healthcare in Turkey. *Proceedings - International Computer Software and Applications Conference*, *2*, 71–76. https://doi.org/10.1109/COMPSAC.2016.173