

DEVELOPMENT OF CLASH OF KATIPUNANS, A MOBILE  
STRATEGY GAME ABOUT PHILIPPINE HISTORY

THESIS

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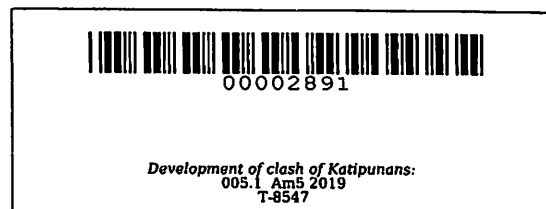
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# **DEVELOPMENT OF CLASH OF KATIPUNANS: A MOBILE STRATEGY GAME ABOUT PHILIPPINE HISTORY**

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## **ABSTRACT**

**AMIGABLE, MA. ANGELA L., FIEL, DIETHER MARK ABRAHAM C., and LAO, CHARRYLENE C. Development of Clash of Katipunans: A Mobile Strategy Game about Philippine History.** Undergraduate Thesis. Bachelor of Science in Information Technology, Cavite State University, Indang, Cavite. April 2019. Adviser: Mr. Marlon F. Cruzate.

The study was conducted from May 2018 to April 2019 in Cavite State University Science High School, Indang, Cavite to develop a mobile strategy game about Philippine history that can help the students to gain more knowledge and familiarize about the colonizers, events, and heroes during colonization of the Philippines. Specifically, the study aims to (1) design the application with the following features: create a tower defense game about the three colonizers of the Philippines, a two- dimensional (2D) game application, and optional questions to gain star; (2) create the application using Unity, RPG Maker MV, Adobe Photoshop CC and Android SDK for deployment; (3) test and improve the functionality of the application using Unit testing, System testing and Acceptance testing; (4) evaluate the performance of the developed application using formative evaluation that evaluates a program during development in order to make early improvements and helps to refine or improve program.

The methodology used by the researchers was the Iterative development process methodology (Larman, 2004). It consists of five (5) phases: Planning Phase, Analysis and Design, Implementation Phase, Testing Phase and Evaluation Phase. The system was evaluated based on the criteria of functionality, reliability, usability, efficiency, maintainability, portability, and user-friendliness. The participants of the system evaluation were composed of 40 high school students and 10 IT professors. Evaluation results got 4.35 for technical users and 4.85 for non-technical users for the mean, 0.52 for technical

users and 0.34 for non-technical users for the standard deviation and have an excellent interpretation, indicate for the system has passed completed and meet all the needed requirements and achieved the objectives of the study.

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# **DEVELOPMENT OF CLASH OF KATIPUNANS: A MOBILE STRATEGY GAME ABOUT PHILIPPINE HISTORY**

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## **INTRODUCTION**

After 73 years, when America finally recognized the Philippines' independence, the Filipino still experiencing the freedom from the past colonization. The Philippines have their own sovereignty and government. The Filipinos freely go to the places that they want, do what they want and eat what they want without foreign country restricting them. But what does the Philippine experience before having their own freedom?

Before the Philippine commit their own freedom, there are three countries that invaded the Philippines. The first one is Spain which invaded the Philippines from 1578 to 1898. The second colonizer is America from 1901 to 1946. Within that span, the third colonizer occupied the Philippines from 1942 to 1946 during American era. (*History of Filipino People 8<sup>th</sup> ed.*, Agoncillo, Teodoro A. 1990)