ELEGUESS: A GUESSING GAME OF THE PERIODIC TABLE OF ELEMENTS

Filzon Luis C. Bada

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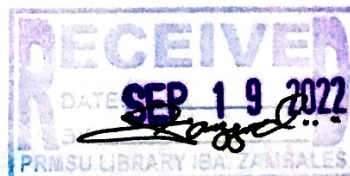**Rexette Odyssey M. Ebelte**

Ella Mae D. Pondoyo

A Thesis

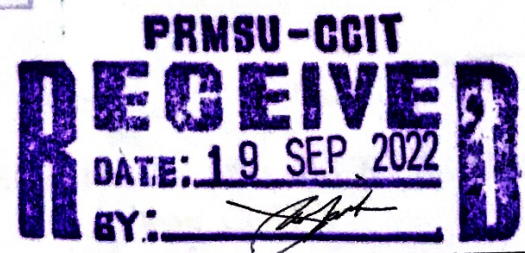**In partial Fulfillment of the Requirements**

for the degree of Bachelor of Science in Computer Science

President Ramon Magsaysay State University
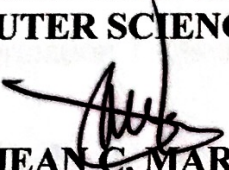
Iba, Zambales

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Republic of the Philippines
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College of Communication and Information Technology
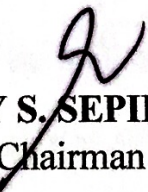Iba, Zambales

APPROVAL SHEET

This study entitled **EleGuess: A Guessing Game of the Periodic Table of Elements** prepared and submitted by **FILZON LUIS C. BADA, JOLINA C. BUNGLO, REXETTE ODYSSEY M. EBELTE and ELLA MAE D. PONDOYO** in partial fulfillment of the requirements for the degree of **BACHELOR OF SCIENCE IN COMPUTER SCIENCE** are hereby recommended for oral examination.

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Approved by the Panel of the Oral Examiners on July 12, 2022 with a grade of _____.

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Accepted and approved in partial fulfillment of the requirements for the degree of **BACHELOR OF SCIENCE IN COMPUTER SCIENCE.**

0 3 AUG 2022
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Date Signed

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EXECUTIVE SUMMARY

There are a variety of games that can be used in the classroom to help kids learn more effectively. One of the games used in teaching techniques was the guessing game. A guessing game was one in which one participant knows something and the other does not. Using games was to overcome the difficulty of teaching. Games they're a great way to get pupils involved in their study process. When pupils play games, they like learning. They will create a comfortable environment for them to utilize their language because they will establish a comfortable environment for them. Without being intimidated or humiliated. It entails those kids are free to learn new.

Research design used in this study was descriptive method to completely show the nature of the procedure use and problems in the system of operation. The main goal of this type of research was to describe the data and the characteristics about what was being studied. The data behind this type of research was to study the frequencies. Average, and other statistical calculations although this research is highly accurate. It does not matter the causes behind the situation. Descriptive research was mainly done when researcher wants to gain better understanding of the topic.

Questionnaire was drafted and corrected by the researchers. The questionnaire was refined by the thesis adviser such as omitting irrelevant questions and change word that would be deemed difficult to the respondents. Suggestion and recommendation was given by the adviser to enhance the questioner and adopted by the researchers. After these validation, reproduction of copies of questioner was made for the distribution to their respondents.

There were total of sixty respondents of the EleGuess: A Guessing Game of the Periodic Table of Elements. The average weighted mean of the respondents on the software quality in terms of functional suitability by learners was 4.18 with qualitative interpretation as Very Good (VG) while Experts was 4.47 with qualitative interpretation as Excellent (E). The average weighted mean of the respondents on the software quality in terms of performance efficiency by learners was 4.15 with qualitative interpretation as Very Good (VG) while Experts was 4.30 with qualitative interpretation as Excellent (E). The average weighted mean of the respondents on the software quality in terms of compatibility by learners was 4.15 with qualitative interpretation as Very Good (VG) while Experts was 4.50 with qualitative interpretation as Excellent (E). The average weighted mean of the respondents on the software quality in terms of usability by learners was 4.13 with qualitative interpretation as Very Good (VG) while Experts was 4.33 with qualitative interpretation as Excellent (E).The average weighted mean of the respondents on the software quality in terms of reliability by learners was 4.13 with qualitative interpretation as Very Good (VG) while Experts was 4.33 with qualitative interpretation as Excellent (E).The average weighted mean of the respondents on the software quality in terms of maintainability by learners was 4.17 with qualitative interpretation as Very Good (VG) while Experts was 4.10 with qualitative interpretation as Very Good (VG).The average weighted mean of the respondents on the software quality in terms of portability by learners was 4.21 with qualitative interpretation as Excellent (E) while Experts was 4.27 with qualitative interpretation as Excellent (E).

In view of the findings and conclusion, the researchers offer the following recommendations. The EleGuess: A Guessing Game of the Periodic Table of Elements must have leader board. The EleGuess: A Guessing Game of the Periodic Table of Elements must be played in IOS and online. Continuous research and development to widen the scope and features of the game. The game must have on and off audio setting. The game must have points that continue to be added after the next game. The game must be expanded the environment based on its content.