

**“HOY! BAWAL BASTOS”:  
A 2D VISUAL NOVEL ANDROID GAME BASED ON SAFE SPACES  
ACT**

**IT Capstone 2 Project  
Presented to the Faculty of the  
Information and Communications Technology Program  
STI College Las Pinas**

**In Partial Fulfilment  
of the Requirements for the Degree  
Bachelor of Science in Information Technology**

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**November 2021**


## **ENDORSEMENT FORM FOR ORAL DEFENSE**

**TITLE OF RESEARCH:**                   **“HOY! BAWAL BASTOS”:  
A 2D VISUAL NOVEL ANDROID GAME BASED ON SAFE SPACES ACT**

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In Partial Fulfilment of the Requirements  
for the degree Bachelor of Science in Information Technology  
has been examined and is recommended for Oral Defense.

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**December 2021**

## **APPROVAL SHEET**

This capstone project titled: **Hoy! Bawal Bastos: A 2D Visual Novel Android Game Based on Safe Spaces Act** prepared and submitted by **Jan Kenette R. Dagal, Mark Francis A. Chavez, Kevin C. Panuringan,** and **Kyle C. Panuringan,** in partial fulfillment of the requirements for the degree of Bachelor of Science in Information Technology, has been examined and is recommended for acceptance and approval.

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**November 2021**

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## EXECUTIVE SUMMARY

In the Philippines, 58% of incidents of sexual harassment happen on the streets, major roads, and eskinitas (alleys). Sexual harassment in the physical form takes place commonly in public transport according to a study. Sexual harassment happens every day, everywhere, to everyone. It's sad to think that it's common to mankind the just like the cold virus. The effect of this crime comes in different forms — moral and cultural values, sexism, power relations, psychological factors— and depends on each situation. Each phenomenon is a clear act of violation of human rights.

To combat this, the government created a law which is called Republic Act No. 11313. This law is called the Safe Spaces Act or commonly known as the “Bawal Bastos Law”. This law’s main goal is to protect both men and women from gender-based sexual harassment that is happening in educational and training institutions, online, workplaces, streets, and public spaces. This law wants to eliminate the sexual harassment happening in these kinds of spaces hence called “Safe Spaces Act”.

In the data gathered by the researchers targeted at ages 15 and above, it was found out that a lot of people do not know the R.A. No. 11313 or the Safe Spaces Act. Because of this, there is a great reason to provide knowledge about this law. Nowadays, harassment is rampant in society. The main objective of this project is to design and develop a game that will help educate users what the Safe Spaces Act is, which is commonly known as the “Bawal Bastos Law” while entertaining the users.

After developing and making players playtest the game, based on statistical findings, it can be noted that users who played the game learned something about Safe Spaces Act. The players also gained understanding about the specific penalties and violations of Safe Spaces Act which is one of the objectives of this project. This is an indication that the users who play this game can apply the lessons and situations from the game into their personal lives.

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# INTRODUCTION

## Project Context

Sexual harassment happens every day, everywhere, to everyone. It's sad to think that it's common to mankind the just like the cold virus. The effect of this crime comes in different forms — moral and cultural values, sexism, power relations, psychological factors— and depends on each situation. Each phenomenon is a clear act of violation of human rights.

Women are the foremost frequent targets of harassment. Women are the most frequent targets of sexual harassment. Former president of Chile and inaugural executive director of UN Women Michelle Bachelet wrote in The Guardian: “Even if you are just walking in city streets, using public transportation system, attending school, or selling products at the market, women and girls are subject to the threat of sexual harassment and violence. This reality of daily life prevents women's freedom to get a work, to study and get education, to join in politics — or to simply enjoy their own hobbies.”

Three in five women have felt sexual harassment at least once in their life span, from a research done in 2016 by the Social Weather Stations (SWS), as part of UN Women’s Safe Cities Metro Manila Programme.

What is the Safe Spaces Act? Why is learning the Safe Spaces Act important?

Publicized in April 17, 2019. R.A. No. 11313 or the Safe Spaces Act is a law that widens the capacity of Anti-Sexual Harassment Act of 1995 (Republic Act 7877). The Safe Spaces Act is also called “The Bawal Bastos Law”.

