



De La Salle University-Dasmariñas
College of Science
COMPUTER STUDIES DEPARTMENT
Dasmariñas, Cavite

AN ONLINE EDUTAINMENT GAME: THE ADVENTURE OF DETECTIVE HISTORY

An Information Technology Capstone Project

Presented to
The Faculty of the Computer Studies Department
College of Science
De La Salle University-Dasmariñas

In Partial Fulfillment of the
Requirements for the Degree of
BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY

by

Jan Zoren E. Penus
Neil Dixon S. Vericio

Ms. Rochelle Sermaña
Adviser

Table of Contents

Chapter 1: Introduction	1
1.1 Project Context.....	1
1.2 Purpose and Description.....	2
1.3 Objectives of the Study	3
1.3.1 General Objectives.....	3
1.3.2 Specific Objectives	3
1.4 Scope and Limitations	4
Chapter 2: Literature Review	6
2.1 Local Literature	6
2.2 Foreign Literature.....	9
Chapter 3: Design and Methodology	13
3.1 Research Paradigm	13
3.2 Concept of the Study	14
3.2.1 Conceptual Operation	14
3.2.2 Conceptual Process	15
3.3 Theories Used in the Study	15
3.4 Operational Definitions	16
3.4.1 Definition of Terms.....	16
3.5 Project Design	17
Chapter 4: Results and Discussion	18
4.1 Instrument Used to Gain Result	18
4.1.1 Research Instruments and Techniques'	19
4.1.2 Data Gathering Procedure.....	19
4.1.2.1 Criteria	19
4.1.2.2 Category of the Respondents	20

4.2 Results	20
4.2.1 Statistical Treatment of Data	20
4.2.2 Average Game Rating	26
4.3 Bases of Data Gathered	27
Chapter 5: Conclusions and Recommendations	28
5.1 Conclusion.....	28
5.2 Recommendations	28

List of Figures

Figure 3.1 Patched-up Prototype.....	13
Figure 3.2 IPO Diagram.....	14
Figure 3.3 HIPO Diagram.....	15

List of Tables

Table 4.1 Frequency Table for the Criterion Creativity	21
Table 4.2 Frequency Table for the Criterion Ease of Instruction	21
Table 4.3 Frequency Table for the Criterion Graphic Display	22
Table 4.4 Frequency Table for the Criterion User-friendliness (Interactivity)	22
Table 4.5 Frequency Table for the Criterion Processing Speed	23
Table 4.6 Frequency Table for the Criterion Readability of Words/Letters	24
Table 4.7 Frequency Table for the Criterion Level of Difficulty	24
Table 4.8 Frequency Table for the Criterion Effectiveness of the Game	25
Table 4.9 Frequency Table for the Edutainment Factor (Educational &Entertaining)	25
Table 4.10 Frequency Table for the Criterion of Over-all Game	26

Abstract

“The Adventure of Detective History” is an online edutainment game that covers Francisco Osorio National High School’s 3rd and 4th year High School history topic: World History.

The traditional classroom learning of children in school becomes boring in a period of time. This style of learning doesn't allow student’s deeper levels of understanding required for complex concepts and lifelong learning. Most of the children in today’s generation are inclined with the use of the Internet. The proponents decided to create the online edutainment game, “The Adventure of Detective History”, to integrate learning and entertainment at the same time. The proponents believe that children are most likely to acquire more knowledge when incorporated with something entertaining just like some television programs (i.e. Dora the Explorer, Blue’s Clues, etc.)

The online edutainment game: “The Adventure of Detective History” will serve as a new learning tool for the students of Francisco Osorio National High School, specifically of 3rd and 4th year high school level while giving entertainment. “The Adventure of Detective History” will provide 5 chapters about World History and 2 games per chapter. The game could be accessed online with the use of a browser and an internet access.

The online edutainment game: “The Adventure of Detective History” was primarily developed using Flash, C#.Net, and ASP.Net. “The Adventure of Detective History” was presented to 3rd and 4th year students and to the principal of Francisco Osorio National High School, Ma’am Ofelia S. Vericio. Initial data gathering for the information needed in the study and final evaluations were administered to the target users. The result of the final testing and evaluation shows that the online edutainment game “The Adventure of Detective History” is effective and the target users were satisfied with the study.