



**ONE VERSUS D' OTHERS
FOR COLLEGE OF COMMUNICATION AND INFORMATION
TECHNOLOGY STUDENTS OF RAMON MAGSAYSAY
TECHNOLOGICAL UNIVERSITY**

A Thesis
Presented to the faculty of the
College of Communication and Information Technology
Ramon Magsaysay Technological University
Main Campus Iba, Zambales

In Partial Fulfillment
of the Requirement for the Degree
Bachelor of Science in Computer Science

By:

**Melan R. Gamboa
Crismae D. Devillena
John A. Casupanan**

March, 2012



APPROVAL SHEET

Republic of the Philippines
RAMON MAGSAYSAY TECHNOLOGICAL UNIVERSITY
College of Communication and Information Technology
Iba, Zambales

The study here to attached entitled

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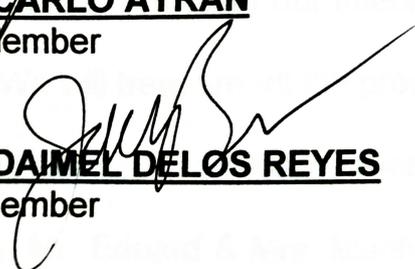
Has been prepared and submitted by **Melan R. Gamboa,**
Crismae D. Devillena, and **John A. Casupanan,** who are
hereby recommended for oral examination on April 2012.

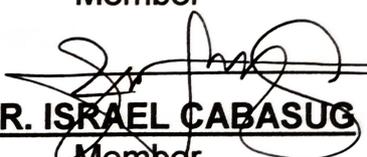

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Accepted as a requirement for the degree
BACHELOR OF SCIENCE IN COMPUTER SCIENCE.

March 2012


FRANCO D. NERO, MSIT
Dean of CCIT



ABSTRACT

Title of Thesis

**ONE VERSUS D' OTHERS FOR
COLLEGE OF COMMUNICATION AND
INFORMATION TECHNOLOGY STUDENTS
OF RAMON MAGSAYSAY
TECHNOLOGICAL UNIVERSITY**

Name of Researchers

**Melan R. Gamboa
Crismae D. Devillena
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Degree

Bachelor of Science in Computer Science

Date of Oral Defense

March 18, 2012

Name of Adviser

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Name of College

**College of Communication and
Information Technology**

Name of School

**Ramon Magsaysay Technological
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This study aimed to determine the user's perception of the proposed intellectual computer game named One versus D' Others prepared for the College of Communication and Information Technology students of Ramon Magsaysay Technological University and correlate with the selected profile variables.

The descriptive method of research was used in the study with questionnaire as main instrument in gathering data. Informal or unstructured interviews and observations were also resolve to validate findings. The respondents were 30 students of College of Communication and Information Technology of Ramon Magsaysay Technological University. The statistical tools were frequency, mean, and weighted mean.

The typical respondent is a male, 16 or 53.33%. The respondent perceives the proposed intellectual computer game to be Agree on (a) Lucidity of questions; (b) Presentation; (c) Time Estimation; (d) Multi-Tasking; (e) Entertainment; (f) Animation; (g) User-Friendliness.

There is no significant difference on user's perception on the proposed intellectual computer game in terms of lucidity of questionnaire, presentation, time estimation, multitasking, entertainment, animation, user friendliness.

Strongly recommended to the students and teachers create more computer game that will measure and enhance the knowledge and skills and critical thinking of the College of Communication Information Technology students.