

LAN BASED DICE-CRETE MATH APPLICATION

THESIS

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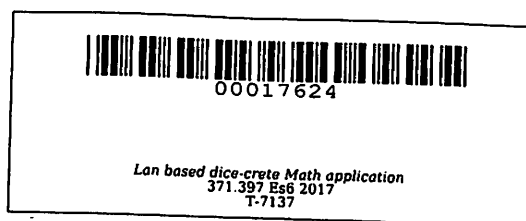
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ABSTRACT

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The study was developed to help the organization to have a LAN-Based Dice-Crete Math application that will help them to challenge their mind, think, strategized and remember information. It identifies the problems of the manual playing of Dice-crete math through conducting researches and interviews. The study was conducted from November 2016 to April 2017.

The proponents used Dynamic System Development method as the paradigm of the development of the software. The methodology consists of nine process workflows namely, Pre-project, Feasibility, Foundations, Evolutionary development, Deployment, Assemble, Review, Deploy, Closing the Project Deployment and complexity and Post project. The tools that were used in creating the game were Construct 2 as a platform and Photoshop for the design.

LAN-Based Dice-Crete Math Application passed the unit test, integration test, system test and system evaluation. In the system evaluation, the ISO 9126 evaluation form was used, assessing the system in terms of its functionality, reliability, usability, efficiency, maintainability, portability and user-friendliness. A total of 103 participants evaluated the study and based on the results, the system was evaluated as excellent in all identified criteria. The difficulties in the organization were given solutions by the modules of the system.

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LAN-BASED DICE-CRETE MATH APPLICATION

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INTRODUCTION

Dice are used for generating random numbers and are often used in gambling games, such as craps or sic bo, or board games, such as Backgammon or Yahtzee.

A traditional die is a cube. It will generate a random integer in the range from one to six. There are also non-cubical dice with a different number of faces, such as tetrahedrons (four faces), octahedrons (eight faces) or dodecahedrons (twelve faces). Non-cubical dice are often used in role playing games.

Dice-Crete Math is an activity that is fun but challenging for player's brain. It is a game that will make the player think, strategize, and remember information and it will help them train their mind. In fact, many of these basic characteristics are what they find in many of the games they already play. This game is suitable for any gender, age and profession. They can train each day and observe your progress by how faster they answer. This game is a natural mechanism to use in keeping their brain functioning at its highest