

ISNGC-2018



Intercontinental Summit on Next Generation Computing

The Howard Plaza Hotel Taipei, Taiwan

May 07-08, 2018



ESRDB

CONFERENCE BOOK OF ABSTRACT PROCEEDINGS

ESRDB

Engineering Science Research & Development Board



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Intercontinental Summit on Next Generation Computing (ISNGC-2018)

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Proceedings of the Intercontinental Summit on Next Generation Computing (ISNGC-2018)

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***Intercontinental Summit on Next Generation Computing
(ISNGC-2018)***

Venue: The Howard Plaza Hotel Taipei, Taiwan

Conference Theme: : Exchange of ideas and providing prime networking opportunities for engineering and technology education stakeholders.



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CONFERENCE TRACKS

- Basic Science
- ICT
- Electrical Engineering
- Mechanical & Industrial Engineering
- Civil Engineering
- Business and Management Studies
- Electric Drives and Control
- Electrical Machines
- Instrumentation Engineering
- Power Generation, Transmission and Distribution
- Power System Engineering

CONFERENCE CHAIR MESSAGE

Ms. Mei Shu Lai

“International Conference of Engineering Science Research and Development Board” is a platform that thrives to support the worldwide scholarly community to analyze the role played by the multidisciplinary innovations for the betterment of human societies. It also encourages academicians, practitioners, scientists, and scholars from various disciplines to come together and share their ideas about how they can make all the disciplines interact in an innovative way and to sort out the way to minimize the effect of challenges faced by the society. All the research work presented in this conference is truly exceptional, promising, and effective. These researches are designed to target the challenges that are faced by various sub-domains of the social sciences and applied sciences.

I would like to thank our honorable scientific and review committee for giving their precious time to the review process covering the papers presented in this conference. I am also highly obliged to the participants for being a part of our efforts to promote knowledge sharing and learning. We as scholars make an integral part of the leading educated class of the society that is responsible for benefitting the society with their knowledge. Let’s get over all sorts of discrimination and take a look at the wider picture. Let’s work together for the welfare of humanity for making the world a harmonious place to live and making it flourish in every aspect. Stay blessed.

Thank you.

Ms. Mei Shu Lai

Conference Chair

Email: contact@esrdb.com



CONFERENCE AGENDA

**Conference Name: Intercontinental Summit on Next Generation Computing
(ISNGC-2018)**

Day & Date: Monday, May 7, 2018

Venue: The Howard Plaza Hotel Taipei

Timeline of Day 01

08:00 am - 08:30 am	Registration of Participants
08:30 am - 08:40 am	Introduction of Participants
08:40 am - 08:50 am	Inauguration and Opening address
08:50 am - 09:00 am	Grand Networking Session

DAY 01 Monday (May 07, 2018)

Presentation Session (09:00 am - 11:00 am)

Venue: Room 1

Track A: Business, Economics and Management Studies

Presenter Name	Manuscript Title	Paper ID
Shierly Evelyn	Crafting Authenticity in Designer: A Study of Taiwan Dutch Design Post At C-Hub, Ncku	ETAPR-058-ANI106
Mai Chubachi	Design Thinking for Developing Future Attendance of Taiwanese Baseball Fans: Experiential Value Perspective	ETAPR-058-ANI108
Yohanes Tenggara	Vigilante Themed Webcomic - Creating Social Movement by Challenging the Readers Perspective	ETAPR-058-ANI109
Shah Md Ahsan Habib	Challenges of Trade Services by Banks: Bangladesh Perspective	TEDLR58-110

Track B: Engineering, Technology Computer and Applied Science

Jian-kai Lai	Designing Software Project Management Scheme for Microservice Architecture	ISNGC-MAY18-101
Pharot Intarot	Influencing Factor in E-Wallet Acceptance and Use	ISNGC-MAY18-102

Lunch & Closing Ceremony (11:00 am - 12:00 pm)

Participants Registered as Listener/Observer

The following Scholars/ practitioners who don't have any paper presentation, however they will attending the conference as delegates & observers.