The Safe Spaces Act specify gender-based sexual harassment in educational and training institutions, online, workplaces, streets, and public spaces. The Safe Spaces Act pursues to eliminate gender-based harassment.

The law condemns all schemes of sexual harassment in streets and public spaces, as well as in online spaces. It also bolsters the governmental structure against sexual harassment

in workplaces and in educational and training institutions. Another notable aspect of the law is that it perceives that sexual harassment may be committed between peers, or by a student to a teacher, or a trainee to a trainer.

### **Main Problem**

- Lack of knowledge with regards to Safe Spaces Act

According to the data gathered by the proponents, almost all of the respondents have no idea what the Safe Spaces Act is.

### **Specific Problems**

- People don't know that a law regarding sexual harassment was publicized

According to the data gathered by the proponents, only 5 out of 30 people have heard or seen the law through the news and social media.

This Act was approved on February 6, 2019 by the Senate of the Philippines and the House of Representatives. Safe Spaces Act (Republic Act 11313) was publicized and signed on April 17, 2019 by President Rodrigo Roa Duterte. The law was enforced on August 3, 2019.

- People committing crimes in public spaces because they don't know it is illegal

According to the data gathered by the proponents, almost all of the respondents said that they have blurted out curses and sexist remarks in public spaces. They also don't know that doing these kinds of things is punishable by law even if they do it to their peers.

The Safe Spaces Act covers sexist, homophobic, and transphobic remarks. The law states that you can file a case against an individual who said something like, "Ang mga bakla, pang-parlor lang dapat 'yan eh. (Gay men belong to hair salons.)"

- People don't know what to do when they witness someone or experience sexual harassment in public spaces

According to the data gathered by the proponents, all respondents said that they know someone, witnessed someone or they themselves experienced sexual harassment in public spaces but they didn't know what to do.

In an interview of a woman by The Philippine Star, this is what she told.

“Being a young girl in the early 20s, it's been a horrifying to experience sexual molestation in public places is a common experience for me. As a child, I've consistently been told to engage conversations to strange men, to be cautious of how I sit, to be cognizant around boys. Nonetheless, it didn't really put an end to me from getting harassed. Nothing changed. I always get catcalled, always got groped in a cramped MRT, experienced the eyes of men I didn't know when all I really wished was to undisturbedly walk from this place to another place” (The Philippine Star, 2020)

Also a scholar from Bulacan State University Laboratory High School narrated how her computer science teacher would request for sexual favors in exchange for an exception from a project. Her struggle motivated other sufferers to tell their stories, discovering a longstanding culture of sexual harassment in the school. (The Philippine Star, 2020). Also a student from Bulacan State University Laboratory High School recounted how her computer science teacher would ask for sexual favors in exchange for an exemption from a project. Her story sparked other victims to tell their stories, unearthing a longstanding culture of sexual harassment in the school. (The Philippine Star, 2020).

### **Purpose and Description of the Project**

The purpose of the project is to teach the users some knowledge and awareness regarding the Safe Spaces Act in an entertaining manner by the means of a visual novel game.

The focus of the study is regarding the public spaces wherein most of the harassments are happening.

Public spaces refer to streets and alleys, public parks, schools, buildings, malls, bars, restaurants, transportation terminals, public markets, spaces used as evacuation centers, government offices, public utility vehicles as well as private vehicles covered by app-based

transport network services and other recreational spaces such as, but not limited to, cinema halls, theaters and spas.

### **Harassment is rampant**

In the Philippines, 58% of incidents of sexual harassment happen on the streets, major roads, and eskinitas (alleys). Sexual harassment in the physical form takes place commonly in public transport. (Rappler, 2016).

### **Visual Novel Genre**

A visual novel, commonly known as VN, is an interactive fiction video game genre, has a trait of text-based story with narrative style of literature and interactivity aided by static or sprite-based visuals, generally using anime-style art or sometimes live-action stills. As the term shows, they feature mixed-media novels.

