ISPSC E-STUDENT HANDBOOK

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TABLE OF CONTENTS

Chapter I

INTRODUCTION

Project Context

In today's technology's advancement, it is indeed into its optimum level and it continues to grow and expand into every human hands. Computers have proven a lot in its good contributions in the field of business, organization, company, hospital, and had embedded in the field of educational institution. The trend of smart phones, tablets, and laptop, etc. is obviously seen. In relation to this, many software applications are in the market today. To name one is the android application, which in fact, is mostly used by many people especially the youth of today's generation.

For every institution, has established the guidance office to take charge with the school policies and regulations to the students of ISPSC and some of the rules are now based on the student manual. The existing and current system is manual and time consuming. Researchers found out that the guidance office has difficulty in distributing student manuals.

This is based on the experience of students and teachers regarding the student handbook being distributed. With the fact that it produces bulkiness of pile of papers; the system provides a new way of letting the administrators consume less on the production of such paper, thus, decreasing the expense of the school, as well as the administrators in a

fair **design.**

This study was conducted to provide an easier and more convenient way of publishing the handbook every year in terms of its expense and design.

The system being conceptualized is much easier to use, interesting, and interactive through the smartphones and/or tablets rather than using the manual handbook. The proposed application is very accessible. It would also lessen the expense of the school in reproducing many copies of the handbook. Students can also hand down this app via bluetooth, share-it app, and can be downloadable through Wi-Fi or strong data connection.

Purpose and Description

The study focused in developing an e-student Handbook an android application which would promote the school throughout the country especially in other schools.

Administration. The output of this study will lessen the burden of the administration in producing copies of the student handbook.

Instructors. The output of this study would also be a great help to them, they can also download it thru their phones and can discuss it to the students during vacant hours.

Students. The output of this study would be of significance to the students for they can easily access the handbook by means of downloading the application thru their android phones.

The Researchers and future researchers. The researchers explored into a deeper knowledge and develop their skills. Furthermore, the result of this study will ignite the interest of the future researchers to dig deeper in the field that they may add more features of the said research. This study may serve as a reference and guide in conducting related studies.

Statement of Objectives

The aim of the study is to develop an electronic-student handbook which would run through an android application.

Specifically, it aims to achieve the following:

1. to determine the existing process of distributing student handbooks;

2. to create and develop an e-student handbook;

3. to test the usability of the developed system along:

   a. attractiveness;

b. controllability;

c. helpfulness;

d. efficiency;

e. learnability.

Scope and Limitation

This study focused in developing ISPSC e-student handbook for Sta.Maria Campus of the Ilocos Sur Polytechnic State College which would somehow help the administrators distribute the handbook using their android phones and by sharing it thru their bluetooth or SHAREit applications. The different contents of the student handbook can be seen on the said application. Students can already review such rules and regulations of the college using the applications.

The study is for Android operating system. They can able to access it even without a strong connectivity of internet.

The proponents made used of the Mobile-D Software Development Process, a method that is based on agile practices, drawing elements from well-established agile methods.

The respondents of the Web Analysis Measurement Inventory (WAMMI) involved twenty five (25) respondents who are the following: for

the Alpha testing which are the five (5) IT Experts from other school, for the Beta testing which are the five (5) IT Experts inside the school, and for the Releases Candidates which are the fifteen (15) Students.

Chapter II
REVIEW OF LITERATURE

Handbooks and how it works

The advancement of technology has shown us an impressive incline of progress in these past decades and continues to ascend to its summit. Otherwise known as technology, it has shown how it also affect the lives of people. From the earphone plugged into the ear, the eyes and hands that see and hold the gadgets of today, it has shown a relevant importance in the routine of day to day living.

Reading information or merely reading for entertainment is a gross activity to people nowadays. Many of the readers find it a hard time to read on merely a paper. Technology has also shown us the way on how to invite people to do something especially for important information and data.

According to Seltzer (2008), the transformation of books to electronic form is a revolutionary technological innovation. The nature and size of a "book" is an accident of paper and print. Electronic publishing makes new forms possible, but for the most part they continue to mimic the printed book in a new medium.

