ABSTRACT

This research project entitled *Grade 2 AralingPanlipunan for Students and Teachers: An Android Edutainment Application* aims to provide an educational and entertaining way of learning Araling Panlipunan for Grade 2 students.

In developing the research, the proponents encountered questions on how to draw android users to download the application in the Play store, how to create an android application that entertains and educate children, the interface of the application would attract the user to download and use the application, and what would be the purpose of the application.

The proponents researched through the internet on how the proponents will meet the questions they have encountered through the study. The proponents followed the V-model process to refine the process of developing the system where it is tested and evaluated before deploying to the users. Through this method, the application would be in a good form before the deployment and the proponents will be able to fix the necessary parts of the application during the process.

Through surveys and researches, the proponents learned that Android, being the popular mobile Operating System, is a good tool to promote an educational and entertainment for the kids. The proponents used this as an advantage to promote also nationalism through creating an Android application based on a subject, Araling Panlipunan.

The proponents concluded that creating an Android application is not an easy task to do but with determination, cooperation, hard work, research and programming, one can do a hard-coded application in Android. The proponents were not expert and they were beginners

in this field, but the proponents recommend to the future researchers to have the passion and determination   in them, the eagerness to learn. Learning is not limited in time, it is a continuous process. We just have to remember and apply them in everything that we do to reach our goals.