QUERY GAME 2.0: IMPROVEMENT OF THE WEB-BASED QUERY GAME FOR CAVITE STATE UNIVERSITY - MAIN CAMPUS

THESIS

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ABSTRACT

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The study was conducted to enhance the features of the existing system for Query Game. Its enhancements focused on the interactions of one or more students playing the game, the new learnings that will be gain through the game, and the enjoyment and thrill playing the game.

The researchers used iterative development process methodology in the development of the study. The iterative development process consists of the following phases: requirement analysis, analysis and design, implementation, testing, and evaluation.

The improved system was developed using PHP and JavaScript as the scripting language, Sublime text editor as the code editor, CSS and Bootstrap in designing the website, MySQL as the database backend, and XAMPP 7.1.9 as database connector.

The system underwent unit, integration, and system testing. After passing the tests, 90 students of Information Technology and Computer Science and 10 IT experts evaluated the system. The overall interpretation of the results of the evaluation is Excellent, which means that the software met the set objectives.

TABLE OF CONTENTS

LIST OF TABLES

LIST OF FIGURES

LIST OF APPENDIX FIGURES

LIST OF APPENDIX TABLES

LIST OF APPENDICES

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INTRODUCTION

In present time, computer games have truly become part of most people's daily routine especially by the younger ones. These younger ones are more active in using technologies or gadgets. Games can bring different benefits depending on how the users will play and use it. They are also developed to serve its intended aim. There are games intended merely just for fun and entertainment. While there are also games intended to hasten one's defending and/or survival skills, critical thinking skills, solving skills, and so on. These games are often called as educational games. Educational games, from the word itself, are games that have lessons or the player will become more educated about a specific topic that the player wants to improve at.

Today, the trend of developing educational games is high. While there is some experimental evidence that computer games increase motivation and can be an effective way to enhance learning (Ebner, *et al.*), game developers are now considering not just the