INTERACTIVE NON-LINEAR MULTI-BRANCHING TEXT-BASED GAME ON
THE LOVE LIFE OF JOSE RIZAL USING REN'PY ENGINE

An Undergraduate Thesis

Presented to the Faculty of the

College of Information and Communications Technology

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In Partial Fulfillment

of the Requirements for the Degree

Bachelor of Science in Entertainment and Multimedia

Computing

bу

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June 2023

Approval Sheet

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#### Abstract

Despite the disproportionately high time allotted to teaching social studies (under the term makabayan) in the Philippines compared to other countries, people are still ignorant of basic historical facts. This study aimed to develop a historical visual novel that can promote learning through a positive game experience. References from photographs, to books, to historical movies and documentaries were gathered to ensure accurate depiction of relevant historical events. The assets such as the character sprites, background designs and the user interface were done using Krita and Clip Studio Paint. Everything from the appearance of the sprites to the programming of the flag marker system were done using Ren'Py. The questionnaire containing four components, namely: Game Usability, Mobility, Game Play and Learning Content was then dispersed together with the game to gather data. The study found that all the components garnered a

"Strongly Agree" interpretation with Game Usability and Learning Content having the same mean score of 4.60 and Game Play with the lowest score of 4.39. This indicates that the game can promote learning through a positive game experience as well as an effective alternative to traditional pedagogical approaches.

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