



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

WORD WAR I

APPROVAL SHEET

**A Thesis
Presented to the Faculty of the
College of Communication and Information Technology
President Ramon Magsaysay State University
Iba Zambales**

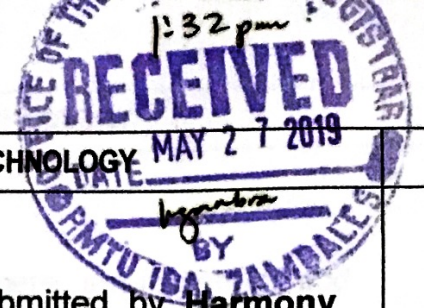
NEMIA M. GALANG, PH. D.

Chairperson

**In Partial Fulfillment of the Requirements for the Degree
Bachelor of Science in Computer Science**

By:

**HARMONY B. LOVERANES
KRIZEL MAE E. MACASPAC
GENER D. CASIANO
2019**



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

CERTIFICATION

This thesis entitled "**WORD WAR I**", prepared and submitted by **Harmony Loveranes, Krizel Mae Macaspac and Gener Casiano** in partial fulfillment of the requirements for the degree of **Bachelor of Science in Computer Science**, has been examined and recommended for Oral Examination.


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APPROVAL SHEET

Approved by the Panel of Examiners on Oral Examination on May 15, 2019 with a grade of 2.00.


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Abstract

The researchers developed an educational game that is inspired by the game Tetris and made a twist by adding the concept of the game Scrabble. A combination of two different game ideas that lead us to our title the "Word War I". A battlefield which is the main weapon are letters and words.

The game focused based on improving the English vocabulary of the users while they are having fun. One of the most widely used language is English. It is known as the international standard language. It also increasingly used in many places and dominate the world of communication.

In addition to that, language is very essential for us because it's one of the main ways to communicate and interact with other people around us. It is also one of the building blocks of learning. Understanding what is heard, comprehending written text, expressing ideas through speaking and writing, and the use of grammar are some of the scope in learning a language.

The researchers have conducted data gathering procedure using questionnaires and interviews to measure the respondent's perception of the game. The researchers target respondents were the English Instructors and Students of College of Teacher Education located at the President Ramon Magsaysay State University.

The researchers computed the respondent's perception of the level of satisfaction in terms of interactivity, game design, aesthetics, portability, and entertainment. Also, the respondent's perception of the level of acceptability of the game in terms of performance, speed and user-friendliness.