

**UNIVERSITI TEKNOLOGI MARA**

**ACCEPTANCE OF QR CODE UITM  
LIBRARY AMONG FSKM STUDENTS**

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Computing Project submitted in partial fulfillment  
of the requirements for the degree of  
**Master of Science in Information Technology**


**Faculty of Computer and Mathematical Sciences**

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## AUTHOR'S DECLARATION

I declare that the work in this Computing Project was carried out in accordance with the regulations of Universiti Teknologi MARA. It is original and is the results of my own work, unless otherwise indicated or acknowledged as reference work. This Computing Project has not been submitted to any other academic institution on non-academic institution for any degree or qualification.

I, hereby, acknowledge that I have been supplied with the Academic Rules and Regulations for Post Graduate, Universiti Teknologi MARA, regulating the conduct of my study and research.

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## ABSTRACT

Quick Response (QR) codes are two-dimensional patterned graphics that are readable by mobile devices to represent text and link to internet content. The implementation of QR code is not widely used in local libraries such as in universities and colleges. There are many ways of implementing QR code in library management systems such as information tracking, virtual library tour and promoting student engagement to the library. This study is done to identify the requirements needed for acceptance of implementing QR code in library management system. The case study for this research focuses on UiTM library management system, where the QR code is not fully implemented and well-functioning. The purpose of this study is to identify the acceptance factors of using QR code and to construct the acceptance model of QR code system to library management system. Furthermore, this study is adapted model from Technology Acceptance Model; where the factors suggested are 1) Perceived Convenience, 2) Perceived Usefulness, 3) Perceived Ease of Use and 4) Perceived Interaction have significant influences in acceptance of QR code system. Moreover, this study applied quantitative approach where surveys are distributed to students in Faculty of Computer and Mathematical Sciences. The rationale for using students from this faculty is due to the participations and their ability and knowledge in understanding about QR code better. The results show the significant influenced by the acceptance of QR code system to the factor of Perceived Interaction. While factors of Perceived Convenience, Perceived Usefulness and Perceived Ease of Use are significantly influenced to the acceptance of QR code system. Based on these results, the acceptance model of QR code system to library management system is constructed and achieved which will benefits the UiTM library management in providing the model and requirements needed in implementing QR code system.

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