

## Bachelor of Science in Business and Information Technology – 2016

- The Readiness of Physiotherapists to use technology in their profession, Azzopardi Bencini Michael, 2016.
- An analysis of the current local e-skills gaps and mismatches within the gaming and financial industries, Cachia Ryan, Mifsud Julian, 2016.
- Understanding the growth of the gaming industry in Malta during these past 12 years, Cilian Bogdan Valentin, 2016.
- The impact of using web-based technologies in HRM within 5 star Hotels on the Maltese Islands - An Analysis, Dimech Stephanie, Falzon Rebecca, 2016.
- The current state of usability within a local healthcare software interface: a usability study concerning practitioner satisfaction and performance, Farrugia Justin, 2016.
- An investigation on the drivers and inhibitors of cryptocurrency in Malta, Galea Luke Daniel, 2016.
- The Analysis of the Recruitment Process through the use of Disruptive Technologies within the Maltese Islands, Gatt Luke, Schembri Anthony, 2016.
- Assessing the readiness of companies operating in Malta to using Innovative Digital Training and Development Programmes, Gauci Laura Marie, 2016.
- Protecting Online Services - A proxy-based machine learning architecture, Grech Andrew, 2016.
- Big Data: A New Era in Business and I.T, Mifsud Bonnici Karl, 2016.
- An analysis on the use of cloud services within tech start-up companies in Malta, Portelli Dianne, 2016.
- Transitioning from University student to an IT professional, Powell Jeffrey, 2016.
- Analysing the Enablers and Barriers of Cloud Computing Adoption for SMEs in Malta, Saliba Daniel, 2016.
- Social Media and how it is affecting Human Relations when recruiting people within a company, Spiteri Brendon, 2016.
- A machine learning based approach for intrusion prevention using honeypot interaction patterns as training data, Zammit Daniel, 2016.