Official ID: TEDLR58-102A

Starr Zhang

Accounting Instructor, JR Shaw School of Business, Canada



Conference Day 02 (May 08, 2018)

Second day of conference will be specified for touristy. Relevant expenses are borne by Individual him/herself.

TRACK A
ENGINEERING, TECHNOLOGY COMPUTER AND APPLIED
SCIENCES



**National Taichung University of Science and Technology,
(40465)129 Section 3 San-ming Road, North District, Taichung
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Keywords: Version Control, Software Project Management, Git, Docker, Microservice

In recent years, advances in software development processes, software development tools, and software architecture concepts have made it difficult to reduce the complexity of software development, software testing, and software deployment in the past. New software project management tools and concepts such as Git and Docker providing better solutions for code version control issues for code integration and deployment issues that were not easily solved in the past. However, in the state of the art microservice software architecture, there are potential inter-code version dependencies for project management issues. Hence, this paper proposes a project management scheme for the microservice architecture project and provides relevant experiments for evaluation.

Influencing Factor in E-Wallet Acceptance and Use

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Keywords: E-Wallet, Thailand, UTAUT, Acceptance, E-payment

E-Wallet is an application which facilitates users to make a payment via mobile device instead of cash. The World's E-Wallet growth has increased dramatically since 2011. However, Thailand's E-Wallet growth is slower, less than 0.02% per year. This research aims to find out factors that cause slow E-Wallet growth in Thailand by investigating the factors involved in acceptance and use of E-Wallet technology. The information obtained from this study can assist E-Wallet providers in Thailand better to improve the design and marketing plans that fit the behavioral E-Wallet use of Thai. The model engaged in this study is the UTAUT model that focuses on four main factors that have affected behavioral intention and behavioral use of E-Wallet in Thailand. Four main factors are performance expectancy, effort expectancy, social influence, and facilitating condition. Data collection has been conducted by surveying 400 people in metropolitan areas. The results show that the behavioral intention, which is the mediator variable of the proposed model, is highly affected by performance expectancy and effort expectancy with the regression weights 0.032 and 0.075, respectively. On the other hand, the mediator variable is low affected by social influence and facilitating condition with the regression weights 0.201 and 0.834. The proposed model yields the regression weight between behavioral use and behavioral intention as 0.049, which means that the behavioral intention as a mediator variable has an effect on behavioral use.

TRACK B

BUSINESS, ECONOMICS AND MANAGEMENT STUDIES

Challenges of Trade Services by Banks: Bangladesh Perspective

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Keywords: Documentary Credit, Open Account, Trade Based Money Laundering

The paper attempts to examine the challenges of trade services by banks with special reference to Bangladesh. Trade facilitation by banks in Bangladesh is particularly crucial when involvement of banks is significant in the country's trade facilitation. The paper concludes that trade based money laundering and compliance risks are required to be addressed for effective trade services in the country.

Crafting Authenticity in Designer: A Study of Taiwan Dutch Design Post At C-Hub, Ncku

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Keywords: Authenticity, Designer, Taiwan Dutch Design Post, Culture Production, Online

This study tries to see and show the authenticity in designer from the production of culture perspective. The culture that is produced through the story of the object links to their authentic biography. This subsequently creates their identity and shape their role. This role is important to create their status differentiation as a group in the artworld and determine their field. Originally, the production of culture perspective focuses on how the symbolic elements of culture are shaped by the systems within which they are created, distributed, evaluated, taught, and preserved. However, nowadays, digitalization process has changed some elements in the structure of artwork field significantly. The internet and especially social media platforms have made it easier to produce, disseminate, and consume artwork from all over the world. The internet also brought a new space for critics to evaluate the artwork. Through this online platform and critics system, the creator becomes less dependent to the marketing facilities and distribution network, and be able to create and mobilize a fanbase beyond this media institution. This issues contributes to existing work on how culture is produced and mediated, and also have mapped how online critics system evaluate the perception of cultural products in detail. Particularly institutionally embedded critics can exert strong influence on cultural legitimation processes by determining and executing the values and criteria through which designers are evaluated. This study tries to frame this perspective in the group of Dutch designers in Taiwan, particularly called Taiwan Dutch Design Post or TDDP, which belongs to a cluster of artfield, entrepreneurs, and experts who deploy their taste idiom and knowledge on aesthetic conventions, the scenes where aficionados meet and exchange their latest news.

