

**CYSU SAYS: AN ANDROID STUDENT SURVEY GAME
FOR CAVITE STATE UNIVERSITY (MAIN CAMPUS)**

THESIS

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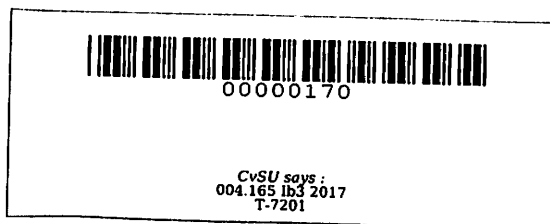
THESIS/SP 004.165 Ib3 2017

May 2017

**CVSU SAYS: AN ANDROID STUDENT SURVEY GAME FOR
CAVITE STATE UNIVERSITY (MAIN CAMPUS)**

Undergraduate Thesis
Submitted to the Faculty Office
College of Engineering and Information Technology
Cavite State University
Indang, Cavite

In partial fulfillment
of the requirements for the degree
Bachelor of Science in Computer Science



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May 2017



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Title **CVSU SAYS: AN ANDROID STUDENT SURVEY GAME FOR CAVITE
STATE UNIVERSITY (MAIN CAMPUS)**

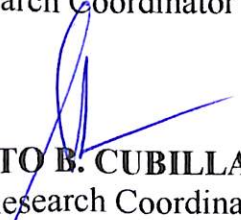
APPROVED:


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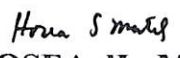

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ABSTRACT

IBE, RAY PAOLO C. and SALINAS, GEOFFREY L. CvSU Says: An Android Student Survey Game for Cavite State University (Main Campus). Undergraduate Thesis. Bachelor of Science in Computer Science. Cavite State University, Indang, Cavite. May 2017. Adviser: Ms. Julie Ann Lontoc.

This study is conducted from March 2016 to May 2017 at Cavite State University - Main Campus. The purpose of the study was to develop a game using Android mobile devices that shows information and facts about Cavite State University - Main Campus.

Prototyping model development methodology was used as the methodology of the system. The programming language used were HTML and PHP and the materials used were Microsoft Visual Studio Community, Intel(R) Core (TM) i3-5015U CPU @2.10 GHz, 4.00GB RAM, 64-bit Windows operating system and Android mobile device. One hundred students from Cavite State University evaluated the system. The results were collected through an evaluation form based on ISO 9126, an international standard for evaluation of software quality. Data update algorithm was used for the game in updating the data based on the frequency of answers. In gathering data, the researchers conducted interviews, Google forms and surveys.

According to the overall evaluation results, the system was judged to be excellent in all aspects such as functionality, reliability, usability, efficiency, and portability. Upon the completion of the study, the researchers concluded that the game can be a medium to share information and facts regarding issues, places, and events in Cavite State University – Main Campus.

TABLE OF CONTENTS

	Page
APPROVAL SHEET	ii
BIOGRAPHICAL DATA	iii
ACKNOWLEDGEMENT.....	iv
ABSTRACT.....	vi
LIST OF FIGURES.....	ix
LIST OF TABLES.....	xi
LIST OF APPENDIX FIGURES.....	xii
LIST OF APPENDIX TABLES.....	xiii
LIST OF APPENDICES.....	xiv
INTRODUCTION.....	1
Statement of the Problem.....	2
Theoretical Framework.....	3
Significance of the Study.....	7
Objectives of the Study	8
Time and Place of the Study	8
Scope and Limitation of the Study.....	9
Definition of Terms.....	12
REVIEW OF RELATED LITERATURE.....	14
Related Studies.....	27
METHODOLOGY	34

	Page
Materials.....	34
Research Design	34
Method	35
Source of Data	38
Data Gathering Procedure	38
RESULTS AND DISCUSSION.....	40
Requirements Gathering and Analysis	40
Pseudo Code.....	41
Program Designing and System Prototype	42
System Overview	43
Software Evaluation	59
SUMMARY, CONCLUSION, AND RECOMMENDATIONS.....	64
Summary.....	64
Conclusion.....	65
Recommendations.....	66
REFERENCES.....	67
APPENDICES.....	69

