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WEB-BASED ADAPTIVE LEARNING ENVIRONMENT
WITH INTERACTIVE MULTIMEDIA FOR
OUT-OF-SCHOOL YOUTH

Thesis

LENIE A. BIGALBAL
BRYAN Y. MOJICA

College of Engineering and Information Technology
CAVITE STATE UNIVERSITY
Indang, Cavite

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**WEB-BASED ADAPTIVE LEARNING ENVIRONMENT
WITH INTERACTIVE MULTIMEDIA FOR
OUT-OF-SCHOOL YOUTH**

**Undergraduate Thesis
Submitted to the Faculty of the
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**In partial fulfillment
of the requirements for the degree of
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**LENIE A. BIGALBAL
BRYAN Y. MOJICA
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ABSTRACT

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The study was conducted to develop the software Web-Based Adaptive Learning Environment with Interactive Multimedia for Out-Of-School Youth which is capable of providing effective learning for out-of-school youth of high school ages by means of interactive multimedia as well as providing the education the easy way of collecting the record of learner and manipulation of questions on the topic presentation “Technology for a Better Life”.

Through this, out-of-school youth can easily understand what will be taught on the presentation. It will also be easy for the educator to track learners and manipulate partial content of the topic presentation.

In conducting the study, the proponents used the Prototype Development Approach Methodology which includes planning, analysis, architectural design, prototype construction, prototype testing and evaluation and additional implementation.

In developing the software, Windows XP is used as the operating system, MySQL for database, PHP version 5.2.1 as programming language for the administrator side of the software, Macromedia Flash 8 for the creation of the topic presentation, ActionScript 2.0 as the XML parser and passing of data and Microsoft word for the documentation.

The software was evaluated and all criteria and objectives were satisfied.

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WEB-BASED ADAPTIVE LEARNING ENVIRONMENT WITH INTERACTIVE MULTIMEDIA FOR OUT-OF-SCHOOL YOUTH^{1/}

**Lenie A. Bigalbal
Bryan Y. Mojica**

^{1/}An undergraduate thesis 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 graduation with the degree of Bachelor of Science in Computer Science with Contribution No. BSCoS-2008-09-012. Prepared under the supervision of Mr. Marlon R. Pereña

INTRODUCTION

E-learning is the delivery of a learning, training or education program by electronic means. E-learning involves the use of a computer or electronic device (e.g. a mobile phone) in some way to provide training, educational or learning material (Stockley, 2003).

The use of information technology in education makes it possible to create a variety of innovative ways of knowledge mediation. Embedded applications and modules provide a variety of new ways of teaching/learning in the virtual learning environments that would not be applicable in the classical way of lecturing.

eSkwela is powered by Information and Communications Technology (ICT) which aims to bridge gaps and provide education to millions of out-of-school youths all