GINTONG BUTILI AN ANDROID BASED EDUCATIONAL ADVENTURE MOBILE GAME

THESIS

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ABSTRACT

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The development of the study was prepared and documented from February 2018 to January 2020. The design and development of the game development was conducted from December 2018 to January 2020.

The system is consist of three (3) modules: character module, game module, and setting module. The character module, lets the user to enter the name and choose the character in the game. The game module, presents the main story of the game where the user can answer good manners applied in real life. Lastly, the settings module, is responsible for the sound, how to play the game and the description of the game.

The methodology used by the researchers was the Iterative Development Process Model. It consists of six phases: planning, requirements, analysis and design, implementation, testing, evaluation and deployment. One hundred ten participated in the evaluation of the system. The respondents are composed of 100 Grade 3 students from different schools and 10 faculty members from the College of Engineering and Information Technology. They evaluated the software based on its functionality, reliability, usability, efficiency, maintainability, portability and user-friendliness. The results were tabulated, analyzed, and statistically treated using mean and standard deviation.

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INTRODUCTION

Android is an operating system that is designed primarily for touch screen mobile devices such as smart phones and tablets. The android is a powerful operating system that supports a large number of applications in smartphones. It is built on the Linux kernel. Furthermore, it utilizes a custom virtual machine that was designed to optimized memory and hardware resources in a mobile environment. Android is an open source and it can be liberally extended to incorporate new cutting edge technologies as they emerge.

The educational games are games that are designed with educational purposes to help people learn about certain subjects, understand a historical event or culture, or assist them in learning skills as they play the game. All types of games may be used in an educational environment. In the new version of the game, it is introduce by increasing the knowledge and engaging the players in educational adventure games.

Adventure games brings different experience to the user in terms of the setting of the game, whether fictional or based on real life places, and the knowledge they will