

**KULTURA: ANDROID-BASED GAMING APPLICATION ABOUT PHILIPPINE
CULTURE FOR GRADE 5 AND 6 STUDENTS**

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

In partial fulfillment
of the requirements for the degree
Bachelor of Science in Information Technology

**JOSEPH G.DELA CUESTA
JESSA S. LOPENCILLO**

January 2018

FEB 05 2018

CVSU MAIN LIBRARY T-7308

ABSTRACT

DELA CUESTA, JOSEPH G. and LOPENCILLO, JESSA S. *Kultura: Android-based gaming application about the Philippine culture for grade 5 to 6 students.* Undergraduate Thesis. Bachelor of Science in Information Technology. Cavite State University, Indang, Cavite. December 2017. Adviser: Ms Vanessa Coronado.

The study was conducted to create an Android app that would guide elementary students in studying about the Philippine culture. The mobile application has three (3) modules, namely: Settings module, Instructions module, and Game Content module.

Feature-Driven Development (FDD) was used as the methodology in the development of software. It helped the proponents to develop the mobile application in a short time and easiest manner. There were 110 participants, consisting of 70 elementary students, 30 IT students and 10 IT specialists, who evaluated the mobile app in terms of its functionality, reliability, usability, efficiency, maintainability, portability and user-friendliness.

Based on the results of the evaluation of the elementary students, or the nontechnical participants, they assessed the app as "Excellent" ($\bar{x} = 4.60$, $SD = 0.57$). Also, the IT specialists assessed *Kultura* as "Excellent" ($\bar{x} = 4.33$, $SD = 0.60$). This implied that *Kultura* can solve the usual problems encountered during the learning of the students.

TABLE OF CONTENTS

	Page
BIOGRAPHICAL DATA	iii
ACKNOWLEDGEMENT	iv
ABSTRACT	v
LIST OF TABLES	vi
LIST OF APPENDIX FIGURES	vii
LIST OF FIGURES	viii
INTRODUCTION	1
Statement of the Problem	2
Objectives of the Study	3
Significance of the Study	4
Scope and Limitation of the Study	5
Time and Place of the Study	6
Theoretical Framework.....	6
Definition of Terms	9
REVIEW OF RELATED LITERATURE	10
METHODOLOGY	21
Materials	21
Methods	21
RESULTS AND DISCUSSION	26
System Overview	28
Software Evaluation	33

SUMMARY, CONCLUSION, AND RECOMMENDATIONS	46
Summary	46
Conclusion	47
Recommendations	48
REFERENCES	49
APPENDICES	51