



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

**SUPPORTING LEARNING HUMAN INTERNAL
BODY ORGANS USING MIXED REALITY
FOR ANDROID DEVICES**

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

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

By:

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COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

CERTIFICATION

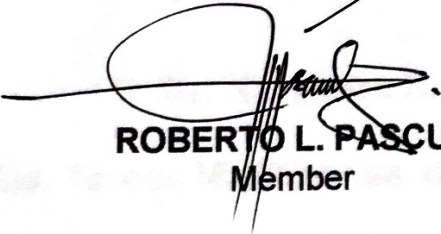
This thesis entitled "**Supporting Learning Human Internal Body Organs Using Mixed Reality for Android Devices**", prepared and submitted by **Jennylyn S. Cunanan, Jenny C. Manzano, Mariella P. Rioflorido, and Veronica Villanueva** in partial fulfillment of the requirements for the degree **Bachelor of Science in Computer Science** has been examined and recommended for **ORAL EXAMINATION**.


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APPROVAL

Approved by the **PANEL OF EXAMINERS** on Oral Examination on April 16, 2019 with the grade of _____.


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Supporting Learning Human Internal Body Organs Using Mixed Reality for Android Devices

Abstract

This study aims to develop a mobile application for Android devices that uses Mixed Reality to support the learning of human internal body organs of STEM students in Castillejos National High School (CNHS). There were 40 respondents from Grade 12 STEM students and teachers from CNHS and IT experts from Castillejos, Zambales during the period of August 2018 to April 2019. The study made use of descriptive type of research using Rapid Prototyping Development Methodology in the development of the application to quickly build and improve the application through user's feedback.

Results showed that the respondents agreed on the effectiveness of the application based on functionality with a total weighted mean of 4.56, usability with 4.53, efficiency with 4.55, and portability with 4.45. The respondents also agreed on the user's acceptance of the developed application as manifested by the computed total weighted mean of 4.57. It is recommended that the application was functional, usable, efficient, portable, and accepted by the user to use to support the learning of the students of human internal body organs.

Keywords: Mixed Reality, Human Body Organs, Three-Dimensional (3D)