Design Thinking for Developing Future Attendance of Taiwanese Baseball Fans: Experiential Value Perspective

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Keywords: Design Thinking, Professional Baseball, Experiential Value, CPBL

It passed 28 years since the year Chinese Professional League, CPBL was established. However, the total attendance record hit in 1995 with 1,646,361 still stands. Ticket sales is one of main revenue resources for professional baseball teams as with media rights, merchandising and sponsorship and it influences on others. Therefore, CPBL teams need to find a way to attract more audiences in stadiums. As a research target team, a Tainan based professional baseball team, Uni-Lions was selected. This study focused on light user who goes to Tainan Municipal Stadium 1 to 3 times each year. Additionally, it aimed to find a way to make them medium user from experiential value perspective with Design Thinking approach. There are 5 phases-Empathize, Define, Ideate, Prototype and Test in the Design Thinking process. This paper proposes the results for first 3 phases. In empathize, questionnaire survey, observation and in-depth interview were taken place. Researcher defined 12 problems based on the findings from them. Finally, Uni-Lions fans were requested to attend a brainstorming workshop in ideate part. They came up with 55 solutions and they could be categorized into 12 groups.

Vigilante Themed Webcomic - Creating Social Movement by Challenging the Readers Perspective

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Keywords: Webcomic, User Experience, Digital, Illustration, Internet, Dark Net, Assassination Market

Since the beginning of the twenty-first century, the art and cultural industry has been through a massive and historical change by the rise of digital technologies and device. However for a couple of years, comic book industries trying for the right solution and has not yet produced anything as convincing as the music or movie have through internet. A lot of investment has been spent to transfer printed material to digital supports so far. The specificities of those supports are not always exploited at the best of their capabilities, while they could potentially be used to create new reading conventions. While a growing number of researchers are working on comic books image analysis from a low-level point of view, only a few are tackling the issue of representing the content at a high semantic level. This thesis covers a study on humans behavior and response to handle the content of illustrations about social crime; assassination politics or opinion leaders slay and to understand how people react into such ideology in this modern society through reading a comic. This study also tested a framework over two applications: 1) the unsupervised content discovery of comics illustrations with concept about dark web, cryptocurrency, and assassination market. 2) Its capabilities to handle complex layouts and to produce a respectful browsing experience to the digital comics reader as well as produce information about what is happening right now through dark side of the internet.

UP COMING EVENTS

You can find the details regarding our upcoming events by following below:

<http://esrdb.com/irestm/>

<http://http://esrdb.com/citas/>

<http://http://esrdb.com/aecit/>

<http://http://esrdb.com/icta/>

<http://http://esrdb.com/iaets-2018/>

<http://http://esrdb.com/ctsest-2018/>

<http://http://esrdb.com/ictkea-2018/>

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<http://anissh.com/conferences/turkey-conferences/>

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<http://http://esrdb.com/conferences/etase-2018/>

<http://http://esrdb.com/conferences/cetas-2018/>

Vision

Invests in creation of 21st century engineers and discovery of technologies through transformational center-based research, research in education and inclusion, and research opportunities for students and teachers.

Mission

To increase the diversity of the scientific and engineering workforce by including all members of society, regardless of race, ethnicity, or gender, in all aspects of the centers' activities. Because ESRDBs play critical roles in academe by integrating research, education, diversity, outreach, and industrial collaboration.



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