De La Salle University-Dasmariñas

AN ONLINE EDUTAINMENT GAME:

HUMANATOMY

An Undergraduate Research Proposal Presented To

The Computer Studies Department

College of Science and Computer Science

De La Salle University Dasmariñas

In Partial Fulfillment of the Requirements for the

Degree of Bachelor of Science in Information Technology

Dioquino, John Paulo G.

Machica, John Alfie C.

Ola, Hannah Richelle T.

March 2013

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Abstract

The HumAnatomy is an online edutainment game that covers St. John Bosco School's grades 4 to 6 science topic: Human Body System.

The traditional classroom learning of children in school becomes boring in a period of time. This style of learning doesn't allow students 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, HumAnatomy, 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: HumAnatomy will serve as a new learning tool for the students of St. John Bosco School specifically of grades 4 to 6 elementary level while giving entertainment. HumAnatomy will provide 5 subtopics about the human body system and 3 games per subtopics. The game could be accessed online with the use of a browser and an internet access.

The online edutainment game: HumAnatomy was primarily developed using Flash, C#.Net and ASP.Net. HumAnatomy was presented to grades 4 to 6 students and to the principal of St. John Bosco School, Ma'am Lory A. Sauquillo.

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 HumAnatomy is effective and the target users were satisfied with the study.