

**CLAVEL: A LEARNING GAME APPLICATION FOR PRESCHOOLERS USING
ANDROID**

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ABSTRACT

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The study entitled “CLAVEL: A Learning Game Application for Preschoolers using Android” was conducted to design and develop a learning game application that serve as a supplementary guide for teachers.

The methodology that was used and followed in the study was Iterative and Incremental Methodology. The seven processes included within Iterative and Incremental Methodology are: planning and requirement, analysis, design, implementation, testing, evaluation, and deployment phase. The materials that were used in the study are Adobe Photoshop CS6 for graphic design and user interface, C# as the scripting language, and Unity as the main environment.

Sixty five (65) technical and non-technical respondents participated to check the developed system's accuracy. The system was evaluated by the participants based on functionality, reliability, usability, efficiency, maintainability, portability, and user-friendliness. The results of the evaluation showed that the system was functioning well and was able to meet the business requirements of the intended users.

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