



**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

**ONE VERSUS D' OTHERS  
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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.

  
**MRS. NEMIA M. GALANG**  
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Accepted as a requirement for the degree  
**BACHELOR OF SCIENCE IN COMPUTER SCIENCE.**

March 2012

  
**FRANCO D. NERO, MSIT**  
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**ABSTRACT**

**Title of Thesis**

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

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**Melan R. Gamboa  
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**Degree**

**Bachelor of Science in Computer Science**

**Date of Oral Defense**

**March 18, 2012**

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**College of Communication and  
Information Technology**

**Name of School**

**Ramon Magsaysay Technological  
University Iba, Zambales**





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.