

#### RAMON MAGSAYSAY TECHNOLOGICAL UNIVERSITY

# ONE VERSUS D'OTHERS FOR COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY STUDENTS OF RAMON MAGSAYSAY TECHNOLOGICAL UNIVERSITY

A Thesis
Presented to the faculty of the
College of Communication and Information Technology
Ramon Magsaysay Technological University
Main Campus Iba, Zambales

In Partial Fulfillment of the Requirement for the Degree Bachelor of Science in Computer Science

By

Melan R. Gamboa Crismae D. Devillena John A. Casupanan

March, 2012



#### APPROVAL SHEET

Republic of the Philippines
RAMON MAGSAYSAY TECHNOLOGICAL UNIVERSITY
College of Communication and Information Technology
Iba, Zambales

The study here to attached entitled

ONE VERSUS D' OTHERS
FOR COLLEGE OF COMMUNICATION AND INFORMATION
TECHNOLOGY STUDENTS OF RAMON MAGSAYSAY
TECHNOLOGICAL UNIVERSITY

Has been prepared and submitted by Melan R. Gamboa, Crismae D. Devillena, and John A. Casupanan, who are hereby recommended for oral examination on April 2012.

MRS. NEMIA M. GALANG
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Approved by the committee of Oral Examiners:

MR. CARLO AYRAN

Member

MR. DAIMEL DELOS REYES

Member

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Accepted as a requirement for the degree BACHELOR OF SCIENCE IN COMPUTER SCIENCE.

March 2012

PRANCO D. NERO, MSIT



### RAMON MAGSAYSAY TECHNOLOGICAL UNIVERSITY

## ABSTRACT

Title of Thesis ONE VERSUS D' OTHERS FOR

COLLEGE OF COMMUNICATION AND

**INFORMATION TECHNOLOGY STUDENTS** 

OF RAMON MAGSAYSAY

**TECHNOLOGICAL UNIVERSITY** 

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## RAMON MAGSAYSAY TECHNOLOGICAL UNIVERSITY

This study aimed to determine the user's perception of the proposed intellectual computer game named One versus D' Others prepared for the College of Communication and Information Technology students of Ramon Magsaysay Technological University and correlate with the selected profile variables.

The descriptive method of research was used in the study with questionnaire as main instrument in gathering data. Informal or unstructured interviews and observations were also resolve to validate findings. The respondents were 30 students of College of Communication and Information Technology of Ramon Magsaysay Technological University. The statistical tools were frequency, mean, and weighted mean.

The typical respondent is a male, 16 or 53.33%. The respondent perceives the proposed intellectual computer game to be Agree on (a) Lucidity of questions; (b) Presentation; (c) Time Estimation; (d) Multi-Tasking; (e) Entertainment; (f) Animation; (g) User-Friendliness.

There is no significant difference on user's perception on the proposed intellectual computer game in terms of lucidity of questionnaire, presentation, time estimation, multitasking, entertainment, animation, user friendliness.

Strongly recommended to the students and teachers create more computer game that will measure and enhance the knowledge and skills and critical thinking of the College of Communication Information Technology students.