

# PROCEEDING

2018 5<sup>th</sup> International Conference on Electrical Engineering, Computer Science and Informatics

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## **PROCEEDINGS**

2018 5<sup>th</sup> International Conference on Electrical Engineering,  
Computer Science and Informatics (EECSI 2018)

16-18 October 2018, Malang, Indonesia

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# **PROCEEDINGS**

## **2018 5<sup>th</sup> International Conference on Electrical Engineering, Computer Science and Informatics (EECSI 2018)**

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## Foreword from General Chair EECSI 2018

### Foreword General Chair

In the name of Allah, the Most Beneficent, the Most Merciful.

Welcome to the 2018 5th International Conference on Electrical Engineering, Computer Science and Informatics (EECSI 2018) in Malang, Indonesia.

The 5th EECSI 2018 is themed “Toward the Next Generation of Technology“. This conference provides academicians, researchers, professionals, and students from various engineering fields and with cross-disciplinary working or interested in the field of Electrical Engineering, Computer Science, and Informatics to share and to present their works and findings to the world.

I would like to express my highly gratitude to all participants for attending, sharing and presenting your ideas and experiences in this interesting conference. Almost 300 papers had been submitted to EECSI 2018. However, the only high quality papers are selected and accepted to be presented in this event. We are also thankful to all the international committee, international reviewers, and steering committee for their valuable support. I would like to give a praise to all partners in publications and sponsorships for their valuable supports, especially for Ministry of Research and Higher Education (Kemenristekdikti) Indonesia.

Organizing a prestigious conference was incredibly challenging and would have been impossible to be held without outstanding committees. Such that, I would like to extend my sincere appreciation to all organizing committees and volunteers from Universitas Muhammadiyah Malang as a host and all colleagues from Universitas Diponegoro, Universitas Ahmad Dahlan, Universitas Sriwijaya, Universitas Islam Sultan Agung, Universitas Gadjah Mada, Universitas Budi Luhur, Universiti Teknologi Malaysia, and IAES Indonesia Section for providing me with much needed support, advice, and assistance on all aspects of the conference. A special thanks also for IEEE Indonesia Section for their contribution as technical co-sponsorship of the conference. We do hope that this event will encourage the collaboration among us now and in the future.

We wish you all find opportunity to get rewarding technical program, intellectual inspiration, renew friendships and forge innovation, and that everyone enjoys Malang.

**Assoc. Prof. DR. Tole Sutikno**  
**General Chair EECSI 2018**



## Foreword from IAES Indonesia Section

Bismillahirrohmannirrahim,

In the name of Allah Al Mighty, The Most Gracious, The Most Merciful

We are pleased to welcome our colleagues in the International Conference on Electrical Engineering, Computer Science and Informatics (EECSI 2018) in Malang, City of Heritage on October 16-18th, 2018.

It must be said proudly that the EECSI has been rolled out for five times since it was firstly initiated on year 2014 in Yogyakarta. Our colleagues all over the world supporting by many tops universities have successfully organized the conference to become the prestigious international annual event in Indonesia.

A highest appreciation is addressed to The Ministry of Research, Technology and Higher Education (Kemenristekdikti) Republic of Indonesia for a worthy technical and financial support during the conference and special thanks for IEEE Indonesia Section for the technical co-sponsorship for this prominent occasion. We do hope that this event will strengthen the collaboration among us now and in the future.

This year, the achievement in this conference is due to valuable contributions from our colleagues from Universitas Muhammadiyah Malang supporting by Universitas Diponegoro, Universitas Ahmad Dahlan, Universitas Sriwijaya, Universitas Islam Sultan Agung, Universitas Gadjah Mada, Universitas Budi Luhur and Universiti Teknologi Malaysia. I would like to express my sincere gratitude and appreciation for all partners, friends, Organizing committee, reviewers, keynote speakers, and participants who have made this event as great as today.

I would also like to extend my gratitude to Rector of Universitas Muhammadiyah Malang who friendly becomes a main host for this great conference. We optimist many following collaborative works will be carried out among us and all participants.

I hope you all had a nice time at the conference where all of you are able to learn something new, renewed and created new networks and at the same time have some fun in Malang City during the conference and Mount Bromo during the cultural tour.

Thank you.



**Assoc. Prof. Mochammad Facta, Ph.D**  
**IAES – Indonesia Chapter**

## Foreword from Rector of Universitas Muhammadiyah Malang

The advent of the next generation of technology, renown as Technology 4.0, is unavoidably incessant. This so-called technology has offered a new horizon in various aspects of man-beings' lives. To be particular in the fields of electrical engineering, electronics, computer science, computer engineering, and informatics, Technology 4.0 plays its potent role to underpin the future advancement of technology for the coming generations. Scientific forum titled as the 2018 5th International Conference on Electrical Engineering, Computer Science, and Informatics (EECSI 2018) hosted by University of Muhammadiyah Malang in collaboration with a number of universities is the manifestation of continuous effort to aim for the ever-changing technology.

Hereby, I would like to congratulate the Faculty of Engineering, University of Muhammadiyah Malang for their effort in organizing the 2018 5th International Conference on Electrical Engineering, Computer Science, and Informatics (EECSI 2018). I appreciate all co-organizers such as Universitas Diponegoro, Universitas Ahmad Dahlan, Universitas Sriwijaya, Universitas Islam Sultan Agung, Universitas Budi Luhur, and Universiti Teknologi Malaysia for their support in this mutual collaboration. Without the full and valuable supports from the international committee, international reviewers, and steering committee, this international conference remains a detached discourse without high commitment to conduct.

The expression of my high gratitude is devoted to the Ministry of Research, Technology, and Higher Education (Kemenristekdikti) Republic of Indonesia, IEEE Indonesia Section, and IAES Indonesia Section for their support to this event as the sponsors and technical co-sponsorship, respectively. Expectantly, this would be the initial and continual collaboration in the future.

