



ABSTRACT

Educational entertainment (edutainment) can be described as any activity that includes both educational and entertainment entities. Children nowadays have been exposed to mobile devices as a learning media. Technology is being seen as a powerful development tool, used to target child and youth in education. The increasing number of children who use advanced gadgets such as smartphones and tablets provides a new space for developing educational applications for the children to learn while being entertained.

In this research, the proponents developed an edutainment game *PilipiKnows: An Android Edutainment Game*, which tests the users' knowledge about the Philippines. The application is developed with a jigsaw puzzle and guessing game that provide an increase in students' cognitive performance. By using the game approach, the application could attract children to be interested in learning the content.

Through this Philippine themed application, edutainment is presented for developing the student's learning skills in a game environment while enjoying and improving their knowledge about the country.