ANDROID BASED EDUCATIONAL TOOL IN COMPUTER FUNDAMENTALS

A Thesis
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College of Communication and Information Technology
Ramon Magsaysay Technological University
Iba, Zambales

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

By:

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CERTIFICATION

This entitled **Android Based Educational Tool in Computer Fundamentals,** prepared and submitted by Joanna Lorraine T. Capor and Mafil A. Estrella in partial fulfillment of the requirements for the degree, **Bachelor of Science in Computer Science** has been examined and recommended for **ORAL EXAMINATION.**

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ABSTRACT

An innovation development in crossing of education and technology has long been a subject of heated debate. The possibility of combining machine learning and attention grabbing graphics to not only make learning easy and interesting, but personalized, was the original motivation for Computer Aided Instructions concept in education.

Android Based Educational Tool in Computer Fundamentals is a Computer Aided Instruction explicitly designed with educational purpose, or which have accompanying the educational value. All types of Computer Aided Instruction may be used in an educational environment. This project is a computer aided instruction that is designed to help the students of College of Communication and Information Technology to learn about certain Computer Fundamentals lessons, expand concepts, reinforce development, and assist them in learning this lessons as they browse. Android Based Educational Tool in Computer Fundamentals is a game designed to teach students about computer basics while cultivating their skills.