To all speakers, presenters, and participants, thank you for participating and welcome to this conference. The success of this conference owes so much on your participation and contribution in promoting the knowledge, information, and robust creativity. To end with, this conference expectedly becomes an arena to build mutual ties among the academicians, researchers, industries, and society.

All the best to EECSI 2018

**Dr. H. Fauzan, M.Pd.**

**Rector**

**Universitas Muhammadiyah Malang - Indonesia**



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## TABLE OF CONTENTS

Foreword From General Chair EECSI 2018	iv
Foreword From IAES Indonesia Section	v
Foreword From Rector of Universitas Muhammadiyah Malang	vi
ORGANIZING COMMITTEE OF EECSI 2018 CONFERENCE	vii

### KEYNOTE

KN-1 : Optimization of Modified Sliding Mode Control for an Electro-Hydraulic Actuator System with Mismatched Disturbance	1
---	---

### TRACK-1 : Biomedical Engineering and Bioinformatics

T1-1 : OCT for non-destructive examination of the internal biological structures of mosquito specimen	7
T1-2 : Analysis of EMG based Arm Movement Sequence using Mean and Median Frequency	11
T1-3 : Implementation of Myo Armband on Mobile Application for Post-stroke Patient Hand Rehabilitation	16
T1-4 : Development of Embedded System for Centralized Insomnia System	22
T1-5 : Performance Analysis of Color Cascading Framework on Two Different Classifiers in Malaria Detection	27
T1-6 : Monitoring Walking Devices For Calorie Balance In Patients With Medical Rehabilitation Needs	31

### TRACK-2 : Computer Science and Applications

T2-1 : E-Government Maturity Model to Support System Dynamics in Public Policymaking	35
T2-2 : Comparative Analysis of Forensic Software on Android-based Blackberry Messenger using NIJ Framework	43
T2-3 : Semi-reactive Switch Based Proxy ARP in SDN	49
T2-4 : Improvement of Cluster Importance Algorithm with Sentence Position for News Summarization	54
T2-5 : Comparison Between A* And Obstacle Tracing Pathfinding In Gridless Isometric Game	60
T2-6 : Automatic Game World Generation for Platformer Games Using Genetic Algorithm	66
T2-7 : Middleware for Network Interoperability in IoT	70
T2-8 : Face RGB-D Data Acquisition System Architecture for 3D Face Identification Technology	74
T2-9 : Feature Expansion for Sentiment Analysis in Twitter	80
T2-10 : Web-based Campus Virtual Tour Application using ORB Image Stitching	85
T2-11 : Automatic User-Video Metrics Creations From Emotion Detection	89
T2-12 : Real Time SIBI Sign Language Recognition Based on K-Nearest Neighbor	95
T2-13 : Artificial Neural Network Parameter Tuning Framework For Heart Disease Classification	100
T2-14 : Winter Exponential Smoothing: Sales Forecasting on Purnama Jati Souvenirs Center	106

T2-15 : Analysis and Design of Decision Support System Dashboard for Predicting Student Graduation Time	110
T2-16 : Sentiment Analysis Using Support Vector Machine Algorithm	116
T2-17 : Group Formation Using Multi Objectives Ant Colony System for Collaborative Learning	122
T2-18 : Smart Traffic Light based on IoT and mBaaS using High Priority Vehicles Method	129
T2-19 : Correlation Between Bruto Domestic Products (Gdp) With Duty Schools	134
T2-20 : Mobile Learning: Utilization of Media to Increase Student Learning Outcomes	138
T2-21 : Study of the Android and ANN-based Upper-arm Mouse	144
T2-22 : FVEC feature and Machine Learning Approach for Indonesian Opinion Mining on YouTube Comments	150
T2-23 : Clustering human perception of environment impact using Rough Set Theory	156
T2-24 : E-Government Service Evaluation of Batu City Health Dept.using e-Govqual Approach and IPA Analysis	160
T2-25 : Implementation of Obfuscation Technique on PHP Source Code	164
 <b>TRACK-3 : Electrical Power Engineering</b>	
T3-1 : Power Demand Forecasting Considering Actual Peak Load Periods Using Artificial Neural Network	169
T3-2 : A New Algorithm for Designing the Parameter of Damped-Type Double Tuned Filter	175
T3-3 : Comparison of LFC Optimization on Micro-hydro using PID, CES, and SMES based Firefly Algorithm	180
T3-4 : Optimal Power Flow using Fuzzy-Firefly Algorithm	186
T3-5 : Low-Frequency Oscillation Mitigation using an Optimal Coordination of CES and PSS based on BA	192
T3-6 : Computer Aided Model for an Off-grid Photovoltaic System using Batteries Only	198
T3-7 : Computer Aided Model for a Low Voltage Varistor with Increased Thermal Stability	202
T3-8 : Smart Frequency Control using Coordinated RFB and TCPS based on Firefly Algorithm	207
T3-9 : Economic Feasibility Study of Rooftop Grid Connected PV System for Peak Load Reduction	213
T3-10 : Automatic Switching Algorithm for Photovoltaic Power Generation System	218
T3-11 : Rotor Speed Control Maximum Power Point Tracking for Small Wind Turbine	225
T3-12 : Stator Flux Oriented Control of Three-Phase Induction Motor with Improved Decoupling Scheme	231
T3-13 : Sensorless PMSM Control using Fifth Order EKF in Electric Vehicle Application	236
T3-14 : Sizing Optimization And Operational Strategy Of HRES (PV-WT) Using Differential Evolution Algorithm	242
T3-15 : Indoor Agriculture: Measurement of The Intensity of LED for Optimum Photosynthetic Recovery	249
T3-16 : Quasi Z-Source Inverter as MPPT on Renewable Energy using Grey Wolf Technique	255



