DEVELOPMENT OF ANDROID APPLICATION:
ENSCIMA QUEST

Undergraduate Thesis
Submitted to the Faculty of the
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In partial fulfillment
of the requirements for the degree
Bachelor of Science in Information Technology

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ABSTRACT

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The study was conducted on February 2016 to April 2017 in Cavite State University- Main Campus, Indang, Cavite and Paradahan Elementary School in Paradahan, Tanza, Cavite.

Android is a software toolkit for mobile phones, created by Google. It's inside millions of cellphones and other mobile devices, making Android a major platform for application developers (Burnette, 2010). According to Adrienne (2015), Android provides third-party applications with an extensive API that includes access to phone hardware, settings, and user data.

The authors aimed to introduce and develop an android based – game learning application especially for grade 1. The purpose of the development of the application was to provide a game wherein the users can train each day and observe their progress in terms of how fast they can answer the questions. The study was especially designed to challenge the users' current level of memory and cognition and also to teach and add more knowledge which the study covers.

During the development of the game, a computer with the following specification was used: CPU @ 4.30GHz, 2.00 GB of RAM, 500 GB of hard disk Windows 7 (32-bit) operating system.

The application was developed using Construct 2, and the other applications that were used were, Microsoft Word 2010 for the documentation, Adobe Photoshop CS6 and Paint.Net for the graphics.

The application was evaluated using a prepared evaluation form anchored on ISO 9126 which was the international standard for the evaluation of software quality. System functionality, reliability, usability, efficiency, maintainability, portability and user-friendliness were taken into consideration in rating. There were two prescribed forms vested by the College of Engineering and Information Technology, Cavite State University – Main Campus, namely, technical and non-technical. The technical form consisted of twenty two (22) questions were answered by ten professors of information technology. While the non-technical form consisted of nine questions were answered by one hundred (100) grade 1 students of Paradahan Elementary School. The total number of respondents for evaluation which was one hundred ten (110) The data were determined by a professional statistician through authors' consultation.

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