

Abstract

“The Adventure of Detective History” is an online edutainment game that covers Francisco Osorio National High School’s 3rd and 4th year High School history topic: World History.

The traditional classroom learning of children in school becomes boring in a period of time. This style of learning doesn't allow student’s deeper levels of understanding required for complex concepts and lifelong learning. Most of the children in today’s generation are inclined with the use of the Internet. The proponents decided to create the online edutainment game, “The Adventure of Detective History”, to integrate learning and entertainment at the same time. The proponents believe that children are most likely to acquire more knowledge when incorporated with something entertaining just like some television programs (i.e. Dora the Explorer, Blue’s Clues, etc.)

The online edutainment game: “The Adventure of Detective History” will serve as a new learning tool for the students of Francisco Osorio National High School, specifically of 3rd and 4th year high school level while giving entertainment. “The Adventure of Detective History” will provide 5 chapters about World History and 2 games per chapter. The game could be accessed online with the use of a browser and an internet access.

The online edutainment game: “The Adventure of Detective History” was primarily developed using Flash, C#.Net, and ASP.Net. “The Adventure of Detective History” was presented to 3rd and 4th year students and to the principal of Francisco Osorio National High School, Ma’am Ofelia S. Vericio. Initial data gathering for the information needed in the study and final evaluations were administered to the target users. The result of the final testing and evaluation shows that the online edutainment game “The Adventure of Detective History” is effective and the target users were satisfied with the study.