T3-17 : Analysis of Waveform of Partial Discharge in Air Insulation Measured by RC Detector	260
T3-18 : Application of Ultra-Wideband Double Layer Printed Antenna for Partial Discharge Detection	266
T3-19 : Reliability Analysis of Randu Garut 3 Distribution System Using Section Technique Method	272
T3-20 : Combined Computational Intelligence Approach for the Power System Optimization Problem	278
T3-21 : Partial Discharge and Breakdown Strength of Plasma Treated Nanosilica/LDPE Nanocomposites	284
T3-22 : PSS Design Based on Fuzzy Controller with Particle Swarm Optimization Tuning	288
T3-23 : A Design of Coreless Permanent Magnet Axial Flux Generator for Low Speed Wind Turbine	292
T3-24 : Design of Hybrid System Power Management Based Operational Control System to Meet Load Demand	297
T3-25 : On The Use of Hilbert Transform Method for Enveloping Partial Discharge Signal	303
T3-26 : Circuit Simulation for Wind Power Maximum Power Point Tracking with Four Switch Buck Boost Converter	308
T3-27 : Modulation Strategies for Indirect Matrix Converter: Complexity, Quality and Performance	312
T3-28 : Review on Adjustable Speed Drive Techniques of Matrix Converter Fed Three-Phase Induction Machine	316
T3-29 : A Survey on Topologies and Controls of Z-Source Matrix Converter	322
<b>TRACK-4 : Electronics and Instrumentation</b>	
T4-1 : High Frequency Multiplier by cascading diode with high order bandpass amplifier multiple times	326
T4-2 : Bioelectrical measurement for sugar recovery of sugarcane prediction using artificial neural network	334
T4-3 : Implementation of MEMS Accelerometer for Velocity-based Seismic Sensor	339
T4-4 : Monitoring The Usage of Marine Fuel Oil Aboard Ketapang Gilimanuk Ship	345
T4-5 : Design of Low Noise Micro Liter Syringe Pump for Quartz Crystal Microbalance Sensor	349
<b>TRACK-5 : Information Systems and Technologies</b>	
T5-1 : Appropriate Sets of Criteria for Innovation Adoption of IS Security in Organizations	354
T5-2 : Self-Efficacy a Critical Factor of Information System: An Investigation using DeLone McLean	360
T5-3 : Improvement of Information Technology Infrastructure in Higher Education using IT Balanced Scorecard	365
T5-4 : A Conceptual Framework of Cloud-Based Mobile-Retail Application for Textile Cyberpreneurs	371
T5-5 : Implementation of Winnowing Algorithm for Document Plagiarism Detection	377
T5-6 : Shortest Route at Dynamic Location with Node Combination-Dijkstra Algorithm	383
T5-7 : Analysis of Consumer Confidence on Mobile Commerce in Indonesia	388

T5-8 : Social Media and User Performance in Knowledge Sharing	393
T5-9 : Learning Motivation increased due to a Relaxed Assessment in a Competitive-Learning Environment	399
T5-10 : Development of Mobile Based Educational Game as Learning Media for Basic Programming in VHS	403
T5-11 : Incident and Service Request Management for Academic Information System based on COBIT	408
T5-12 : Applying IT Services Business Relationship Management on Security Outsource Company	413
T5-13 : Implementation of the Culinary Recommendation System Using Sentiment Analysis and SAW in Bengkulu	419
T5-14 : Success Factors of HRIS: A Case of Ministry of State-owned Enterprise	424
T5-15 : Factors Affecting Users' Purchase Intention and Attitudes towards Mobile Advertising	429
T5-16 : Analysis of Electronic Medical Record Reception using Expanded Technology Acceptance Model	435
T5-17 : Implementation Strategy of Knowledge Management System: A Case of Air Drilling Associates	440
T5-18 : The Utilization of Ontology to Support The Results of Association Rule Apriori	446
T5-19 : Determination of Router Location for Optimizing Computer Network Using Dominating Set Methods	452
T5-20 : Evaluating The Semantic Mapping	458
T5-21 : The Role of Social User and Social Feature on Recommendation Acceptance in Instagram in Indonesia	464
T5-22 : User Experience Analysis of The Users Babacucu.Com	471
T5-23 : A Measurement Framework for Analyze The Influence of Service Quality and Website Quality on User Sat	477
T5-24 : Quantitative Strategic Planning Matrix Analysis On The Implementation Of Second Screen Technology	483
T5-25 : Investment Analysis of Smart Connected Motorbike in Machine to Machine Application in Indonesia	488
T5-26 : Efficiency and Reliability Performance's of the Bioinformatics Resource Portal	493
T5-27 : ISO/IEC 9126 Quality Model for Evaluation of Student Academic Portal	499
T5-28 : Measurement of IS/IT Investment on the Implementation of ERP and the Effect on company productivity	505
T5-29 : Analysis on Customer Satisfaction Dimensions in P2P Accommodation using LDA: A Case Study of Airbnb	511
T5-30 : Individual Factors As Antecedents of Mobile Payment Usage	517
T5-31 : Determine supporting features for mobile application of NUSANTARA	522
T5-32 : Knowledge Management Maturity Assessment in Air Drilling Associates using G-KMMM	528
T5-33 : Measuring Knowledge Management Readiness of Indonesia Ministry of Trade	534
T5-34 : Personal Extreme Programming with MoSCoW Prioritization for Developing Library Information System	540