There are two elements to consider: first, books as building blocks for cultural contexts. With paper, every additional page means more cost as well as bulkiness and weight, making the work more difficult to handle and to store. In electronic form, size does not matter. Books in

electronic form can be dynamic. It is very easy to make changes and to disseminate new versions.

Second, books as an environment in which readers can actively participate. With printed books, the book is an object you hold in your hand. It is something separate from you. You may well appreciate and enjoy "great works", but at the same time they are intimidating -- they in a sense might emphasize your unworthiness. The great ones did this and thought this, and we, in awe, study their works. Print distances us from the realm of creativity. Only few will ever succeed in having their work recognized as deserving the honor of being print-published.

Handbook

A handbook is a type of reference work, or other collection of instructions, that is intended to provide ready reference.

A handbook is a treatise on a special subject. Nowadays it is often a simple but all-embracing treatment, containing concise information and being small enough to be held in the hand.

A handbook is sometimes referred to as a vade mecum (Latin, "go with me") or pocket reference that is intended to be carried at all times. It may also be referred to as an enchiridion.

Handbooks may deal with any topic, and are generally compendiums of information in a particular field or about a particular technique. They are designed to be easily consulted and provide quick

answers in a certain area. For example, the MLA Handbook for Writers of Research Papers is a reference for how to cite works in MLA style, among other things. (Handbook,(n.d)

E-book (Electronic Book)

An electronic book (variously: e-book, eBook, e-Book, eBook, digital book or even e-edition) is a book-length publication in digital form, consisting of text, images, or both, readable on computers or other electronic devices. Although sometimes defined as "an electronic version of a printed book", many e-books exist without any printed equivalent. Commercially produced and sold e-books are usually intended to be read on dedicated e-readers, however, almost any sophisticated electronic device that features a controllable viewing screen, including computers, tablet computers, and smart phones can also be used to read e-books.

E-book reading is increasing in the US, since by 2014 28% of adults had read an e-book, compared to 23% in 2013. This is increasing because 50% of Americans by 2014 had a dedicated device, either an e-reader or a tablet, compared to 30% owning a device at the end of 2013.(E-book, 2013)

Android an Operating System.

Android is an open system, and is free to use by anyone. A handset manufacturer can use android if they follow the agreement stated in the Software Development Kit. There are no restrictions or requirement for the handset manufacturer to share their extensions with anyone else, as there isopen source software, if they leave the Linux kernel as is. The Linux kernel is under a different and more restricted license than android. Android is a software environment and not a hardware platform, which includes an OS, built on Linux kernel8based OS hosting the Dalvik virtual machine. The Dalvik virtual machine runs Android Applications as instances on virtual machine. Android contains a rich user interface, application framework, Java class libraries and multimedia support. Android also comes with a built in applications containing features such as short message service functionality messaging, phone capabilities and an address book contacts. (Skogberg,2010).

Android is a mobile operating system (OS) based on the Linux Kernel and currently developed by Google. With a user interface based on direct manipulation, Android is designed primarily for touchscreen mobile devices such as smartphones and tablet computers, with specialized user interfaces for televisions (Android TV), cars (Android Auto), and wrist watches (Android Wear).

The OS uses touch inputs that loosely correspond to real-world actions, like swiping, tapping, pinching, and reverse pinching to manipulate on-screen objects, and a virtual keyboard. Despite being primarily designed for touchscreen input, it has also been used in game consoles, digital cameras, regular PCs, and other electronics. As of 2015, Android has the largest installed base of all operating systems.(Operating System.(nd))

Web Analysis Measurement Inventory (WAMMI)

Claridge, (n.d). WAMMI is used in business sectors such as banking, finance, travel, telecom and IT, and all sizes of transactional (e-commerce) sites. It has also been applied to corporate intranet solutions. It is used in the public sector (e-government) and has been broadly recommended, for instance, by the UK guidelines for public sector websites. WAMMI measures user experience status of a website and provides with a clearer understanding of the types of visitors that come to your site, why they visit it and how they think it can be improved. The survey process is simple. Visitors to a site complete the WAMMI questionnaire including any additional questions they care to ask.

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