DREAMSCAPE: A 2D TOP-DOWN EDUCATIONAL ADVENTURE
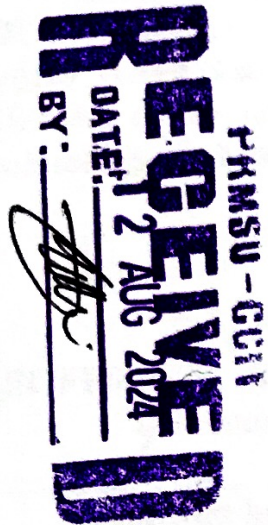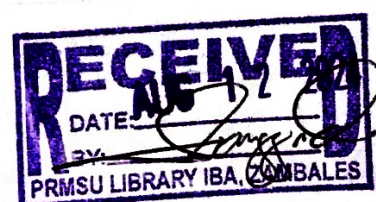
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A Capstone Project

In Partial Fulfillment of the Requirements for the

Degree of Bachelor of Science in Information Technology

College of Communication and Information Technology

President Ramon Magsaysay State University
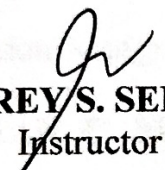
Iba, Zambales

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Republic of the Philippines
President Ramon Magsaysay State University
Iba, Zambales

College of Communication and Information Technology

APPROVAL SHEET

This capstone project entitled **"DREAMSCAPE: A 2D TOP-DOWN EDUCATIONAL ADVENTURE"** prepared and submitted by **Raphael A. Ebalida, Angelo Brian Laroa, Jeric M. Medida** and **Ednir Justine C. Yambot** in partial fulfilment of the requirements for the degree of **Bachelor of Science in Information Technology** are hereby recommended for oral examination.

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12 AUG 2024

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COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

EXECUTIVE SUMMARY

Dreamscape is a desktop-based 2D top-down educational game designed to provide an immersive and enriching experience. Set in a dream world, this offline single-player game captivates players with engaging gameplay and innovative design. Players navigate through various dreamscapes, encountering puzzles, challenges, and educational content that seamlessly blend learning with entertainment.

The researchers employed purposive research, Cronbach's alpha, and agile methodology to conceptualize the study's development life cycle. A small randomly selected sample of students from President Ramon Magsaysay State University CCIT in Iba, Zambales, served as the population respondents. In addition to books, the internet, and interviews, the researchers used questionnaires to assess players' levels of satisfaction and acceptability, with data interpreted using a Likert scale and weighted mean.

The overall satisfaction level among IT experts was found to be 3.04, which is categorized as "Satisfied." For students, the overall satisfaction level was higher at 3.38, which is categorized as "Very Satisfied." These findings indicate that while both groups found the game satisfactory, students reported a higher level of satisfaction compared to IT experts.

The overall acceptability level among IT experts was 3.41, which is considered "Highly Acceptable." For students, the overall acceptability level was 3.55, also categorized as "Highly Acceptable." This indicates that both IT experts and students found the game to be very acceptable, with students again rating it slightly higher than the experts.

The researchers recommend improving Dreamscape by making it accessible on mobile devices and adding additional game levels and engaging features to enhance both the learning and gaming experience. Significant differences were noted in performance, speed, and user-friendliness, indicating areas for further development to ensure a seamless and engaging user experience across various platforms.

In conclusion, Dreamscape has successfully combined educational content with an engaging gaming experience, receiving positive feedback from both IT experts and students. While students expressed higher levels of satisfaction and acceptability than IT experts, both groups saw the game as a valuable educational resource. By addressing the identified areas for improvement, Dreamscape can increase its value and accessibility, making it an even more effective and enjoyable learning tool.