



ABSTRACT

The study is entitled “Pinoy Klasik: Holen”. The study is about the development of “Pinoy Klasik: Holen”, a skill, reflex, and strategy Android game; and the evaluation of the developed game. The game is both fun to play and informative because it provides a brief history about the classic Filipino street game called Holen.

The study involves the evaluation of the developed game from two categories of respondents children and adults who know and play the classic street game. The data were gathered through questionnaires having four criteria of the game namely design, usability, efficiency and performance, and accuracy.

According to the findings of the study, the developed game was able to achieve its objective and received an adequate Total Overall Performance rating. The study led the proponents to the development of the official “Pinoy Klasik: Holen” Game that is available in Apptoide.com.