ESCAPE FROM DISASTER

A Thesis presented to the
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Ramon Magsaysay Technological University
Iba, Zambales

In Partial fulfillment of the requirements for the Degree
Bachelor of Science in Information Technology

by

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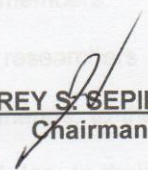
Justine G. Batac

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CERTIFICATION

This thesis entitled **"ESCAPE FROM DISASTER"**, prepared and submitted by **Ellen Grace C. Villera** and **Justine G. Batac** in partial fulfillment of the requirements for the degree **Bachelor of Science in Information Technology**, has been examined and recommended for Oral Examination.
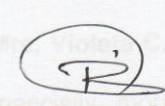
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APPROVAL

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ABSTRACT

The main purpose of this study has focused on finding the effective way in solving problems faced by the society.

The problem on this study is to identify the different problems being encountered by the people during a calamity wherein it leads to accident and worst to death because of the unaware attitude. The lack of information on the area they live, the awareness level of people, and the ignorance of the tragedy are considered problems of different agencies that caters victims of calamity.

The significant findings of the study are as follows: The profile of the respondents in terms of classifications. Majority of the respondents belongs to age 12 – 16 years old with the frequency of 27 or 54 percent. In terms of Gender, twenty-nine (29) or 58 percent of respondents were female while twenty-one (21) or 42 percent of the respondents are male. Majority of the respondents were Casual gamers with a frequency of 47 or 94 percent.

Respondents' perceptions on the level of Assessment of the Escape from Disaster in terms of the following are as follows: Functional Suitability were given with a weighted mean of 4.65 with a Verbal Interpretation of (E) for Excellent. While in Performance Efficiency has a weighted mean of 4.55 with a Verbal Interpretation of (E) for Excellent. In terms of Compatibility as (E) for Excellent with a weighted mean of 4.61. In terms of Usability as (E) for Excellent with a weighted mean of 4.65. In terms of Reliability as (E) for Excellent with a weighted mean of 4.58. In terms of Security as (E) for Excellent with a weighted mean of

4.57. In terms of Maintainability as (E) for Excellent with a weighted mean of 4.59. Lastly in regards to Portability as (E) for Excellent with a weighted mean of 4.61. Generally, the respondents perceived the problems encountered in Escape from Disaster are (E) for Excellent with a grant mean of 4.58.

Most of the respondents' rate Highly Recommended with a frequency of 38 and has an average 76 percent. While other respondents rate Much Recommended with a frequency of 12 and has an average of 24 percent. In regards to Fairly Recommended, Recommended, and Not Recommended. There are no respondents' rate on the following choices and it has a frequency of 0 and an average of 0 percent.

Generally, respondents perceived the "Escape from Disaster" was Highly Recommended with 38 of the respondents recommend it with an average of 76 percent.

From aforementioned finding, the researchers concluded the following. Most of the respondents are belong to age 12 – 16 years' old, 58 percent of it are female, and 42 percent of it are male. With regards to category most of the respondents are casual gamer. The respondents perceived the Escape from Disaster in terms of Assessment as Excellent (E) with a grant mean of 4.58.