



Republic of the Philippines

# **POLYTECHNIC UNIVERSITY OF THE PHILIPPINES**

**COLLEGE OF ENGINEERING  
COMPUTER ENGINEERING DEPARTMENT**



## **Title:**

DEVELOPMENT AND IMPLEMENTATION OF QUIZ APPLICATION FOR  
ENGINEERING STUDENTS

## **Rationale:**

A quiz or brainteaser is a game in which participants put their knowledge to the test by answering questions on one or more topics. This project will engage users in a gameplay where they learn different terms and information about various topics offered in Engineering. Students may use the application before or when taking the subject since it will aid concentration, detect knowledge gaps, instill confidence, and aid information retention in students that will be useful in the long run.

## **Statement of the Problem:**

This project generally aims to create a themed brainteaser program that will assist Polytechnic University of the Philippines Computer Engineering students in gaining knowledge and getting a head start on the subjects they will be taking. This study specifically seeks responses to the following questions:

1. How will the application help the students improve their advanced learning?
2. How effective is the developed and implemented brainteaser application in terms of:
  - 2.1 Functionality;
  - 2.2 Reliability;
  - 2.3 Time Management; and



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### **2.4 User-friendliness?**

3. What category of the brainteaser application resolves the convenient learning style of the students?

3.1 Analogy;

3.2 Fill-in-the-Blanks;

3.2 Multiple Choices; and

3.3 True or False.

4. What are the benefits of brainteaser game application to:

4.1 Students;

4.2 Department; and

4.3 University?

### **Scope and Limitations:**

This project aims to develop a brainteaser application with a theme for Engineering. Users must first create an account to use the software. The application's only target audience is Engineering students. The project will only consist of subjects offered in Engineering courses, one for each year level. There will only be four kinds of quizzes in the program: analogy, fill-in-the-blanks, multiple choice, and true or false. There will be 20 questions in each kind. Completing the quiz, the score will be provided immediately together with the answer sheet.