

**Don Honorio Ventura State University**

Villa de Bacolor, Pampanga



Capstone Project 1 / Thesis Writing 1

CAP 323 / CSTW1 323

Activity # 2

**Activity:** RESEARCH TITLE PRESENTATION

**Instructions:** Prepare at least 3 title proposals for your Capstone Project/Thesis Writing. The succeeding pages contains the page template for each research section. At the end of this activity, each research group must have an approved research title.

Each topic proposal should have the following content:

1. Cover Page
2. Introduction
3. Statement of the Problem
4. Objectives of the Study
5. Scope and Delimitations
6. Target Respondents and Locale
7. Significance of the Study



**Don Honorio Ventura State University**

Villa de Bacolor, Pampanga



**Research Title**

By:

Member 1 (Last Name, First Name, Middle Initial)

Member 2 (Last Name, First Name, Middle Initial)

Member 3 (Last Name, First Name, Middle Initial)

…..

Member *n* (Last Name, First Name, Middle Initial)

Course/Year Level/Section

Date of Presentation

# Introduction

# Statement of the Problem

# Objectives of the Study

# Scope and Delimitations

# Target Respondents and Locale

Respondents will initially be chosen from Don Honorio Ventura State University’s 3rd year Bachelor of Computer Science students. They will at least need to have a smartphone/tablet running Android to be able to play the game. A desktop or laptop running Windows or any Linux Operating System (a Linux distribution with a display server) will provide a more optimal gaming experience.

A minimum of 3 boys and 3 girls will be selected by volunteering, or by spinning a wheel of the names of the students of the chosen population.

# Significance of the Study

Modern Filipino mythical creatures such as Aswang and Tiktik among others are well known in the Philippines. Some older and less horrifying creatures such as Dumangan and Apolaki receive significantly less credit than the horrific creatures melded in modern Filipino culture.

This project aims to make these mythical creatures known to an audience that takes their media consumption in gaming.