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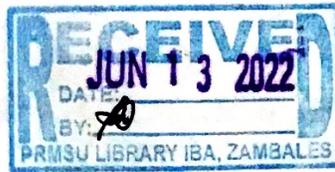
BIBLE STORY PUZZLE GAME

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

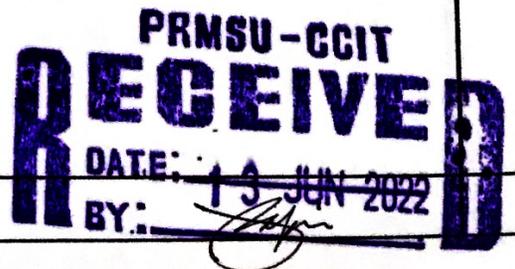
**In Partial Fulfillment
Of the Requirements for the Degree
Bachelor of Science in Information Technology**

By

**JAN MARIE CABELA
LEMUEL ORQUIZA**



June, 2021



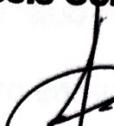


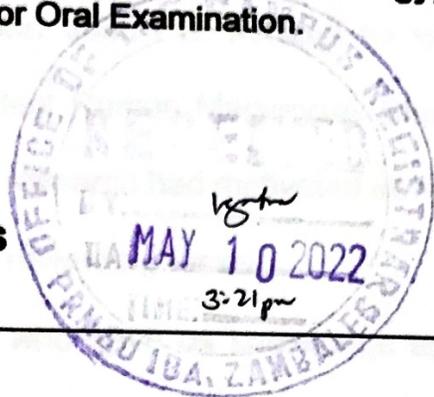
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Certification

This thesis entitled **"BIBLE STORY PUZZLE GAME"**, prepared and submitted by **JAN MARIE CABELA** and **LEMUEL ORQUIZA** in partial fulfillment of the requirements for the degree **Bachelor of Science in Information Technology**, has been examined and recommended for Oral Examination.

Thesis Committee


JASON S. ARTATES
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Approval

Approved by the **PANEL OF EXAMINERS** on Oral Examination on June, 2021 with the grade of _____.


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Accepted in partial fulfillment of the requirements for the **Bachelor of Science in Information Technology**.


MENCHIE A. DELA CRUZ, PH.DTE
Dean



Abstract

Mobile learning application has widely transformed on how traditional learning approached learners. Because it made used of technology which are easier to execute and more entertainable rather than just reading a book. The Bible Story Puzzle Game is a mobile application that uses Android Technology.

The flow of the game is based on Bible Story from the book of Genesis that contains story selection. Each level the player will fill the missing part of figures, completing the puzzle to move forward to another level. After completing the figures there is a narration to help understand and comprehend the Bible story the user is playing. The study aimed to develop a Bible Story Puzzle Game that provide a mobile application about Bible stories for children.

This study specifically sought to answer for; (a) What is the evaluation of the respondents on the software quality of the Bible Story Puzzle Game using the ISO 25010 metrics Functional suitability, Performance efficiency, Compatibility, Usability, Reliability, Security, Maintainability, and Portability, (b) What is the evaluation on level of acceptability of the respondents in terms of the following dimensions Functionality; and Ease of use. The composition of respondents were 100 parents that covers the 90.91 percent of the sample and the second group of respondents were the Life Group Leaders with a total number of 10 which covers the 9.09 percent of the sample.

The researchers made used descriptive research method wherein the study is focus in the present situations. It involves the recording, description, analysis and the presentation of the present system, composition or processes of phenomena.

The technique used is the survey method, which is otherwise known as normative survey. The results and findings of the study should always be compared with the standards. With the survey method, researchers are able to statistically study the specific areas where the proponents must concentrate.

The researchers used questionnaire as main instrument to evaluate the perception of the respondents to the proposed game application.

Interviews will be conducted with the Life Group Leaders and Parents mostly to those in Elementary School. Using research instrument, the researchers will have an idea regarding on the problems encountered have a probable solution on the stated problems. Survey Questionnaire was designed using ISO 25010.

Based from the gathered data and the evaluation of respondents the researcher concluded that (a) The Software quality of Bible Story Puzzle Game evaluated by Parent Respondents is "Very Good" for the Life Group Leaders Respondents the Bible Story Puzzle Game is "Excellent" and (b)The Bible Story Puzzle Game for Parent Respondents is "Acceptable" and for Life Group Leaders Respondents the Bible Story Puzzle Game is "Highly Acceptable".