Visual novels are well-known from other game types by their commonly basic gameplay. Mostly, the coverage of player interaction is narrowed to clicking to manage the text, graphics and sound moving (many recent games offer "play" or "fast-forward" toggles that make this redundant), while choosing narrative choices along the way. A distinct main characteristic of visual novels is its bold stress on the story, as the narrative in visual novels are conveyed through text. This peculiar style makes playing visual novels comparable to reading a book.

### **Why visual novel?**

The proponents chose the visual novel genre to teach users regarding Safe Spaces Act similarly like storytelling.

"Stories create genuine emotions, presence (the sense of being somewhere), and behavioral responses" stated by psychologist Pamela B. Rutledge.

"Story is what enables us to imagine what might happen in the future, and so prepare for it



— a feat no other species can lay claim to," as said by Lisa Cron, author of *Wired for Story*.

Study participants were shown a short film in which two triangles and a circle moved across a screen that also contained a motionless rectangle. When asked what they saw, all but one of the participants reported a narrative with a "worried" circle and two fighting triangles, one that was an "innocent young thing" and another that was "blinded by rage and frustration." Only one person saw the film for what it actually was: a few polygons moving around a screen. (Treehugger, 2020).

"Recent breakthroughs in neuroscience reveal that our brain is hardwired to respond to stories. The pleasure we derive from a tale well-told is nature's way of seducing us into paying attention to it." (Treehugger, 2020).

## **OBJECTIVES OF THE STUDY**

### **Main Objective**

The main objective of this project is to design and develop a game that will help educate users what the Safe Spaces Act is, which is commonly known as the “Bawal Bastos Law” while entertaining the users.

### **Specific Objectives**

- To design and develop a game that will show the contents of the Safe Spaces Act regarding public spaces and the typical scenarios of harassment in public spaces.
- To design and develop a game that will show the result for breaking the law regarding public spaces.
- To design and develop a game that will teach users what to do when they experience or witness harassment in public spaces.

## **SCOPE AND LIMITATIONS OF THE STUDY**

### **Scope**

The theme of the game is Crime, Law and Casual. The genre of the game is Visual Novel. The target market of Hoy! Bawal Bastos is the young adults with ages 15 and above. The reason for this is because while in this age, the principles and habits for socializing is still developing and it is good to correct their behaviour earlier in their life. The game will be published in our website. The language of the game will be Filipino and English.

### **Mechanics**

The mechanics of the game will be the same approach to a visual novel game showing conversation of the people and also making the user choose what to do next in the conversation and by the end, that particular story will be outcome of what the user has chosen whether his or her decision was a right thing to do or not.

There are two routes the player can take which is the Yui route or the Kurtney route. Each route has three endings which are good, bad and special ending. The ending will be based on the player's decisions.

Making correct decisions will grant "HBB Points". However, making wrong decision does not give points but rather deducts points. Each route has a secret ending which can only be unlockable by meeting a certain number of points. Which means, making the correct decisions in game will lead to unlocking the secret ending.

At the end of a story, there will be a results scene to measure the points the player got. If the player is not qualified for the secret ending or met a bad ending, the player has an option to retry the story to try unlock the secret ending. There is also a bonus story for when players still want to see bonus content, which is normally locked. To unlock it, the player must first get a special ending.

The questions will be on a timer to put pressure and to make the players think of the decisions carefully. The game will be voiced by the proponents.

## **Story Module**

This module will show the contents of Safe Spaces Act with regards to public spaces. It will also show the typical scenarios of sexual harassment in public spaces.

The story module is where mostly the gameplay will be seen such as the scenes in the game. The story module has multiple stories encasing or showing many scenarios, scenes, and characters in the gameplay.

## **Dialogue Module**

Through the means of conversation and choices, the player will be put in a situation wherein they must decide what to do. If the player chose wrong decisions throughout the case, the game will show the result of such decisions.

The dialogue module is where the player can see the conversation happening in the game. Dialogue module will also serve questions and let the player choose an answer which is given in choices. The module has access to play, pause, fast forward, rewind the dialogue where can be seen in the bottom right corner of the dialogues.

## **Gallery Module**

This module will allow the player to see the outcome of their decisions. If the outcome of the case is a good ending, then the game will show an indicator that the player made good decisions and knows what to do if put in a situation like in the game.