## **TRACK-6 : Networks and Telecommunication Systems**

T6-1 : ML-Optimized Beam-based Radio Coverage Processing in IEEE 802.11 WLAN Networks	545
T6-2 : Single-Tone Doppler Radar System for Human Respiratory Monitoring	552
T6-3 : Dual Frequency Continuous Wave Radar for Small Displacement Detection	557
T6-4 : A New Method for Minimizing the Unnecessary Handover in High-Speed Scenario	561
T6-5 : Automate Snort Rule For Xss Detection With Honeypot	565
T6-6 : Substrate Integrated Waveguide Bandpass Filter with Complementary Split Ring Resonator at 2.45 GHz	570
T6-7 : UUID Beacon Advertisements For Lecture Schedule Information	574
T6-8 : Comparative Performance Analysis of Linear Precoding in Downlink Multi-user MIMO	581
T6-9 : Application of LoRa WAN Sensor and IoT for Environmental Monitoring in Riau Province Indonesia	585
T6-10 : Co-channel Interference Monitoring based on Cognitive Radio Node Station	590
T6-11 : Simulation of Mobile LoRa Gateway for Smart Electricity Meter	596
T6-12 : Rain Attenuation Statistics over 5G Millimetre Wave Links in Malaysia	602
<b>TRACK-7 : Robotics, Control and Automation</b>	
T7-1 : Fuzzy Logic Controller Design for Leader-Follower Robot Navigation	606
T7-2 : Arm Robot Manipulator Design and Control for Trajectory Tracking; a Review	612
T7-3 : Vibration Control of Magnetorheological Elastomer Beam Sandwich	618
T7-4 : Magnetorheological Elastomer Stiffness Control for Tunable Vibration Isolator	622
T7-5 : Improving a Wall-Following Robot Performance with a PID-Genetic Algorithm Controller	626
T7-6 : A Review of Solar Tracker Control Strategies	631
T7-7 : Robust and Accurate Positioning Control of Solar Panel System Tracking based Sun Position Image	636
T7-8 : Robust Adaptive Sliding Mode Control Design with Genetic Algorithm for Brushless DC Motor	642
T7-9 : Active Fault Tolerance Control for Sensor Fault Problem in Wind Turbine Using SMO with LMI Approach	648
<b>TRACK-8 : Signal, Image and Video Processing</b>	
T8-1 : Measurement of Thermal Expansion Coefficient on Electric Cable Using X-Ray Digital Microradiography	653
T8-2 : A Relative Rotation between Two Overlapping UAV's Images	658
T8-3 : Re-Ranking Image Retrieval on Multi Texton Co-Occurrence Descriptor Using K-Nearest Neighbor	664
T8-4 : Human Detection using Aggregate Channel Features with Kalman Filtering Image Processing	669
T8-5 : Automatic Estimation of Human Weight From Body Silhouette Using Multiple Linear Regression	675
T8-6 : Variance and Symmetrical-based Approach for Optimal Alignment of 3D Model	679
T8-7 : The Recognition Of Semaphore Letter Code Using Haar Wavelet And Euclidean Function	685

T8-8 : Adventure Game Show:Audience Involvement, Destination Image and Audience Behavior	690
T8-9 : Visual Emotion Recognition Using ResNet	696
T8-10 : A Feature-Based Fragile Watermarking of Color Image for Secure E-Government Restoration	702
 <b>TRACK-9 : Soft Computing and Intelligent System</b>	
T9-1 : Aspect Based Sentiment Analysis approach with CNN	707
T9-2 : Optimal ANFIS Model for Forecasting System Using Different FIS	713
T9-3 : Automated Diagnosis System of Diabetic Retinopathy Using GLCM Method and SVM Classifier	719
T9-4 : Development of Discrete-Cockroach Algorithm (DCA) for Feature Selection Optimization	726
T9-5 : Narrow Window Feature Extraction for EEG-Motor Imagery Classification using k-NN and Voting Scheme	732
T9-6 : Emotion Recognition using Fisher Face-based Viola-Jones Algorithm	738
T9-7 : IDenet: Inception-Based Deep Convolutional Neural Network for Crowd Counting Estimation	743
T9-8 : Multispectral Imaging and Convolutional Neural Network for Photosynthetic Pigments Prediction	749
T9-9 : Application for the diagnosis of pneumonia based on Pneumonia Severity Index (PSI) values	755
T9-10 : Impact of Matrix Factorization and Regularization Hyperparameter on a Recommender System for Movies	761
T9-11 : Object Detection of Omnidirectional Vision Using PSO-Neural Network for Soccer Robot	765
T9-12 : DSS Scheme Using Forward Chaining-Simple Multi Attribute Rating Technique For Cocoa Beans Selection	770
T9-13 : CountNet: End to End Deep Learning for Crowd Counting	776
T9-14 : Sentiment Analysis Based on Appraisal Theory for Assessing Incumbent Electability	781
T9-15 : Robust Principal Component Analysis for Feature Extraction of Fire Detection System	787
T9-16 : Indonesian Id Card Recognition using Convolutional Neural Networks	791
T9-17 : Sarcasm Detection on Indonesian Twitter Feeds	795

# Study of the Android and ANN-based Upper-arm Mouse

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**Abstract**— *Disability is a person's condition in the physical, intellectual, mental, and/or sensory limitations in the long term. This study is reserved for those who do not have the lower arm in order to operate the computer normally. This study uses orientation sensor on the smartphone as the main sensor to move the cursor and click. Delivery of data from smartphone to computer is using Bluetooth. This study will compare two gestures from a combination of orientation sensors on the upper arm: gesture 1 using pitch-yaw motion and gesture 2 using pitch-roll motion; to move the cursor on the monitor. Left-click and right-click using ANN is to detect upper arm jerk movements. Evaluation using ISO / TS 9241-411 standard: ergonomics of human-system interaction; which includes performance evaluation and comfort of the gesture. Performance results of throughput, movement time, comfort and fatigue between gestures were not significantly different between those gestures. The result of the effort questionnaire is that gesture 1 has the highest effort on the shoulder and gesture 2 has the highest effort on the hand.*

**Keywords**— Android, ANN, Fitts'law, ISO/TS 9241-411, Pointing device

## I. INTRODUCTION

The Constitution of the Republic of Indonesia number 8 in 2016 [1], describes the disabled as any persons who have limited physical, intellectual, mental, and/or sensory ability in interaction with the environment and may have difficulties to participate effectively. Persons with disabilities have difficulty in the technology processing such as computers. The mouse on the computer becomes one of the obstacles for disabled, especially for those without their forearms (elbows to fingers) to use the computer. Besides the mouse, there is also a cursor triggering tool, that is a remote application in the smartphone. This remote application also uses fingers to move the cursor and click. In this case, the disabled without forearms find problems to use.