LIST OF FIGURES

Figure		Page
1	Theoretical framework for CvSU Says: An Android Student Survey Game for Cavite State University (Main Campus)	4
2	Evolutionary Prototyping Methodology	35
3	Login form	43
4	Main menu form	44
5	Buttons of leveled questions	44
6	Sample set of questions	45
7	Field for user answers	46
8	Graph showing the percentage of answers.....	46
9	Message for unlocking a level	47
10	Sample facts provided by the application.....	47
11	Buttons of community questions	48
12	Sample set of questions of the community	48
13	Section for requesting question	49
14	Free coins form	50
15	Instructions of the game	50
16	Section of CvSU Mission and Vision	51
17	Homepage of CvSU Says website	51
18	Login page for administrator.....	52
19	Timestamp page for updating.....	52

	Page
20 Buff monitor page	53
21 Graph of answers in buff monitor page	53
22 Community question response page	54
23 Response graph in community questions	54
24 Game data page	55
25 Question form in the community.....	55
26 Community edit form	56
27 Leveled question edit form	56
28 Current answer graph in leveled questions	57
29 Edit sub-answers form	57
30 Add sub-answers form	58
31 Edit sub-answers form	58
32 CvSU administration related questions	59

LIST OF TABLES

Table		Page
1	Features of commercial software and proposed system	31
2	Contributions of the related studies to the proposed study	32
3	Features of related studies and proposed studies	33
4	Participants evaluation of the software in terms of functionality	60
5	Participants evaluation of the software in terms of reliability	61
6	Participants evaluation of the software in terms of usability	61
7	Participants evaluation of the software in terms of efficiency	62
8	Participants evaluation of the software in terms of portability	62
9	Overall evaluation of the system	63

LIST OF APPENDIX FIGURES

Appendix Figure	Page
1 Fishbone diagram of misconception of facts	71
2 Fishbone diagram of no engaging application that shows facts and information about University	71
3 Fishbone diagram of unawareness of students	72
4 Use case diagram of CvSU Says: An Android Student Survey Game for Cavite State University (Main Campus)	73
5 Gantt chart of the development	74

LIST OF APPENDIX TABLES

Appendix Table		Page
1	Frequency distribution of scores of the functionality indicators	76
2	Frequency distribution of scores of the reliability indicators	76
3	Frequency distribution of scores of the usability indicators	76
4	Frequency distribution of scores of the efficiency indicators	76
5	Frequency distribution of scores of the portability indicators	76

LIST OF APPENDICES

Appendix	Page
1 Unit testing.....	77
2 Integration testing.....	85
3 Software evaluation sheet.....	86
4 Software evaluation sheet with answers.....	93
5 Sample source code	100
6 Survey question of the game.....	106
7 Letters, certificates, and forms	120

CVSU SAYS: AN ANDROID STUDENT SURVEY GAME FOR CAVITE STATE UNIVERSITY (MAIN CAMPUS)

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An undergraduate thesis manuscript submitted to the faculty of the Department of Information Technology, College of Engineering and Information Technology, Cavite State University, Indang, Cavite in partial fulfillment of the requirements for the degree Bachelor of Science in Computer Science with Contribution No. 109. Prepared under the supervision of Ms. Julie Ann C. Lontoc.

INTRODUCTION

There are many types of games that provide information and one of them is survey games. This kind of game conducts survey and gathers data on people involved. One of the most popular survey games to ever exist is the classic “Family Feud”. The objective is about trying to find the most common answers from a survey of 100 people. Moreover, there is another survey game called “94%”. The goal of the game is to find the top 94% of the given answers to a specific question. The question could be like “things you eat with your hands” and the most popular answer would be “hamburger”. In this case, “hamburger” represents 15% of the total answers and “corn on the cob” is another 9%. Now, the remaining percentage that needs to be completed is 70%. These kinds of games help people to recognize the happenings and identify the most common answers about the specific questions. Applying this concept in an organization would provide ideas about the thoughts of the people involved.