



De La Salle University-Dasmariñas
College of Science and Computer Studies
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JEEPNEY FLASH: AN EDUTAINMENT ANDROID GAME

An Information Technology Capstone Project

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by

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LIST OF ABBREVIATIONS

- SDK (Software Development Kit) – Android SDK provides Application Programming Interface libraries and developer tools to build, test and debug apps for Android
- ADT (Android Development Tools) – a plugin for Eclipse that provides a suite of tools that are integrated with the Eclipse IDE
- IDE (Integrated Development Environment) – a software application that provides comprehensive facilities to programmers for software development.
- JDK (Java Development Kit) – a program developed environment for writing Java applets and applications.
- XML (Extensible Markup Language) – designed for web documents allowing designers to create their own customized tags, enabling the definition, transmission, validation and interpretation of data between applications.
- UI (User Interface) – set of commands or menus through which a user communicates with a program
- OS (Operating System) – program that manages all other programs in a computer
- AVD (Android Virtual Device) – an emulator environment used when developers do not have a physical device for application testing

ABSTRACT

This research project is entitled *Jeepney Flash: An Edutainment Android Game* which aims to provide a fun way of learning the places in the Philippines through an interactive game.

In developing the study, the proponents encountered research questions like how to create an Android game, how to draw Android phone users to download the game in the Play Store, how to make the game entertaining and educating, how to make the graphics and the game design, and most importantly, what will be the purpose of the game.

The proponents used the Internet to their advantage and made some research on how to address the previous questions. They followed the iterative cycle where the software goes to a refining process consisting of testing and evaluation before it will be deployed to the users. Through this method, the software will be in its good form before deployment and the proponents will know what to revise in the iteration process.

Through surveys and researches, the proponents learned that Android, being the trendiest smartphone OS, is a good tool to promote educational entertainment not just for kids but also for adults. The proponents also used this advantage to promote tourism in the Philippines though creating an Android game.

The proponents concluded that creating an Android game is not an easy task but with determination, hard work, some research and programming, one can do a hard-coded game in Android. The proponents know that they are not pros in this field,

they are actually beginners, but they recommend to future researchers to have the passion in them, the eagerness to learn. Learning is a life-long, continuous process. We just have to embrace and apply them to reach success.