Human computer interaction (HCI) is the science in communication between humans and computers. By making use of HCI, an application for the disabled without forearms can be developed; meanwhile, the application of the study itself will use sensors available in a smartphone.

Sensor orientation is used to replace the mouse function. This sensor is available on some smartphones. By using their upper arms to move the computer cursor, the disabled without the forearms can also use it.

Based on the existing problems, there are several similar studies with different methods such as gyro-mouse [2]. It is a study of mouse replacements using the gyro sensors placed on the glasses and how to move it by moving the head. The mouse earphone [3] is a study of mouse alternatives using an accelerometer sensor placed on the earphone and how to move it with head movement. The other references in this study are eye-tracker [4], color pointer detection [5] and voice controller [6]. These studies are carried out by looking for the computer cursor triggering alternative without having to use a finger.

In this study we propose a new method of Android-based mouse alternative for disabled persons with no forearms for both hands. Moving the cursor needs the movement of the upper arm with two gestures. The first gesture uses a pitch-yaw and the second gesture uses pitch-roll. Artificial neural networks (ANN) are used to detect click actions and classify cursor movements (gesture 1 and gesture 2).

## II. METHODS

In general, the system diagram as in Fig. 1. The information flow is 1) orientation sensor is processed by using ANN; 2) ANN result includes left click, right click or cursor movement; and 3) send the command of ANN to PC.

### A. Orientation Sensor

Orientation sensor [7] is a sensor used relatively to monitor the position and orientation of a smartphone to the earth's surface. The orientation sensor obtains its data by processing proximity sensor's data from the accelerometer and geomagnetic field sensors. Using these two sensor sensors, the system provides data for the three orientation angles which are yaw (azimuth), pitch, and roll. Figure 2 shows three orientation angles that work on a smartphone.

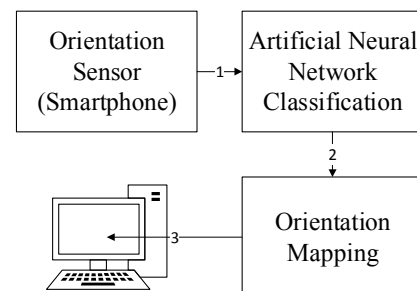


Fig. 1. System diagram



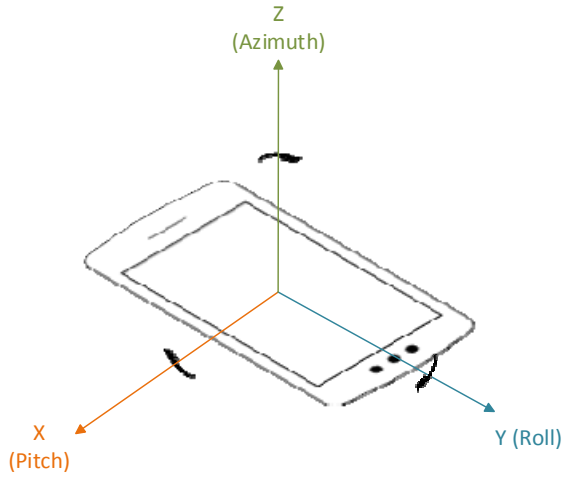


Fig. 2. Orientation sensor angle on the smartphone

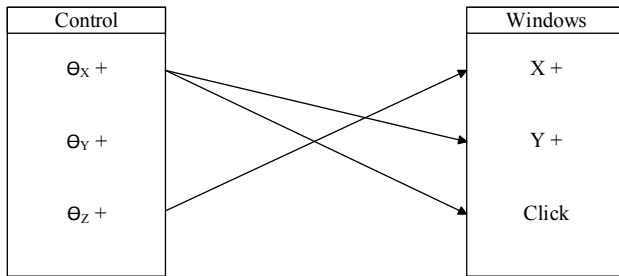


Fig. 3. The sensor-cursor mapping of gesture 1

### B. Upper Arm Movement

The proposed upper-arm mouse uses a smartphone that is placed in the upper arm of a human. This experiment uses two gestures to compare its performance with the mouse. Gesture 1 uses a pitch-yaw angle sensor in which the pitch is for up-down movement and yaw is for left-right movement. Gesture 2 uses a pitch-roll angle sensor in which the pitch is for up-down movement and roll is for left-right movement. The following are the explanations for every gesture examined.

#### 1) Gesture 1

Gesture 1 is mapped as described in Fig. 3. Fig. 3 tells  $\Theta_x +$  to be the initial data to move the cursor on screen in the Y + axis and click method. The  $\Theta_z +$  axis becomes the initial data to move the cursor on screen in the X + axis.

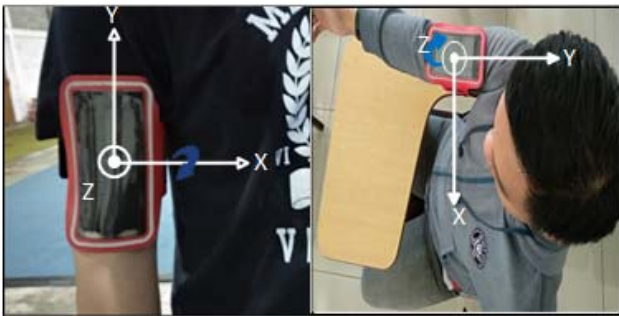


Fig. 4. Gesture 1

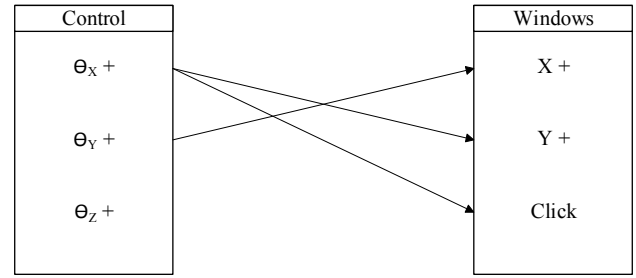


Fig. 5. The sensor-cursor mapping of gesture 2

How to use gesture 1 is illustrated in Fig. 4.

