

THE ADVENTURE OF JACK OF HEARTS:  
A MOBILE STORY BOOK USING  
ANDROID PLATFORM

THESIS

DIOSWARIE M. ABELLA  
GIAN CARLO M. VILLANUEVA

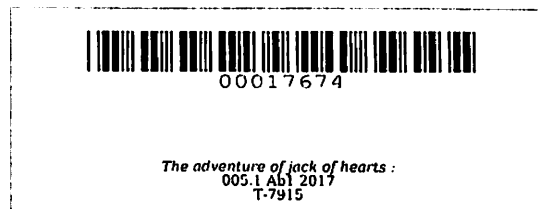
College of Engineering and Information Technology  
CAVITE STATE UNIVERSITY  
Indang, Cavite

January 2017

**THE ADVENTURE OF JACK OF HEARTS:  
A MOBILE STORY BOOK USING  
ANDROID PLATFORM**

**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**



**DIOSWARIE M. ABELLA  
GIAN CARLO M. VILLANUEVA  
January 2017**



## **ABSTRACT**

**ABELLA, DIOSWARIE M. and VILLANUEVA, GIAN CARLO M., The Adventures of Jack of Hearts: A Mobile Story Book Using Android Platform.** Undergraduate Thesis. Bachelor of Science in Information Technology. Cavite State University, Indang, Cavite. January 2018. Adviser, Ms. Charlotte B. Carandang.

The purpose of the study was to develop a story book application that promotes the easiest way for the teacher to tell the story, create a mobile game that has a positive impact to the children and to develop a mobile application that the students can improved their moral values through the story coming from the bible.

The study was conducted from September 2016. They started the research by data gathering through the use of interview. Collecting of data and information were conducted in Rural Improvement Club-Children Center at Salaban, Amadeo, Cavite and related data at the College of Engineering and Information Technology Reading Room. The design and development of the study was developed by the researchers at Cavite State University-Main Campus. The study was finished on December 2017.

It is recommended to the parents to make their children to minimize playing violent mobile games. It will also recommend for teachers to be aware to the critical thinking of the children and to minimize their time when giving a story telling. It is also recommend for children to be more interested in reading a story that can make them knowledgeable and be a model to others.

Moreover, this study can be a helping tool about how students enjoy reading and listening as well as learning. . By means of reading and listening to the story, the student will have the confident to share their knowledge about what moral values they learned on the application. This study also helps the parents/guardian to help their

children to learn on their own. It will also help the teachers to promote the easiest way to tell the story. The study intends to develop an application focuses on educational purposes and moral values through interactive story book using android platform.

## TABLE OF CONTENTS

	Page
<b>BIOGRAPHICAL DATA .....</b>	<b>iii</b>
<b>ACKNOWLEDGEMENT .....</b>	<b>v</b>
<b>ABSTRACT .....</b>	<b>vii</b>
<b>LIST OF APPENDICES.....</b>	<b>xi</b>
<b>LIST OF FIGURES.....</b>	<b>xii</b>
<b>LIST OF TABLES.....</b>	<b>xiii</b>
<b>INTRODUCTION .....</b>	<b>1</b>
Statement of the Problem .....	3
Objectives of the Study .....	4
Significance of the Study .....	4
Time and Place of the Study .....	5
Scope and Limitation of the Study .....	5
Theoretical Framework .....	6
Definition of Terms .....	8
<b>REVIEW OF RELATED LITERATURE .....</b>	<b>9</b>
Review of Related Studies.....	13
<b>METHODOLOGY .....</b>	<b>18</b>
Materials.....	18
Methods .....	18
Requirement Phase .....	19

Plan Phase.....	19
Design Phase .....	20
Develop Phase .....	20
Release Phase.....	20
Track and Monitor Phase.....	21
<b>RESULTS AND DISCUSSION .....</b>	<b>22</b>
Software Evaluation .....	40
<b>SUMMARY, CONCLUSION AND RECOMMENDATIONS .....</b>	<b>46</b>
Summary .....	46
Conclusion .....	47
Recommendation .....	47
<b>REFERENCES .....</b>	<b>48</b>
<b>APPENDICES .....</b>	<b>49</b>

## LIST OF APPENDICES

Appendix	Page
1. Fishbone diagram .....	53
2. Interview report .....	57
3. Gantt chart .....	60
4. Letters, forms and certificates .....	62

## LIST OF FIGURES

Figure	Page
1. Theoretical framework .....	7
2. Agile Model .....	19
3. Environment of Adobe Photoshop CS6 .....	24
4. Environment of Construct 2 .....	25
5. Home interface of the mobile application .....	26
6. Interface of the story of Jack .....	27
7. Interface of the story of Jack with subtitle .....	28
8. Interface of the puzzle game of the story of Jack .....	29
9. Interface of the Bible verse of the story of Jack .....	30
10. Interface of the story of Jack the good samaritan .....	31
11. Interface of the story of Jack the good samaritan with subtitle ...	32
12. Interface of the puzzle game of the story of Jack the good samaritan .....	33
13. Interface of the Bible verse of the story of Jack the good samaritan .....	34
14. Interface of the story of Jack the honest woodcutter .....	35
15. Interface of the story of Jack the honest woodcutter with subtitle .....	36
16. Interface of the puzzle game of the story of Jack the honest woodcutter .....	37
17. Interface of the Bible verse of the story of Jack the honest woodcutter .....	38
18. Interface of the setting of the mobile application .....	39



## LIST OF TABLES

<b>Table</b>	<b>Page</b>
1. Comparison table of the related studies .....	17
2. Functionality of the system.....	41
3. Reliability of the system .....	42
4. Usability of the system .....	43
5. Efficiency of the system .....	43
6. Maintainability of the system .....	44
7. Portability of the system .....	45
8. User-friendliness of the system .....	45
9. Functionality of the system for non-technical evaluators .....	46
10. Reliability of the system for non-technical evaluators .....	47
11. Usability of the system for non-technical evaluators .....	47
12. User-friendliness of the system for non-technical evaluators.....	48

# **THE ADVENTURES OF JACK OF HEARTS: A MOBILE STORY BOOK USING ANDROID PLATFORM**

**Dioswarie M. Abella  
Gian Carlo M. Villanueva**

---

An undergraduate thesis manuscript submitted to the faculty of Department of Information Technology, College of Engineering and Information Technology, Cavite State University, Indang, Cavite in partial fulfillment of the requirements for the degree of Bachelor of Science in Information Technology. Contribution No. CEIT-2017-2018-1-014. Prepared under the supervision of Ms. Charlotte B. Carandang.

---

## **INTRODUCTION**

Several literature reviews have described the young child's gradual development as a media consumer, how the child processes media content and handles the devices. Despite their lack of essential perceptual and symbolic understanding and fine motoric skills, even toddlers are already attentive to media content that matches their social ideas, expectations, and capacities to interpret media (Barr et al. 2008; Valkenburg and Vroone 2004). The skills of 1–6 year old children already developed a distinct preference for educational games or games that foster competition, because these content types match their developmental status (Priewasser et al. 2012). Also, these older children fluidly move between virtual and real worlds when they are consciously involved in creative practices.