CHAPTER V

SUMMARY OF FINDINGS, CONCLUSION AND RECOMMENDATIONS

This chapter presents the summary of findings that the researchers have analyzed, the conclusion based on the results obtained, interpreted data based on the previous chapter, and recommendations.

Summary of Findings

The world today lives in an era where Internet has become a vital part of everyone's lives. Websites has become popular to organizations because it is effective in acting as a launchpad that would help them grow and expand their audience. Museum Organizations have also started to use websites to spread information to a greater audience online. However, some museums like the Casa Real Shrine still doesn't have a website, so the proponents conceptualized a website for Casa Real Shrine. The purpose of this study is to develop an interactive museum website for Casa Real Shrine that will allow them to reach more audience and share information and knowledge regarding the Political history of the Philippines by providing interactive features like audio guide, collections, and virtual 360 tour of the museum galleries.

The researchers used the Agile development model for a more flexible workflow. This approach provides an opportunity for the researchers to make improvements and respond to changes constantly during production. The developed Website has (7) features: Homepage; Online Booking; Visitor Guide; Gallery; Audio Guide; Virtual Tour; and About Page. The Homepage will serve as the landing page whenever a visitor access the website. The Online Booking feature allows visitors to book a visit reservation online. Visitor Guide page displays information the visitor needs to know regarding the museum operations, and rules and regulations. The Gallery Page displays all the existing gallery inside the museum, and at the same time, gives visitors access to view the displays inside the gallery. The Audio Guide provides enhance visitor experience. The Virtual Tour has a 360 degree tour of the museum galleries. And lastly, the about page displays the information and the history of Casa Real Shrine.

The ISO/IEC 25010:2011 was used to evaluate the developed website in terms of functionality, performance, usability, reliability, and portability. In total, 36 individuals responded to the assessment survey, including 5 faculty members, 12 BulSu students, 5 IT professionals, 10 local visitors/tourists of Casa Real Shrine, 10 foreign visitors/tourists of Casa Real Shrine, and 4 Casa Real Shrine Museum staff. The results indicated that the developed mobile application had a weighted mean of 4.72, which was classified as "Highly Acceptable".

The primary goal of this study was to create a website that provides enhanced user experience, interactivity, and comprehensive knowledge to the online museum visitor. The following objectives were considered in the research:

1. **To develop a website that can perform functionalities such as:**
   1.1 **Online Booking reservation.** The developed website provides a booking feature which allows visitors to easily plan their visit in advance. They can select the date and time of their visit, as well as enter any other relevant information

that may be needed. This feature makes it convenient for visitors to plan and book their visits without having to contact the organization directly.

1.2 **Virtual Museum tour.** The developed website includes a feature that allows visitors to virtually tour a museum. Through the use of 360-degree technology, viewers can look around and explore the museum as if they were there in person. This feature provides an interactive and immersive experience that allows visitors to explore the museum in full detail.

1.3 **Gallery Collections.** The developed website includes a Gallery Collection where it allows visitors to explore the library of images and provides definitions to help them understand the images. Additionally, the website provides the option for visitors to choose between English and Filipino as their language.

1.4 User assisting features.

    1.4.1 Plan Your Visit. The developed website provides visitors with instructions and guidelines that they should follow while visiting the museum. This information helps visitors plan their museum trip and make sure they have a safe and enjoyable experience.

    1.4.2 Audio Guide. The developed website provides visitors with a way to listen to audio recordings that tell stories related to the exhibits they can view while visiting a museum. This Audio Guide feature allows visitors to learn more about the exhibits they are seeing, without having to read information or talk to museum staff.

2. **To design and develop a Management System that can perform functionalities such as:**

2.1 **Manage User Admins.** The developed system gives the Head administrator the ability to keep track of and control the data related to assistant administrators. This could include creating, modifying, and deleting user accounts, tracking user activity, and managing user privileges.

2.2 **Accept and Reject Visitor Booking.** The developed system allows both the head administrator and assistant administrator to approve or deny any requests for bookings from visitors. This system allows for two layers of approval and allows the head administrator and assistant administrator to both have a say in the decisions that are made regarding bookings.

2.3 **Upload Website Content.**

    2.3.1   **Collections.** The developed system provides the ability for two types of administrators - a "super admin" and an "assistant admin" - to add images, videos, and other forms of media to a gallery collection.

    2.3.2   **Exhibits.** The developed website allows two different types of administrators - a super administrator and an assistant administrator - to create a new schedule for an exhibit and upload the content related to the exhibit into the website.

    2.3.3   **Blog.** The developed website allows both the main administrator (super admin) and the secondary administrator (assistant admin) to upload and publish blog posts on the website.

2.4 **Generate and Print Admin Activity Report.** The system has been created to provide administrators with a way to create and print out a report that details their activities. This report can be used to track the activities of an administrator and make sure they are carrying out their duties in an efficient and effective manner.

2.5 **Booking confirmation through email after reservation.** The system has been developed to send an email to the user once the admin has reviewed and approved the visitor's reservation request. The email will confirm the booking and provide additional information needed.

The proponents developed VirtualShrine: An interactive museum website for casa real shrine to provide a useful and reliable website with a pleasant and appealing user interface. The website met the needs of the users in terms of enhancing user experience, interactivity, and comprehensive knowledge regarding the information associated with Casa Real Shrine Museum.

Conclusion

The research conducted in this study led to the creation of a website which fulfilled all the stated and intended features. The website proved to be advantageous to all users, who can use it to discover the history of Philippine politics. It is expected that more individuals will be interested and intrigued by the history of the Casa Real Shrine as a result of the website.

Recommendations

The following suggestion were made given the study's findings and conclusion and can be used by future information technology researchers who would conduct similar research:

1. An enhance VR control capabilities in virtual tours that could focus on improving the user experience and accessibility of VR technology. This could involve exploring new ways to interact with virtual environments, such as using voice commands or gesture recognition, as well as studying how to make VR technology more accessible to people with disabilities.

2. A Museum maps that could focus on exploring the use of augmented reality (AR) technology to enhance the visitor experience. This could involve developing AR museum maps that can be accessed through a smartphone or other device, allowing visitors to see virtual annotations and information about exhibits as they explore the museum.

3. QR codes for audio guides in museums could focus on studying the effectiveness of this technology as a tool for enhancing visitor engagement and understanding of museum exhibits. This could involve conducting user studies to evaluate the usefulness and ease of use of QR code-based audio guides, as well as examining how different design elements and features impact visitor behavior and engagement.

4. Calendar integration for museum closures could focus on studying the effectiveness of different notification systems and strategies for informing researchers and other stakeholders about unexpected closures. This could involve conducting user studies to evaluate the effectiveness of different notification methods, such as email, text message, or push notification, as well as examining the impact of different timing and frequency of notifications on researcher behavior and satisfaction.