THE ADVENTURE OF PEPE

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Iba, Zambales

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

by

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CERTIFICATION

This thesis entitled "**THE ADVENTURE OF PEPE**", prepared and submitted by **John Lee E. Reyes, John Michael ˉ Romero and Mark Angelo M. Dait** in partial fulfillment of the requirements for the degree of **Bachelor of Science in Information Technology**, has been examined and recommended for Oral Examination.

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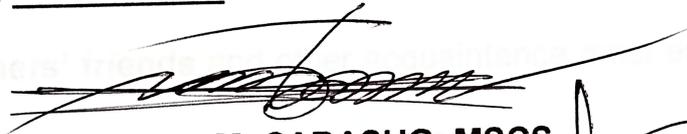
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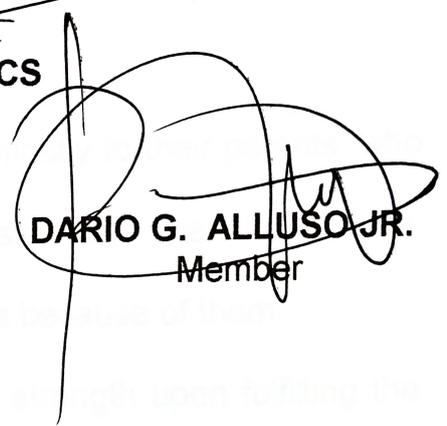
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ABSTRACT

The Adventure of Pepe was a role-playing game wherein each level has information about the life and writings of the Philippine Hero Dr. Jose P. Rizal (character). The study was conceptualized out of boredom of students to learn the whereabouts of Dr. Rizal as part of their curriculum most especially in college. Storyline was provided and challenges in each level was also included.

The researchers used the descriptive research and agile methodology in conceptualizing the development life cycle of the study. The population of the respondents were Instructor and student gamers from different colleges in the President Ramon Magsaysay State University.

The researchers made used questionnaire as main research instrument that sought to answer the level of satisfaction and level of acceptability of the game application as well as the used of books, internet and some series of interviews. The data gathered were treated and interpreted with the used of weighted mean and likert scale.

Instructor's evaluation on the level of Satisfaction has an evaluated grand mean as Very Satisfied while in the evaluation of the students the evaluated grand mean as Satisfied. Also the Instructor's evaluation on the level of Acceptability has an evaluated grand mean as Highly Acceptable while in the evaluation of the students the evaluated grand mean as Acceptable. The evaluation of the respondents on the level of satisfaction of Adventure of Pepe has significant difference in interactivity, game concept, aesthetics, portability and entertainment.

The evaluation of the respondents on the level of acceptability of Adventure of Pepe has significant difference in performance, speed and user-friendliness.

For future enhancement of the study, the researchers recommended that The Adventure of Pepe may be played via IOS Technology and may have additional game levels and features of learning information.