

**MOMON: AN EDUTAINMENT LEARNING AID GAME
FOR GRADE II PUPILS**

Undergraduate Thesis
Submitted to the Faculty of the
College of Engineering and Information Technology
Cavite State University
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of the requirements of the degree of
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ABSTRACT

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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.

TABLE OF CONTENTS

	Page
APPROVAL SHEET	ii
BIOGRAPHICAL DATA	iii
ACKNOWLEDGEMENT	v
ABSTRACT	vii
LIST OF TABLES	viii
LIST OF FIGURES	ix
LIST OF APPENDICES	x
LIST OF APPENDIX FIGURES	xi
INTRODUCTION	1
Statement of the Problem	2
Objectives of the Study	3
Significance of the Study	4
Time and Place of the Study	5
Scope and Limitation of the Study	5
Theoretical Framework	6
Definition of Terms	8
REVIEW OF RELATED LITERATURE	10
METHODOLOGY	23
Materials	23
Methods	23

RESULTS AND DISCUSSION	26
System Overview	28
Software Evaluation	33
SUMMARY, CONCLUSION AND RECOMMENDATION	47
Summary	47
Conclusion	48
Recommendation	48
REFERENCES	50
APPENDICES	52