

**✓ DEVELOPMENT OF 2- DIMENSIONAL CASUAL GAME IN  
ANDROID: KREETICAL QUIZ GAME  
FOR GRADE 1 STUDENTS**

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## ABSTRACT

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This study was conducted from June 2016 to March 2017 at Cavite State University - Main Campus. The purpose of the study was to create a Casual Quiz Game in Mathematics for Grade 1 students for them to not only learn Mathematics but also enjoy it at the same time.

Iterative Development Process Model was used as the methodology of the system. Construct 2 was the game engine used to create the system and Adobe Photoshop CC 2015 for game's design. A total of 100 elementary students from Legacy of Wisdom Academy of Dasmariñas, Cavite Inc. and 10 IT experts from the Department of Information Technology in Cavite State University – Main Campus evaluated the system. The results were collected through a questionnaire.

Based on the result of the evaluation that had been conducted, the game was evaluated to be excellent in all aspects of the criteria such as functionality, reliability, usability, and user-friendliness. The developers concluded that this can help Grade 1 students for learning.



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