



De La Salle University - Dasmariñas

**AN AUTOMATED COURSEWARE  
ON  
PHILIPPINE HISTORY AND CULTURE**

0903

An Undergraduate Special Problem  
Presented to  
The Faculty of Mathematical Sciences and Computer Studies Department  
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Dasmariñas, Cavite

In Partial Fulfillment  
of the Requirements for the Degree  
Bachelor of Science in Computer Science

by

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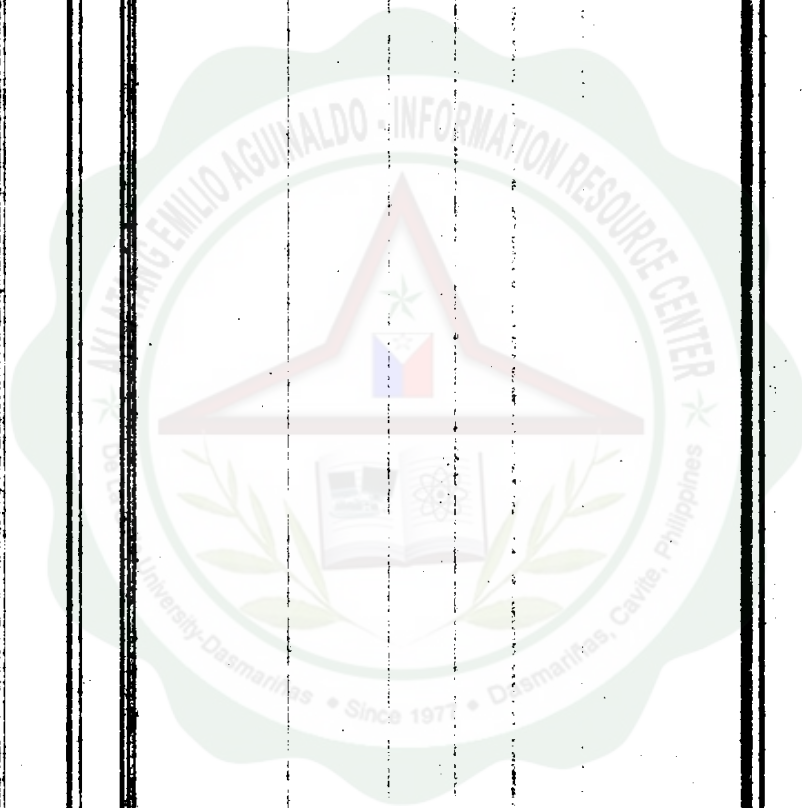


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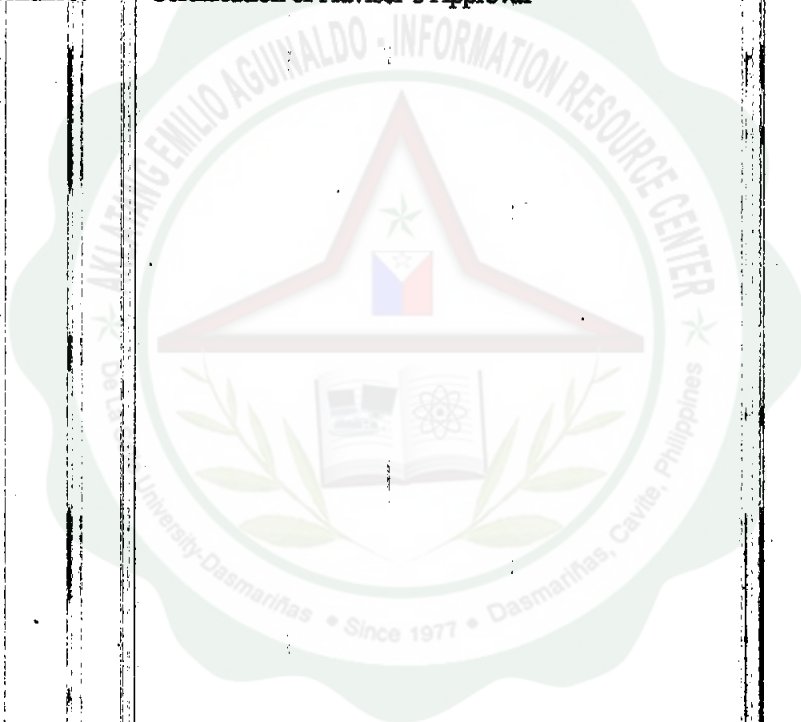
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## ABSTRACT

### Automated Courseware on Philippine History and Culture

The present problem of the educational sector particularly of the teacher is basically the different places at which the student acquires and absorbs the lessons that are being taught. Another related problem is that more often than not, the teacher proves incapable of giving additional support to the less productive students, since most of the time, the class size is too large or the teacher's load is too heavy to keep him busy all the time. For this reason, the proponents developed a system that would impart knowledge to the students about Philippine History and Culture. Generally, <sup>2/</sup> the study aimed to develop an Automated Courseware (CAI) on Philippine History and Culture. Specifically, it aimed to decrease the number of students who fail the class due to excessive absences by providing a software that interests the students; provides an innovative instructional material for the teachers; permits the students to learn at their own pace; gives more time for the professor to attend to "slow learners" by reducing the load of the professor. <sup>1/1/1</sup> This study was focused mainly on an Automated Courseware (CAI) on selected topics in the subject SOSC 101, Philippine History and Culture. <sup>1/</sup> particularly for the use of the students of De La Salle University-Dasmariñas who are taking up the subject. <sup>1/3/</sup> The Automated Courseware includes text, two short quizzes per term, a long quiz per term, a liberal amount of graphics, and print form if the user desires so. Due to the finite resources, the study does not include sounds and animation. Rapid prototyping was used to develop this software. Further improvements can still be done upon new development effort. <sup>1/2/</sup> A Courseware was developed and designed to discuss basic concepts of Philippine History and Culture. The lessons were presented using hypertext simulation to facilitate a more understandable and interesting tutorial instructions. There is student evaluation to be initiated by the teacher. <sup>1/4/</sup> The software was designed and implemented using Visual Basic 5.0, ran on a 586 CPU with 16MB memory. The proponents recommend that this system be revised for further development for it to be more effective in teaching the subject. <sup>1/</sup>