

**MY HEART: EDUCATIONAL 2D ANDROID BASED MOBILE APPLICATION  
FOR HEART ANATOMY**

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## ABSTRACT

**BAGAAN, CORAZON B. and RAYMUNDO, RHYAN CHRSTOPHER S. MY HEART: Educational 2D Android Based Mobile Application for Heart Anatomy**  
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The study was conducted on February 2016 to November 2017 in Cavite State University - Indang Main Campus, Indang, Cavite and College of Nursing. My heart: Educational 2D android based mobile application for heart anatomy includes the information such as the content of each sub-module and the entire structures and function of the heart including cardiovascular system. This mobile application can be beneficial to students of nursing. This application serves as the preparation for their upcoming examination to take some review to adapt the studies and enhance their learning skills. This application contains a quiz or game that surely helped to improve the learning strategy of the college students in studying heart anatomy. It aims to encourage the students to study in their particular topics and to learn different pronunciation the technical words correctly.

The Prototyping Methodology was used to develop the mobile application. The computer system that was used in the development of the mobile application has the following specifications; processor of machine 1.80 GHz and have 3 logical processor with 4GB of Random Access Memory (RAM) and with a system type 32-bit operating system which run in Windows 8.1.

The software that was used in the development of the mobile application are the following: Adobe PhotoshopCS3 for the design of the interface, Microsoft Word for the



documentation purpose, Android Studio 2.0 for development and designing of the application, from text to speech for the conversion of the word needed by the application.

The developed application was evaluated using two different questionnaires which were adapted by ISO 9126: technical and non-technical questionnaires. 90 respondents answered the non-technical questionnaires and 10 IT experts answered the technical questionnaires to measure the rating of the mobile application to its functionality (4.3), reliability (4.40), usability (4.3), user-friendliness (4.6), efficiency (4.1), maintainability (4.) and portability (4.2).



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