#### 2) Gesture 2

Gesture 2 is mapped as described in Fig. 5. Figure 5 tells  $\Theta_x +$  to be the initial data to move the cursor on screen in the Y + axis and click method. The  $\Theta_z +$  axis becomes the initial data to move the cursor on screen in the X + axis. How to use gesture 2 is illustrated in Fig. 6.

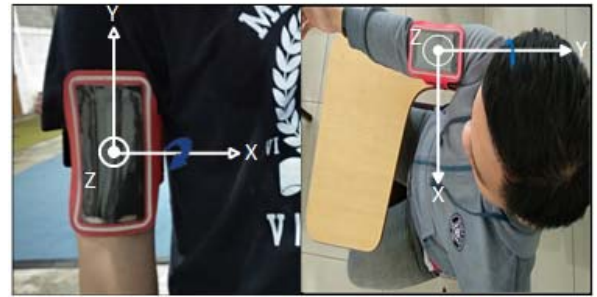


Fig. 6. Gesture 2

### C. Artificial neural network

Artificial neural network (ANN) is a way to demonstrate how neural network in the human brain works in doing a task. Many application used the ANN as an example in measuring the step-length, as in [8]. Neurons are depicting of the human brain's working system in organizing its constituent cells. The goal of organizing these cells is to recognize certain patterns with a very high network effectiveness. The levenberg-marquardt training algorithm is one of the famous due to the speed [9]

Like humans, ANN also needs a learning to recognize patterns. The result of ANN training is the value used for the classification. ANN training requires an activation function to enable or disable neurons. The activation function used in this study is symmetric sigmoid.

We use 200 data in terms of Pitch, which include 100 upward jerks for left click and 100 downward jerks for right click. Figure 7 tells 1 data in terms of pitch has 100 inputs. We use one hidden layer with 14 neurons. The output from ANN is 2 neurons with 01 for left click, 10 for right click, and others counted as cursor movements.

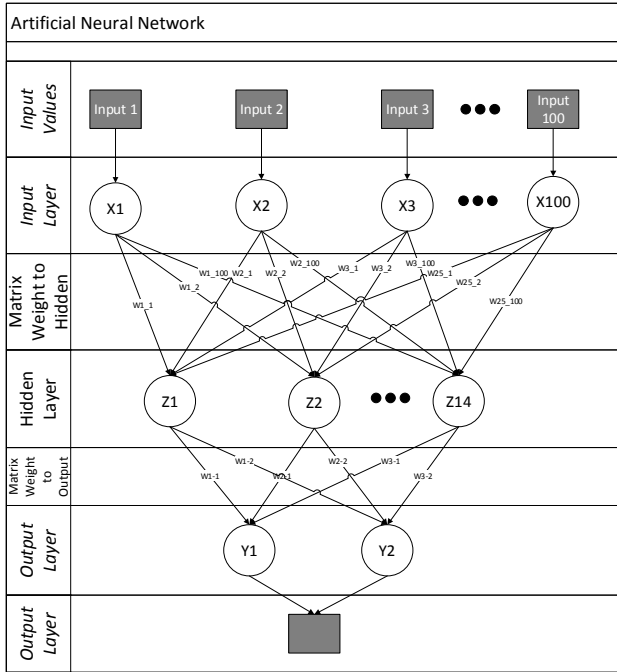


Fig. 7. Artificial neural network architecture

#### D. ISO 9241-411

ISO 9241 is a standard from International Organization for Standardization (ISO) that works on ergonomic human-system interactions [10]. ISO is an international independent agency that sets standards in various fields such as technology, industry, health and others. ISO's objective makes this standard to provide the quality, efficiency, and security of a product or service.

ISO 9241-411 is an evaluation method for input devices. The evaluation method that is utilized used to evaluate the performance of the cursor movement use one directional tapping tests shown in Fig 8. This method uses a block-shaped target in which the color of the target click is red. This evaluation has four difficulty levels:

1. Very easy:  $I_D \leq 3$  (mode 1)
2. Easy:  $3 < I_D \leq 4$  (mode 2)
3. Medium:  $4 < I_D \leq 6$  (mode 3)
4. Hard:  $I_D > 6$  (mode 4)

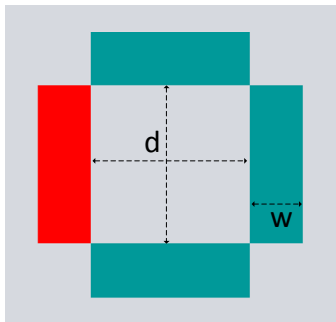


Fig. 8. One directional tapping test

$$\text{Index of difficulty } (I_D) = \frac{d}{w} \quad (1)$$

where  $d$  is distance and  $w$  is width in pixels.

The Effective Index of Difficulty ( $I_{De}$ ) is a measurement in the bits of the user's precision achievement during the task.

$$I_{De} = \log_2 \frac{d + w}{w} \quad (2)$$

Throughput ( $TP$ ) is used to measure the average velocity of each target shift.

$$\text{Throughput} = \frac{I_{De}}{t_{re}} \quad (3)$$

Movement time is used to measure the average time spent for each target move. Other studies using the other type of tapping test, i.e., multi direction tapping test according to its application and its evaluation of this test, as in [11],[12],[13], and [14]. However, we simplify this study using modified one-directional tapping test as suggested by ISO for horizontal and vertical movement as in Fig. 8.

