

## De La Salle University – Dasmariñas



## INFORMATION KIOSK FOR ISLAND COVE HOTEL AND LEISURE PARK



An Undergraduate Research Project Presented to the faculty of Computer Studies Department College of Science and Computer Studies De La Salle University – Dasmariñas

In Partial Fulfillment of the Requirements for the Degree of Bachelor of Science in Information Technology

> Manimbao, Claugine M. Tindog, Christine Mary A. Valerio, Nicolette R.

> > BIT46

## ABSTRACT

An information kiosk is deployed in a public venue to give people selfservice access to products and services. Kiosks are most often deployed in situations where a problem can be solved by giving people access to selfservice tools.

The Information Kiosk for Island Cove Hotel and Leisure Park is a system developed aimed to guide and give information about the leisure park. It was developed to help the attendants (e.g. employee, visitors, and institution) who were considered as the service priority of the system.

C# is the primary language used by the proponents to develop the system and SQLite for the database of the system's records; the proponents used Blend for Visual Studio for the user interface and animations for the system.

The primary objective of the information kiosk system for Island Cove Hotel and Leisure Park is to give a better service quality, ease of use, and usefulness for the park.



## TABLE OF CONTENTS

<b>CHAPTER 1: BACKGROUND OF THE STUDY</b>	1
1.1 Introduction	1
1.2 Statement of the Problem	3
1.3 Research Objectives	5
1.3.1 General Objective	5
1.3.2 Specific Objectives	5
1.4 Significance of the Study	7
1.5 Conceptual Framework	8
1.6 Scope and Limitations	9
CHAPTER 2: REVIEW OF RELATED LITERATURE	12
2.1 Local Literature	12
2.2 Foreign Literature	17
CHAPTER 3: METHODOLOGY	23
3.1 Requirement Analysis	24
3.2 System Design	24
3.3 Program Design	25
3.4 Unit Testing	26
3.5 System Evaluation	26
3.6 Maintenance	27
CHAPTER 4: PRESENTATION OF RESULTS/FINDINGS	28
4.1 Project Description	28
4.2 Project Structure	29
4.3 Project Capabilities/Limitations	30
4.4 Project Evaluation	32



CHAPTER 5: CONCLUSION OF RESULTS/FINDINGS	35
5.1 Summary of Findings	35
5.2 Conclusion	36
5.3 Recommendations	38
BIBLIOGRAPHY	40
APPENDICES	42
APPENDIX A (Survey)	43
APPENDIX B (User's Manual)	45
APPENDIX C (Screen Shots)	51
CURRICULUM VITAE	57