**CHAPTER 1**

**INTRODUCTION**

This chapter introduces the central argument and thesis statement, explores their significance and impact. It identifies the research gaps that the study aims to address, and clearly outlines the objectives of the research.

Despite technological advancements, education often lags behind, even with the introduction of gamification. Traditional methods of distribution of learning materials to students remain prevalent. However, by integrating a Learning Management System (LMS), many issues associated with the current approach to distributing educational content can be effectively addressed.

A Web-Based Learning Management System (LMS) can help facilitate a more organized learning experience. It can save students time by bridging access to information on specific topics within their curriculum. Additionally, it can also help reduce the workload for teachers by allowing them to directly utilize these materials for their teaching since these materials already follow the school’s curriculum.

The study of its practicality will help with the implementation of such system. The implementation will benefit the education system as a whole. It will positively impact its population, be it learners or teachers. This study will also help the people researching about this topic in the future as it helps serve as a foundation for their research.

However, the current gaps in this area are in technology utilizing the Department of Education (DepEd)’s curriculum. Additionally, it also has a gap in knowledge on its importance and need inside the Academy of St. Joseph (ASJ). Addressing these gaps is crucial for enhancing the educational experience.

The aim of this study is to collect data and assess the practicality of the usage of the Learning Management System inside the Academy of St. Joseph. The findings will provide valuable insights for future researchers considering the development of such a system for the institution. This would then help future researchers with the decision to create such a system for the Academy of St. Joseph.

**A. RESEARCH PARADIGM**

INDEPENDENT VARIABLE DEPENDENT VARIABLE

1. Students in ASJ
2. Learning Management System
3. Practicality of Learning Management System

* Ease of Use / Efficiency
* Accessibility
* Scalability

**B. CONCEPTUAL FRAMEWORK**

The study's foundation is the IV - DV model. Two frames make up the research paradigm. The relationship between the study's independent and dependent variables is shown in the figure.

The inputs for the Independent Variables are the respondents' profiles which is described in terms of their age, sex and their grade level, as well as the Learning Management System. The input for the Dependent Variables, is the practicality of the usage on Learning Management Systems (LMS), which can be described by its ease of use and scalability.

**C. STATEMENT OF THE PROBLEM**

The objective of this study is to assess the practicality on the Integration of a Learning Management System on the Academy of St. Joseph. As educational institutions increasingly adopt LMS platforms and it blooming with potential, it is essential to evaluate whether such a system is suitable and effective for ASJ students.

Specifically, this study seeks to answer the following questions:

1. Demographic Profile:
   1. Age
   2. Sex
   3. Grade Level
2. How would the practicality of LMS affect its usage?
3. How practical is a Learning Management System on the Academy of St. Joseph?

**D. SIGNIFICANCE OF THE STUDY**

The primary objective of this study is to determine the practicality of using a Learning Management System (LMS) on the Academy of St. Joseph in their academics. By examining how the integration of a Learning Management System (LMS) would benefit the school, this research addresses the evolving landscape of education in the digital age. In addition, this study seeks to develop a tool that can assist students and enhance the quality of education. Moreover, this study contributes to a better tomorrow where all will have access to technology driven education.

**The students,** will benefit from having easier access to course materials and other resources on their curriculum online at any time, allowing them to study on their own schedule or go back to old lessons.

**The Schools,** Integration of a Learning Management System (LMS) in local schools offers students easy accessibility to information of its curriculum.

**The Teachers,** a Learning Management System (LMS) can help present information in more engaging and understandable ways. These materials, like textbooks, workbooks, visual aids, and digital resources, support the lesson plans and make abstract concepts more concrete

**The Future Researchers,** can use this study as a basis and reference for their future studies. This study can serve as a foundation for future research.

**E. SCOPE AND DELIMINATION**

This study assesses the usefulness of utilizing a Learning Management System (LMS) in improving the learning and development time of students at the Academy of St. Joseph. Additionally, the research examines the practicality and efficiency of the LMS among the participants involved in the study.

The subjects of this study consist of students of the Academy of St. Joseph enrolled the academic year 2024-2025. The Academy of St. Joseph has a total of 752 total enrollees in the academic year 2024-2025 and one hundred twenty (120) will be selected. The respondents are limited to 20 students from each grade level; twenty (20) from the 7th grade, twenty (20) from the 8th grade, twenty (20) from the 9th grade, twenty (20) from the 10th grade, and twenty (20) each also from the Senior High School Department, the 11th and 12th grade.

**F. DEFINITION OF TERMS**

**Curriculum** - is the formalized collection of teaching strategies, and learning objectives that academic institutions organize to direct teaching and learning.

**Gamification** - refers to the use of game-design components and principles to improve learning outcomes, motivation, and engagement in non-gaming situations, such as education.

**Implementation** - is the process of implementing a system or plan. This entails setting up the program, educating users, and incorporating the LMS into current teaching methods.

**Learning Management System (LMS)** - is a web-based platform or software program created to organize, and provide learning experiences and instructional content.

**Practicality** - is used to describe how practical and efficient a method or concept is in practical applications. Regarding the LMS study, it speaks to the LMS's applicability and utility for the Academy of St. Joseph's instructors and students.

**Web-Based Learning Management System (LMS)** - refers to an online-based learning management system (LMS). It enables users to access educational resources and materials from any location with an internet connection.