MOBILE LEARNING OF HOUSEKEEPING PROCEDURES FOR COLLEGE OF EDUCATION

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ABSTRACT

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The study was conducted to develop a Mobile Learning of Housekeeping Procedures for College of Education in Cavite State University. The developed system will support the traditional teaching method and will be used as a tool in learning the Housekeeping Procedures subject taken by the Hotel and Restaurant Management and Tourism students in Cavite State University. The study aimed to apply the features of mobility nowadays.

Mobile development was used as the methodology to develop the software. This method is based on agile practices, acquiring elements from other agile methods. It has five phases namely: explore, initialize, productionize, stabilize and system test and fix. The system was developed through the use of different applications: Cordova for the JavaScript libraries; SQLite for the database; Sublime text and Notepad++ as the integrated development environment; Ionic as an HTML 5 framework design; HTML 5 and JavaScript language as programming languages; and Adobe Photoshop CS4 for the design of the system.

The study was composed of three (3) modules namely: instruction, demonstration and exercise. The instruction module provides the lessons and overview of the subject. The demonstration module enables the students to watch different demonstrations. The exercise module is composed of self-assessment of student. The instruction module have

four sub modules namely: overview sub-module, lesson sub-module, search sub-module and glossary sub-module.

The system was evaluated through the following criteria; Functionality, Reliability, Usability, Efficiency, Maintainability and Portability. The indicators used in software evaluation is graded from 1 to 5 where in 5 as excellent, 4 as very good, 3 as good, 2 as fair and 1 as poor. In overall, the software was rated in excellent and was concluded that it passed the criteria and met the expected output.

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