

LARO NI JUAN: AN ANDROID BASED MOBILE
TUTORIAL APPLICATION ABOUT TRADITIONAL
FILIPINO GAMES

THESIS

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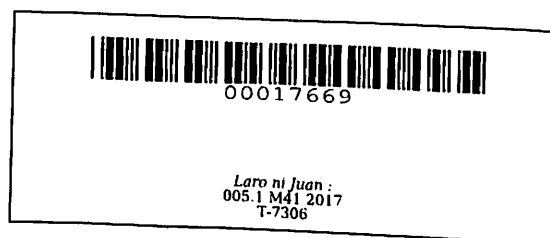
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**LARO NI JUAN: AN ANDROID BASED MOBILE TUTORIAL
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FILIPINO GAMES**

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ABSTRACT

MATEL, JOHN ALDRIN C. and RAYA, CRISLIN JAPPET A. Laro ni Juan: An Android Based Mobile Tutorial Application About Traditional Filipino Games. Undergraduate Thesis. Bachelor of Science in Information Technology. Cavite State University, Indang Campus, Indang Cavite. January 2018. Adviser: Mr. Jake R. Ersando.

The study was conducted on March 2016 to January 2018 in Cavite State University-Indang, Cavite. The mobile application has tutorials on how to play various traditional Filipino games. Users will enjoy the visual design and the content of the mobile application. It can be beneficial to people who wants to learn different traditional Filipino games and those who have already forgotten these games. This application contains five categories of traditional Filipino games namely, sipa, piko, luksong baka, taguan, and tumbang preso. It also contains set of questions that serve as quiz to be able to familiarize the users on traditional games. There is also a picture puzzle game for additional entertainment. The users can use the mobile application for them to understand the mechanics of playing some of the traditional Filipino games.

The Incremental Build Model was used to develop the mobile application. The computer system that was used in the development of the mobile applications has the following specifications: laptop had 4GB of RAM, Intel® Core™ 2 i3-5005U CPU @ 2.00 GHz Processor, and a Windows 8 64-bit Operating System.

The software that was used in the development of the mobile applications are the following: Adobe PhotoshopCS6 for the graphic design of logo and background, Microsoft Word for the documentation purpose, and Construct 2 for development and designing of the application. The developed application was evaluated using two different

questionnaires which were adapted by ISO 9126: technical and non-technical questionnaires. 50 respondents answered the non-technical questionnaires including the 10 IT experts to measure the rating of the mobile application to its functionality (4.38), reliability (4.36), usability (4.39), user-friendliness (4.49), efficiency (4.36), maintainability (4.37) and portability (4.40).

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INTRODUCTION

A game is a system in which players engage in an artificial conflict that results in a quantifiable outcome. In its early development, it is noted that gaming is intended primarily for amusement and played whenever suitable opportunities arise.

Traditional Filipino games are commonly played by children, usually using native materials or instruments. In the Philippines, due to limited resources of toys of Filipino children, they usually come up on inventing games without the need of anything but the players themselves. With the flexibility of a real human to think and act makes the game more interesting and challenging. Because it is a tradition for Filipinos to play in a bigger and spacious area, most games are usually played outside the house. Some games are played or held during town fiestas in the provinces.