What is your thesis proposal all about?

It is a mobile game application wherein the user could learn most of the knowledge that must be gained by the children from Kindergarten to Grade 3. The educational game supplements the classical way of learning for it offers an interactive way to learn about the MTB MLE while being entertained. The games are in line with the Most Essential Learning Competencies set by the Department of Education.

(Serious game) Gamified games that provides topics related to MELC

Una mobile game siya na kung saan pwde malaro ni user yung mga dapat matutunan sa school sa mula preschool hanggang grade 1, Di gaya classical na turo ganun, sa ginawa natin dahil games siya e mas interactive siya.

Mobile game application na kung saan si player/user ay magkakaroon ng libangan habang natututo. Ano yung natutunan nya?

Tapos dito papasok yung inspired siya sa MELC set by deped ganun

What prompted you to proposed this study?

Dito dahil sa sitwasyon -> pandemic di lahat ng bata ay makakayahan makapag aral nandito si learning is fun app para mabigyan sila ng gabay upang magkaroon ng kaalaman sa papasukin nilang levels/baiting ganun

Sa pamamagitan ng paglalaro

Scope and limitation?

Explain natin yung docu

Bakit mas effective siya kesa sa iba/Sobrang dami na kase ganun?

Burton(2013)

stating that children who had a greater foundation in learning their first language have received a higher academic achievement than those who have learned with their second or third language…………..sabhin na natin na yung application natin ay related

Pag ba nilaro ni user to magiging happy siya? XD

to Vandercruysse, Vandewaetere and Clarebout (2012),

Educational games are also considered to be an effective aid in learning cognitive and affective skills. Most importantly, educational games are viewed as a source of motivation for children to learn along the process. The growth of motivation of students will definitely result in higher enjoyment and improved learning

May existing problem ba na msosolved yung app natin?

Yes!

The rapid development in technology that shapes every part of society is causing significant changes in how the educational system must be organized for students to adapt and be ready for life in the 21st century. The challenges driven by these rapid technological advancements are notable because it is evident that the skills and knowledge students gain from classical education are now seen as insufficient preparation for success in life.

2011 Horizon Report by Johnson, Smith, Willis, Levine, and Haywood (2011), it was suggested that augmented reality and game-based learning are technologies that are predicted to gain widespread usage in two to three years. Both technologies are deemed to be an essential tool for education for many years.