



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

Q-GAME
IBA ZAMBALES

A Thesis
Presented To

The College Of Communication and Information Technology
Ramon Magsaysay Technological University
Iba, Zambales

In Partial Fulfillment
Of The Requirements for The Degree Of
Bachelor of Science In Information Technology

By:

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MICHELE O. PAZ

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March 2015

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CERTIFICATION

This thesis entitled "**Q-Game**", prepared and submitted by **Mark Edson M. Adoremos, Michele O. Paz, Rose-Ann P. Vicente** in partial fulfillment of requirements for the degree of **Bachelor Of Science in Information Technology**, has been examined and recommended for acceptance and approval of ORAL EXAMINATION.

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Accepted and approved in partial fulfillment of the requirements for the **Degree of Bachelor of Science in Information Technology**.

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ABSTRACT

Title: Q-Game
Researchers: Mark Edson M. Adoremos
Michele O. Paz
Rose-Ann P. Vicente
Degree: Bachelor of Science in Information Technology
Institution: Ramon Magsaysay Technological University
Year: 2015
Adviser: Mrs. Menchie Dela Cruz

The Problem

The aim of the study was to develop and design a Q- Game application in the Android platform. Specially, the study sought to find answers to the following questions in terms of respondents' profile (a) age; (b) gender; and (c) respondents' type. It is aimed to determine the perception of the respondents on the level of effectiveness in terms of: (a) aesthetic value; (b) interactive value; (c) performance; (d) portability and (e) usability. It is aimed to determine the perception of the respondents on the level of satisfaction in terms of: (a) accuracy; (b) functionality; (c) reliability; and (d) speed of processing and (e) efficiency.