



De La Salle University – Dasmariñas

An Edutainment Game

“War Lock”

An Undergraduate Research

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College of Science

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ABSTRACT

In our society nowadays, children and teenagers alike tend to spend their free time playing electronic games. Even when it's not their free time, they still commit their time playing them. These electronic games make even the adults become addicted to them. These issues that had raised the proponents' eyebrows led them to develop an online computer game that would not only entertain game enthusiasts, but as well as educate them.

This study aims to build a new line of computer game that would provide entertainment and education to users. The game is entitled "War Lock." It is entitled so as to signify a 'war' that's locked inside a world full of darkness, that in order to escape the clutches of an evil warlock, one has to endure and overtake the educational challenges of the game.

With the aid of 28 respondents, the proponents were able to uplift the study to a whole new level, giving them the acceptability of the game. Prior to that, the proponents had already focused their attention to high school and college students in an attempt to divert their addiction from less educational games to an educational, yet entertaining game like War Lock.

Packed with eye-friendly graphics and ear-friendly sounds, War Lock would help gamers increase their knowledge in zoology, geography and warlock facts in an enjoyable pace.



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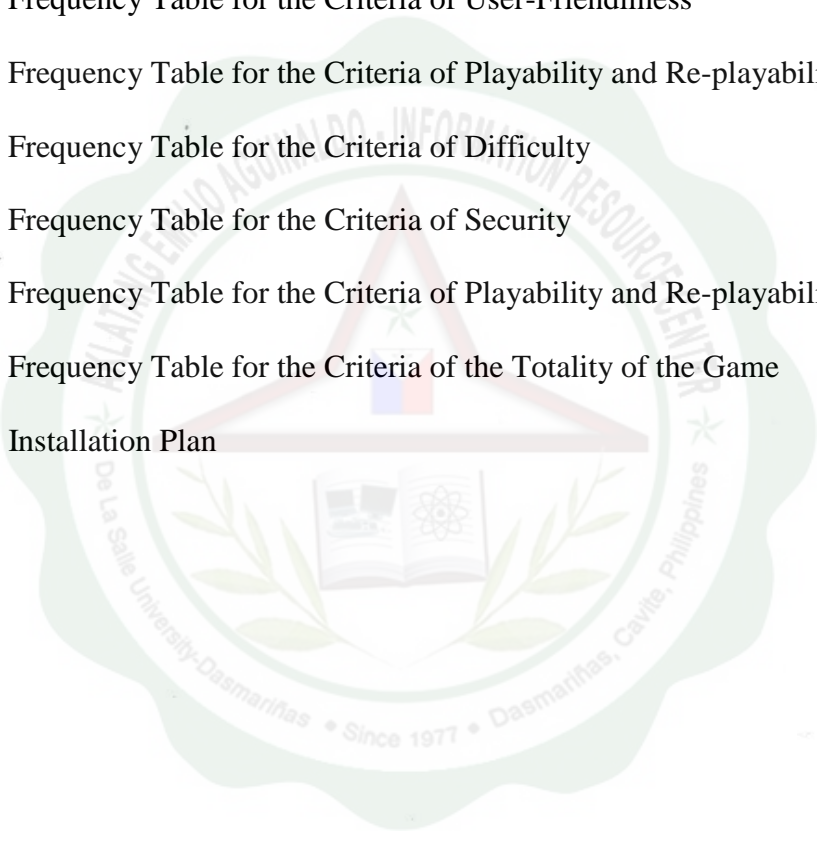


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