



De La Salle University- Dasmariñas College of Science and Computer Studies COMPUTER STUDIES DEPARTMENT

J.A.VA

Dasmariñas, Cavite

B.I.T: The Life of IT Student

An Information Technology Project

Presented to

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

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

Proponents:

Beltran, Vanessa Marie L. Canare, Christian Paul M. Tenorio, Aimhel Marie C.

Adviser:

Barrameda, Rolando B.

October 2, 2014



TABLE OF CONTENTS

Contents	Page number
Title Page	i.
Certification	ii.
Approval Sheet	iii.
Abstract Abstract	iv.
Acknowledgment	v.
List of Tables	vi.
List of Figures	vii.
I. Introduction	I
1.1 Project Context	1
1.2 Purpose and Description	2
1.3 Statement of Objectives	5
1.3.1 General Objective	5
1.3.2 Specific Objectives	6
1.4 Scope and Limitations	7
1.4.1 Scope	7
1.4.2 Limitations	8
II. Review of Related Literature	II
2.1 Foreign Literature	9



2.1.1 Megatokyo Visual Novel Game. Gallagher 9

	2.1.2	Exploring the Attitudes of Students	10
	Using	an Edutainment Graphic Novel as a Supple	ement to
	Learni	ing in the Classroom	
	2.1.3	Combining Physical Activities and Mobile	Games
		to Promote Novel Learning Practices. Wirele	ess,
		Mobile, and Ubiquitous Technology in Educ	eation
			11
	2.1.4	Anime and the Visual Novel: Narrative S	tructure,
		Design and Play at the Crossroads of Anima	tion and
		Computer Games	12
	2.1.5	The Implementation of Educational Technology	ology in
		Game-Based Learning	13
2.2 Lo	cal Lite	erature	14
	2.2.1	Why You Shouldn't Make a Game (or, Why	You
		Should Make a Visual Novel)	14
	2.2.2	Why Ren'Py	15
	2.2.3	Sai (Software)	15
	2.2.4	Adobe Photoshop CS5 Classroom in a Book	16
	2.2.5	How to Write Your Own Software Using Py	thon
			17



III.	Technical Background	III
	3.1 Research Paradigm	19
	3.1.1 Storyboard	19
	3.1.2 Use Case Diagram	25
	3.2 Concept of the Study	27
	3.2.1 Methodology	27
	3.2.2 IPO	29
	3.3 Conceptual Process	31
	3.4 Conceptual Operation	32
	3.4.1 Software, Hardware and Human	Resource
Requirements		33
	3.4.2 Installation Plans	34
	3.4.3 Plans for Implementation and Deployment	38
	3.4.4 Training Plans	39



IV. Design and Methodology	IV
4.1 Project Development	40
4.1.1 Screen Shots	40
4.1.2 Context Diagram	44
4.1.2.1 Level-0 Diagram	45
4.1.2.2 Child Diagram	46
4.2 Development Planning	47
4.2.1 Software	47
4.2.2 Language	49
4.3 Evaluation of the Project	50
4.3.1 Respondents of the study	50
4.3.2 Research Instruments and Techniques 50	
4.3.3 Data Gathering Procedure 54	
4.3.4 Statistical Treatment of Data 55	
V. Results and Discussion	V
5.1 Instruments Used to Gain Result	58
5.2 Results and Detailed Discussion Obtained in the Final Evalua	tion
	60
5.3 Data Tables	61
5.4 Acceptability of the Project	71
5.5 Interpretation of Data Based from the Objectives of the Study	72



VI. Conclusion and Recommendation

6.1 Conclusion

77 6.2 Recommendations

VII. Appendix E VII



ABSTRACT

Name of Institution: De La Salle University-Dasmariñas

Address: Dasmariñas, Cavite

Title of Research: **B.I.T: The Life of IT Student**

Authors: Vanessa Marie L. Beltran, Aimhel Marie C. Tenorio, Christian Paul

Canare

Degree: Bachelor in Information Technology

Date of Completion: October 2, 2014

This study encompasses a Python-made role-playing and visual novel game named "BIT: The Life of IT Student". It is developed to give the general audience a glimpse of the things learned, experienced and encountered in the IT Field in a fun and educational way. The game starts with an unknown character ranting on his or her regrets in life. Later on, the player will proceed to a Personality Quiz that will determine the player's character. The player can be one out of four characters: Tek, Ren, Lem and Ash. The resulting character is based from the four temperaments: Sanguine, Choleric, Melancholic and Phlegmatic. The goal of the game is to simply help the character make the right decisions, interact with the right persons, complete mini-games and face situations in order for the character to reach the good ending. If not, the player will lose the game and reach a bad ending. Judgmental sampling and Survey questionnaire was used as the research and data gathering procedure in conducting the evaluation of the game to find if the game is appealing to the target population. The results of the study showed that the visual novel game is acceptable and appealing to the target population and the interest of the respondents on the IT Field is peaked which proved that the study has achieved the purpose successfully. The study recommends the game to future IT students that will pursue Information Technology to gain understanding

and what to expect in this field. Future researchers could use the study as a basis and source in creating visual novel games where they can further improve and redefine for future development.





LIST OF TABLES

Table 3.4.2.1 Installation Schedule Plan	34
Table 3.4.3.1 Deployment Process	38
Table 3.4.4.1 Training Plan	39
Table 5.3.1 Appearance	61
Table 5.3.2 Accessibility	63
Table 5.3.3 Content	65
Table 5.3.4 Fun Factor	67
Table 5.3.5 Functionality	69
Table 5.3.6 Overall Result	71



LIST OF FIGURES

Figure 3.1.1.1 Introduction	18
Figure 3.1.1.2 Basic Choices and Consequence	19
Figure 3.1.1.3 Personality Quiz	21
Figure 3.1.1.4 Character Reveal	22
Figure 3.1.2 Use Case Diagram	25
Figure 3.2.1.1 Iterative Model	27
Figure 3.2.2.1 IPO Table	29
Figure 3.3.1 HIPO Diagram	31
Figure 4.1.1.1 Introduction	40
Figure 4.1.1.2 Personality Type	41
Figure 4.1.1.3 Map	42
Figure 4.1.1.4 Language Selection	43
Figure 4.1.2.1 Context Diagram	44
Figure 4.1.2.2.1 Level – 0 Diagram	45
Figure 4.1.2.3.1 Child Diagram	46