



THE PROPOSED E- GUIDE FOR A SAFETY DRIVING

A Thesis

Presented to the Faculty of the College of Communication and Information
Technology

Ramon Magsaysay Technological University

Iba Campus – Iba, Zambales

In Partial Fulfillment of the Requirements for the Degree

Bachelor of Science in Computer Science

by

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Approval Sheet

Republic of the Philippines

Ramon Magsaysay Technological University

COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

In partial fulfillment of the requirements for the degree:

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

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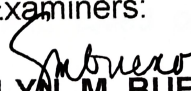
THESIS ENTITLED:

"E-GUIDE TO A SAFETY DRIVING"

Has been prepared and submitted by Eric G. Galang, Geramie Cabanlit, and Ariane Kaye Rosare who are hereby recommended for oral examination on April 7, 2013.


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ABSTRACT

The main objective of the study is to determine the user's perception of the proposed e-guide to a safety driving prepared for children ages 10 and above, and people who wishes to apply for a driver's license.

This involved the collection of data that will provide an account or description of individuals, groups or situations. Instruments were used to obtained data in descriptive studies include questionnaires, interviews (closed questions), and observation (checklists, etc.)

There is no experimental manipulation or indeed any random selection to groups, as there is in experimental research. It can provide a knowledge base which can act as a springboard for other types of quantitative research methods.

The researchers chose the people from Iba, Zambales to be the target of the proposed intellectual computer game. The researchers will utilize convenience sampling techniques using the available persons in the target are partcularly people who are applying for driver's license.

Researchers developed an instrument that will support the study. The instrument measured the perception of the user's on the proposed intellectual computer game after the game was presented to the target respondents. The instrument were consists of two parts. The first part covers the profile of the respondents. The second part covers a survey/checklist questions that measured the user's perception on the proposed intellectual computer game.



Respondents perceived that the proposed e-guide for a safety driving were effective in terms of knowledge effect, appearance, multi-tasking, animation and user-friendliness.

There is no significant difference on respondents' perception on proposed Computer Game in terms of lucidity of questions, presentation, time estimation, multi-tasking, entertainment, animation, and user-friendliness.

The implementation of the e-guide as a part of instructional program of the Land Transportation Office. Create more computer aided instruction that will measure and enhance the knowledge and skills and critical thinking of the users. Continuous study of the proposed e-guide procedures must be conducted in order to monitor efficiency and to identify errors which might not have been identified in the current study.