



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

**INTRODUCING FISH ANATOMY
USING VIRTUAL REALITY APPLICATION**

**A Thesis
Presented to the Faculty of 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**

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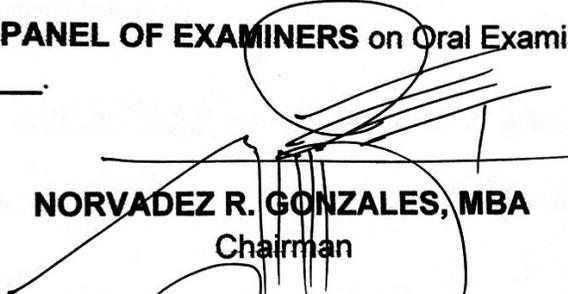
CERTIFICATION

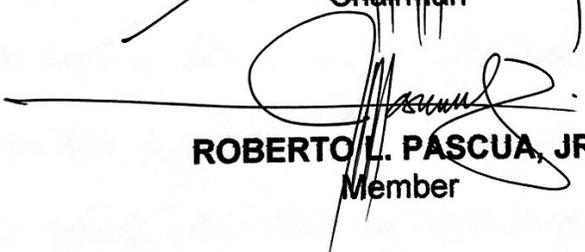
This thesis entitled "Introducing Fish Anatomy using Virtual Reality Application", prepared and submitted by April Rose O. Manliguez, Cedrick John M. Ogerio, Daves E. Sison and Rey-Ann M. Yusi in partial fulfillment of the requirements for the degree Bachelor of Science in Computer Science, has been examined and recommended for Oral Examination.


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Introducing Fish Anatomy using Virtual Reality Application

ABSTRACT

This study aspires to develop a mobile application designed for Android Devices that uses Virtual Reality to introduce the fish anatomy. The respondents comprised of 20 BFAR Looc employees and 5 IT experts from Castillejos, Zambales. It was conducted during the period of August 2018 to April 2019. This study is a descriptive qualitative type of research that made use of Agile Prototyping Model methodology to swiftly create and innovate the application through the users' feedbacks.

Data gathered shows on User's Acceptance to the VR application is Excellent or a total average weighted mean of 4.58. Expert's ratings on Functionality is Excellent (4.80). Usability of the developed application is Excellent (4.33). Expert's ratings under Efficiency is also Excellent (4.66). Portability of the application is congruent to the rating under efficiency or Excellent (4.66). Data presented were based on the respondent's perspective out of the data gathered during the pilot testing of the application among 25 respondents, composed of employees from Bureau of Fisheries and Aquatic Resources, Looc, Castillejos and Information Technology Experts.



The researchers proved that the developed Virtual Reality Application as a whole was able to present realistic view of the 3D fish models, anatomy and descriptions which can help users visualize a realistic fish 3D model. Moreover, graphic improvement for easy navigation and external view of the 3D fish models to clearly visualize the outer picture of the fish are some of the recommendations of the users considered by the researchers to strengthen the output of this study and for future researchers who wish to study and improve the existing proposed VR application.

Keywords: Virtual Reality, Information Technology, Three-dimensional (3D), Fish

Anatomy

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