#### E. Experimental method

Data collection was done at the university under the supervision of the researcher. Each subject is given an explanation or guidance regarding the process of data collection and how to operate of the application. Subjects are given the flexibility to determine the position of the test such as sitting, standing and the distance between the respondent and the computer as long as it is in Bluetooth range.

The number of subjects in this experiment was seven people with an age range from fifteen to twenty-five. The average age of subjects is twenty-one years old with a standard deviation of 2.79. All subjects use the right hand in operation.

The tools needed for this experiment are laptop and smartphone. The Netbeans application and Bluetooth driver is pre-installed in the laptop. Should the laptops do not have bluetooth hardware, the test can still use bluetooth dongle as the replacement. This study uses a screen with a resolution of 1366 x 768. Minimum requirement of smartphone used is to have Bluetooth and sensor: accelerometer, magnetometer, and orientation.

Experimental data were obtained from tapping tests and questionnaires filled or tested by respondents. Trial data from tapping tests contains of coordinates ( $x$ ,  $y$ ), target width and length, distance between targets, errors (if clicks are not on target), time required for each click, and index of difficulty for each trial. The questionnaire consists of several types, i.e.: 1) independent forms, consisting of 7 questions on comfort and 5 questions on fatigue; 2) dependent forms, which are used to compare gesture 1 and gesture 2 in terms of comfort and fatigue; 3)

Borg questionnaire rating of perceived exertion scale, used to determine the effort needed during the use of gestures.

During the test, every subject uses the same rules for each tools, such as the mouse, gesture 1, and gesture 2. Subjects try the test program randomly for the mouse and

both gestures; then, subjects do *tapping tests* for three blocks, with 4 modes on each block, from the easiest to the hardest. The subjects try each mode once. Table 1 shows the detail data of experimental result that will be processed statistically.

TABLE I. DETAILS OF EXPERIMENTAL RESULTS

Block	Mode	Mouse		Gesture 1		Gesture 2	
		<i>tm(s)</i>	<i>TP(bit/s)</i>	<i>tm(s)</i>	<i>TP(bit/s)</i>	<i>tm(s)</i>	<i>TP(bit/s)</i>
1	1	0.94	2.24	13.03	0.15	9.69	0.21
	2	0.96	3.43	16.33	0.18	13.58	0.21
	3	1.06	3.96	20.21	0.18	21.79	0.17
	4	1.58	3.55	40.57	0.15	40.01	0.14
2	1	0.82	2.53	10.39	0.21	8.36	0.22
	2	0.98	3.16	13.80	0.22	13.68	0.21
	3	0.95	4.32	16.21	0.24	15.90	0.25
	4	1.34	4.51	43.57	0.13	43.75	0.13
3	1	0.85	2.39	6.75	0.31	6.57	0.33
	2	1.08	2.82	9.81	0.31	10.15	0.29
	3	1.02	4.09	17.27	0.24	18.34	0.21
	4	1.40	4.14	46.10	0.12	45.37	0.13
Means		1.08	3.43	21.17	0.20	20.60	0.21

### III. EXPERIMENTAL RESULTS

#### A. Quantitative Data

The following are the steps in counting the quantitative data.

##### 1) Fitts'law Calculations

The Fitts' law calculation begins once the data has been filtered in order for the data to be statistically analyzed. The classification of these calculations are type (mouse, gesture 1, gesture 2), block number, and mode to get data in every tool or gesture based on block and mode. We will then determine  $W_e$  and *time* of each mode, using the following equation:

$$W_e = 4.133 * S_x \quad (4)$$

$S_x$  is the standard deviation of the click coordinates with the midpoint of tapping. The next calculation step is to process  $W_e$  and *time* to get  $ID_e$  and Throughput (*TP*). The results of  $ID_e$  and *TP* calculations will be tested by using statistical calculations.

##### 2) Analysis

After Fitts' law calculation is obtained, statistic test can be done to get the difference between the mouse and the two gestures. Quantitative data analysis will be divided into *TP* and movement time (*tm*).

##### a) Throughput (TP)

The statistical test for *TP* begins with a normality test using the Shapiro Wilk test. From the result of normalization of *TP* data it can be concluded that *TP* is normally distributed. This conclusion is obtained from the *p* value (mouse:  $p = 0.379$ , gesture 1:  $p = 0.318$ , gesture 2:  $p = 0.483$ ). Since the data is normally distributed, the next test is a homogeneous test with Levene's test.

Levene's test results were statistically significant ( $p < 0.05$ ); means the variant on the mouse and the two gestures are not the same. It can be assumed that the homogeneity of the variant is not fulfilled. Since the variants are not the same on the mouse and the two gestures, the next test is Welch ANOVA used to find out the average difference of *TP* value on the mouse and both gestures.

The results of Welch ANOVA test is  $F(2, 19.593) = 95.055$ ,  $p < 0.05$ , which means there is a significant difference in the transfer speed of the devices. We use Games-Howell post-hoc to see the detail in the significant difference between mouse and the two gestures; this then determines that while there is significant difference of *TP* between mouse and the two gestures, the difference is not significant between the two gestures themselves.

##### b) Movement Time

The statistical test for movement time begins with the normality test with Shapiro Wilk test. From result of normality of movement time data can be concluded that movement time is not normally distributed. This conclusion is obtained from the probability value (mouse:  $p = 0.052$ , gesture 1:  $p = 0.009$ , gesture 2:  $p = 0.012$ ).

Results of Kruskal Wallis test obtained *p* value  $< 0.05$  which means there is significant differences between mouse and both gestures. Mann-Whitney U post-hoc test is used to see details of significant differences.

- The movement time value of the mouse is faster than gesture 1 and gesture 2.
- The movement time value of gesture 1 is not faster than gesture 2.

