

**CONCEPTUAL MODEL FOR BOMB VICTIMS INFORMATION  
SYSTEM (BVIS) IN IRAQ USING WAP STANDARD**

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## **ABSTRACT**

Many Iraqis have died resulting from insurgent bombings, revenge killings and U.S. military intervention during the 2003 invasion. This situation led to the destabilization of the security in the country and increased the number of dead and missing, making the search for missing loved ones very complex. To find a missing person, many procedures needed to be satisfied, one of which is to search in the area of bomb explosion, in the casualties section of the hospitals and in the police stations. Moreover, the Iraqis who are killed by terrorists are published in the newspapers but they do not account for all the victims and their information are imprecise. Wireless Application Protocol (WAP) is a technology that may provide the solution to problem of looking for loved ones. WAP is characterized as easy, fast delivery of relevant information and services to mobile users. It is a secure technology allowing users to access instant information through wireless handheld devices like mobile phones, pagers, two-way radios, smart phones and communications. The goal of the present study is to develop a conceptual design model of Bomb Victims Information System (BVIS) through the use of WAP Standard to provide information regarding Iraqi bomb victims.

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# CHAPTER ONE

## INTRODUCTION

### 1.1 Introduction

The current developments in hardware technologies like portable computers and wireless communication networks have resulted in the emergence of mobile computing systems (Dunham & Helal, 1995). This statement is reinforced by Zheng and Lee (2001) who stated that the advancements in wireless network and the widespread use of portable devices facilitates the growth of mobile computing and is the most popular topic of discussion in today's academy and industry. Moreover, technological wireless developments like 3G mobile phones, wireless application protocol (WAP), General Packet Radio Services (GPRS) and other related devices have an crucial role in the field of communication, entertainment and transaction (Agrawal and Zeng, 2003). In addition, mobile devices have a significant role in the consumers' lives as evident from the increasing sales of mobile phones on a daily basis. This can be attributed to the youth's constant need of these devices to connect to the Internet (Williams, 2006). It can be stated that the advent of mobile computing plays a great role in the development and growth of technologies.

These technologies have become necessities of communication and information transfer as evidenced by their increasing use. This is reflected in Nor Shariza et al.'s (2006) statement when they stated that in Asian countries, the users of mobile phones have showed an increase from 9.7% in 1995 to 55.9% in 2006. Based on McManus and Scomavacca's (2005) study, the global market reports showed that the sales of mobile phones in the first quarter of 2004 alone reached to 153 million handsets. In addition, Al-Khamayseh et al. (2007) reported that there are more than

The contents of  
the thesis is for  
internal user  
only



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