MOMON: AN EDUTAINMENT LEARNING AID GAME FOR GRADE II PUPILS

Undergraduate Thesis
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ABSRACT

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The study was conducted to provide a supplementary tool that would enhance the skills of the students in different subject areas of English, Mathematics, and Science and Health by using smartphones. Specifically, it aimed to identify the problem through survey and interview, analyze the problem using fishbone diagram, design module application with the use of use case diagram and theoretical framework, develop a system with the use of C# as scripting language, Adobe Photoshop for the design and evaluate the system through unit and integration testing.

Feature-Driven Development (FDD) was used as a methodology on the development of the system. It consists of five (5) phases: develop an overall model, build a feature list, plan by feature, design by feature, and build by feature. The proponents used 2.30 GHz, 4GB RAM, Windows 10 operating system; and Android as operating system of the mobile phone; Unity as the backbone or main software, internet connection for researching, Adobe Photoshop CS4 for creating buttons, icons and backgrounds that were used for the application and Microsoft Word for the documentation.

The system was evaluated by the Grade II students of Buna Cerca Elementary School, and information technology specialists of Cavite State University-Main Campus based on the following criteria: functionality, reliability, usability, efficiency, maintainability, portability and user- friendliness of the software and materials.

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