ABSTRACT

Name of Institution: De La Salle University-Dasmariñas

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

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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.