**Abstract**

Thesis Title: Geeks VS Bugs

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Geeks VS Bugs is a thesis research together with an output of a working software project. The aim of the research is to study the positive possible significance of providing aid to learners through video games. Through investigating negative impacts of non-educational videogames, the proponents found ways to use it to produce positive outputs. By using the current generation’s interest, video games have the potential to provide a learning environment to those who are getting hooked to it.

Together with the research document is a working output of a video game “Geeks VS Bugs”. It is an educational puzzle game that is accessible for android devices. The game aims to attract players and challenge their ability with logic to solve the game’s provided problems. By stimulating the interest of the players, the game will educate the players, little by little, about the basic concepts of computer programming. After each basic lesson, a new game element, with the attribute from the current lesson, will be available to the player. This video game will enable players to practice what they learned through a real life simulation.