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Nota di contenuto	Visualization and Digital Innovation for Society 5.0 -- Content-Aware Video Analysis to Guide Visually Impaired Walking on the Street -- Experts' Feedback On DST Elements As Infused In Development Process Of Mobile Learning Apps -- Virtual Environment for VR-based Stress Therapy System Design Element: User Perspective -- Factors to Consider When Designing a Virtual Environment to Treat Stress -- Evaluation of a Virtual Reality (VR) Learning Tool as a Blended Learning approach for Fundamental Mechanical Engineering Concepts -- Data

Visualisation: World Happiness at a Glance -- Data Visualization of Supplier Selection Using Business Intelligence Dashboard -- Comparison of User-Centered Design Antibiotic Resistance Awareness App to Existing Antibiotic-Related Mobile Applications -- Realization of a 3D Gearbox Model through Marker-Based Augmented Reality for Edutainment Applications -- Users' Perception on Usability Aspects of a Braille Learning Mobile Application ‘mBRAILLE’.-Early Intervention through Identification of Learners with Dyscalculia as Initial Analysis to Design AR Assistive Learning Application -- Gamifying Online Knowledge Sharing Enviroment: A Motivating User Interface Design -- Ascertain Quality Attributes for Design and Development of New Improved Chatbots to Assess Customer Satisfaction Index (CSI): A Preliminary Study -- Engineering and Digital Innovation for Society 5.0 -- Intrinsic Face Image Decomposition from RGB Images with Depth Cues -- Haze Removal Algorithm Using Improved Restoration Model Based on Dark Channel Prior -- Initial Investigation on Affective 4D Mathematics Model for Low Vision Learners (AM4LV) -- Virtual Reality Ideal Learning: A Look into Future Medical Classroom -- Hybrid Requirement Elicitation Techniques with Lean Six Sigma Methodology for Enhanced Framework -- Longevity Risk Profiling Based on Non-Disease Specific Risk Factors using Association Rules Mining -- Ensemble of Deep ConvolutionalNeural Network for Skin Lesion Classification in Dermoscopy Images -- A Comprehensive Review towards Appropriate Feature Selection for Moving Object Detection Using Aerial Images -- SUFID: Sliced and Unsliced Fruits Images Dataset -- Combined of Fuzzy TOPSIS with Z-Number and Alpha-Cut for Decision Making Problems -- Facial Recognition Adaptation as Biometric Authentication for Intelligent Door Locking System -- Manufacturing Lead Time Classification using Support Vector Machine -- iFR: A New Framework for Real-Time Face Recognition with Machine Learning -- Algebraic-Trigonometric Nonlinear Analytical Inverse Kinematic Modeling and Simulation for Robotic Manipulator Arm Motion Control -- Combining ARIZ with Shape Grammar to Support Designers -- Expert System for Dota 2 Character Selection Using Rule-Based Technique -- Preliminary Simulation of Robot On Script Detection from Camera Images -- Virtual Lower Limb Stroke Rehabilitation to Assess Post Stroke Patients -- Older Adults’ Number Entry Using Touchscreen and Keyboard-Mouse Computers -- An Overview and Experiment on Wi-Fi Direct Connection Behaviour with Network Analysing Tools -- Multi-word Similarity and Retrieval Model for a Refined Retrieval of Quranic Sentences -- Cyber Security and Digital Innovation for Society 5.0 -- Cyber Security Education Using Integrative Learning Module for An Optimum Learning Experience -- CMBlock: In-Browser Detection and Prevention Cryptojacking Tool Using Blacklist and Behavior-Based Detection Method -- Systematic Literature Review of Prediction Techniques to Identify Work Skillset -- Prediction of Learning Disorder: A Systematic Review -- Identifying Fake Account in Facebook using Machine Learning -- Internet of Thing (IoT) Smart Home Systems: Ethical Conceptual Framework for Malaysian Developers -- Social Informatics and Application for Society 5.0 -- iPassenger: Smart Passenger Analytics System -- Investigating theIntentions to Adopt ICT in Malaysian SMEs Using the UTAUT Model -- Encouraging Correct Tooth Brushing Habits Among Children in the B40 Community through Gamification -- App4Autism: An Integrated Assistive Technology with Heart Rate Monitoring for Children with Autism -- Review on Preliminary Study on Student’s Motivation in Learning History -- Factors in Personal Information Management Evaluation -- The Factors That Influence the Reading Habit Among Malaysian: A Systematic

Literature Review -- Student’s Perception on Entrepreneurial Education Programs for Graduate Startups in ASEAN Universities -- Enhance Multi-Factor Authentication Model for Intelligence Community Access to Critical Surveillance Data -- Disaster Management Support Model for Malaysia -- Investigating Relationships Between Neighbouring Roads Based On Speed Performance Index Of Road On Weekdays -- Social Network Sites (SNS) Issues in Learning Landscape – Systematic Literature Review -- ProposedUX Model for Children Educational Mobile Application -- eRMS for Research Management and Monitoring in Universiti Pertahanan Nasional Malaysia (UPNM) -- The Importance of The Psychomotor Factors For Effective Learning Management System Use In TVET -- Identifying Suitable Icon Button for Museum Application Interface Using Online Card Sorting Method -- Understanding Instant Messaging in the Workplace -- The Usability Evaluation of Heart Disease Monitoring Mobile Applications: A Comparative Study -- User Profiling to Overcome the Social Effects of Student Dropout -- Usability Evaluation of Smartphone Gestures in Supporting Elderly -- The Design Criteria of Product Label Assisting Purchase Decision -- Academic Writing for Higher Learning Institution Students:Implications from User Needs Analysis for a Specific Plagiarism Module in e-Learning Platform -- A Framework for Sustainable Eco-Friendly Product Development Based on TRIZ -- Computational Thinking (CT) Problem Solving Orientation based on LogicDecomposition-Abstraction (LDA) by Rural Elementary School Children Using Visual-based Presentations -- E-Community Program: A Study On ICT Knowledge Transfer To Labuan Community.

Sommario/riassunto

This book constitutes the refereed proceedings of the 6th International Conference on Advances in Visual Informatics, IVIC 2019, held in Bangi, Malaysia, in November 2019. The 65 papers presented were carefully reviewed and selected from 130 submissions. The papers are organized into the following topics: Visualization and Digital Innovation for Society 5.0; Engineering and Digital Innovation for Society 5.0; Cyber Security and Digital Innovation for Society 5.0; and Social Informatics and Application for Society 5.0.