Therefore, in terms of moving from one target to another, mouse has a faster movement time than the two gestures. Meanwhile, there is no difference in movement time between gesture 1 and gesture 2. Other than that, the



Fig. 9. Graph error rate on each block

comparison of time needed between the two gestures to move from one target to another also do not differ.

### 3) Error Rate Calculations

During the tapping test, we received more than 50 data, which was our target for every trial. This excess data is caused by the click's mistargeting in the subject during the test. The following is a graphic of the error rate for every block.

As seen on Fig. 9, block 3 has less error rate compared to the mouse or two gestures in block 1 and block 2. The data can also be processed statistically in order to prove the conclusion that there is a significant difference in every block. The result of Kruskal Wallis test shows  $p = 0.120$  ( $p > 0.05$ ), which means that statistically, there is no significant difference between the error rate of each block in the mouse and two gestures.

We performed statistical tests on the data showed in Fig. 10 to see the effective modes for gesture 1 and gesture 2. Gesture 1 and gesture 2 were statistically tested using Mann-Whitney U test with mode 1 and mode 2 put in group 1 and mode 3 and mode 4 put in group 2. The result of statistical test of error rate in each mode says that there is significant difference in group 1 and group 2 ( $p < 0.05$ ).

### B. Qualitative Data

The statistical data is obtained from the form filled by the subject after the test. There are seven questions of

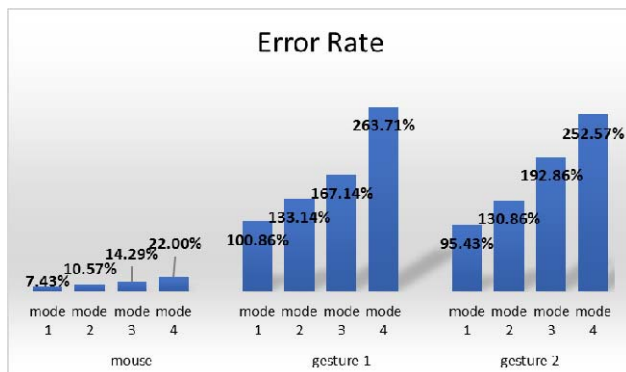


Fig. 10. The error rate graph in each mode

comfortability test and five questions of fatigue test questions. Data from each subject will be averaged to determine the level of comfortability and fatigue of the mouse and both gestures.

TABLE II. COMFORTABILITY AND FATIGUE

Assesment	Mouse	Gesture 1	Gesture 2
Comfort	6.95	4.46	4.97
Fatigue	6.61	5.89	5.87

\* Likert scale 7 point

Table II shows the average rate that the mouse has the best levels of comfortability and fatigue. The statistic result of comfortability and fatigue states that there is a significant difference between mouse and the two gestures ( $p < 0.05$ ), whereas it states no significant difference between gesture 1 and gesture 2 ( $p > 0.05$ ). Therefore, we conclude that gesture 1 and gesture 2 are less comfortable, tiring their users much more easily.

Assessment of effort uses Borg rating of perceived exertion scale in which the score 0 indicates the best value and the score 10 indicates the opposite. Mouse has the lowest level of effort for three categories (arm, shoulder, neck). For gesture 1, the highest level of effort lies on the shoulder with a score of 7.29, whereas for gesture 2, it lies on the arm with a score of 7.71. Therefore, we conclude that gesture 1 has more effort on the shoulder, and on the hand for gesture 2.

## IV. DISCUSSION

Statistics shows that there is no difference in the transfer speed of information ( $TP$ ) of gesture 1 and gesture 2, whereas there is a significant difference for transfer rate of information from the mouse to gesture 1 and gesture 2. The same thing happens when we compared the *movement time* between the mouse, gesture 1, and gesture 2. From this, we conclude that gesture 1 and gesture 2 are not different in terms of  $TP$  and *movement time* statistically. We also categorize mode 1 and 2 as group 1, and mode 3 and 4 as group 2 in terms of error rate. The result shows that gesture 1 and gesture 2 are only applicable on mode 1 and mode 2, whereas mode 3 and mode 4 cannot be used for gesture 1 and gesture 2.

In total, the calculated performance of the mouse is much better than gesture 1 and gesture 2 in terms of  $TP$  and *movement time*. The click method which uses jerk movements become one of our obstacles as it requires more effort and that jerk movements, though little, can impact the cursor's accuracy.

To validate the experimental procedure and methodology, the result of performance assessment i.e., *throughput*, revealed that the mouse's  $TP$  is 3.22 bps. This is in line with other studies by researchers which is the range of the mouse's  $TP$  is 3.0-5.0 bps as reported in [15] and [16].

Basically, the method in recognizing jerk movements worked well. From Fig. 9 and 10, we found that the error

rate of gesture 1 and gesture 2 was two times higher than that of the mouse. Possibly, the characteristic of the smartphone's orientation sensor affects the accuracy.

We have 200 test data, where 70% is used for training, and 30% to test the score of the jerk movement detections whether they go smoothly. However, during the implementation, this jerking movement detection affects the cursor position; therefore, we need to reevaluate the click method so that it will not affect the cursor position.

## V. CONCLUSIONS

Based on the result of the research and test, we conclude that.

1. Average calculation of throughput and movement time for mouse is 3.22 bps and 1.14 s, 0.19 bps and 22.18 s for gesture 1, and 0.19 bps and 22.66 s for gesture 2. We conclude that there is a significant difference between mouse and gesture 1 or gesture 2, however, there is no significant difference for gesture 1 and gesture 2.
2. As for the levels of comfortability and fatigue, mouse has the highest level of comfortability and the lowest level of fatigue. Gesture 1 comes on the second position, and gesture 2 on the last in terms of this.

Mouse is the most effective tool in terms to effort. Gesture 1 comes on the second position, and gesture 2 concluded as ineffective.

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