Upon finishing or completing a case, the player will unlock a scene of that case allowing the player to preview. The gallery module also has achievements where the player can unlock it by playing the game. Players will be able to see the images of the characters, see the background images in the stories and music.

## **Menu Module**

Opening the game application will put you to the menu module where the player will have

access to many things. The Menu module consists of a new game, continue, gallery, option and exit. There will be also button for feedback which is the link to the game's website page where the user will able to comment or give feedback to the game

### **Limitations**

- Android 4.4 (Kitkat) above
- Offline
- Singleplayer
- No color blind mode
- Touchscreen input only
- Landscape orientation

## **REVIEW OF RELATED LITERATURE AND SYSTEMS**

### **Review of Related Literature**

The Safe Spaces Act, now completely executed, protects everyone from sexual importunity both in physical and online spaces, and not just by persons in authority. The Safe Spaces Act legislated before this time now has enforcing rules and regulations in force. It's nearly related to the first Anti-Sexual Harassment Act (RA 7877) of 1995.

This “Bawal Bastos” law penalizes catcalling, wolf-whistling, misogynistic and homophobic slurs, unwanted sexual advances, and other forms of sexual harassment in public places, workplaces, seminars, as well as in online spaces.

According to Sentro ng Alternatibong Lingap Panligal (Saligan) lawyer JC Tejano, safe spaces only used to mean private property. When the 1995 law came out, safe spaces were expanded to the public sphere – fairly described to be in work, educational, and training installations. The new Safe Spaces Act expands them indeed further, to public spaces like thoroughfares and promenades, and indeed in cyberspace.

Before the law was legislated, an offense could be committed only in a plant, educational, or training terrain. The law now protects more physical spaces. Gender-based sexual harassment in thoroughfares and public spaces is committed "through any unwanted and unasked sexual conduct or reflections against any person anyhow of the motive for committing similar action or reflections."

The law protects you if you are harassed in any of the following public spaces:

- Streets and alleys, public parks
- Schools, buildings, malls, bars, restaurants

- Transportation terminals, public markets
- Spaces used as evacuation centers
- Government offices
- Public utility vehicles as well as private vehicles covered by app-based transport network services
- Other recreational spaces such as, but not limited to, cinema halls, theaters, and spas

SEC. 5. Gender-Based Streets and Public Spaces Sexual Harassment. — The crimes of gender-based streets and public spaces sexual harassment are committed through any unwanted

and uninvited sexual actions or remarks against any person regardless of the motive for committing such action or remarks.

Gender-based streets and public spaces sexual harassment include, among others:

- a) Catcalling, wolf-whistling, unwanted invitations, misogynistic, transphobic, homophobic, and sexist slurs;
- b) Persistent uninvited comments or gestures on a person's appearance;
- c) Relentless requests for personal details;
- d) Statement of sexual comments and suggestions;
- e) Public masturbation or flashing of private parts, groping, making offensive body gestures at someone, and other similar lewd sexual actions;

- f) Any advances, whether verbal or physical, that is unwanted and has threatened one's sense of personal space and physical safety. This may include cursing, leering and intrusive gazing, and taunting;
- g) Persistent telling of sexual jokes, use of sexual names; and
- h) Stalking.

#### SEC. 12. Specific Acts and Penalties for Gender-Based Sexual Harassment in Streets and

Public Spaces. (a) For acts such as cursing, wolf-whistling, catcalling, leering and intrusive gazing, taunting, pursing, unwanted invitations, misogynistic, transphobic, homophobic, and sexist slurs, persistent unwanted comments on one's appearance, relentless requests for one's personal details such as name, contact and social media details or destination, the use of words, gestures or actions that ridicule on the basis of sex gender or sexual orientation, identity and/or expression including sexist, homophobic, and transphobic statements and slurs, the persistent telling of sexual jokes, use of sexual names, comments and demands, and any statement that has made an invasion on a person's personal space or threatens the person's sense of personal safety –

(1) The first offense shall be punished by a fine of One thousand pesos (P1,000.00) and community service of twelve hours inclusive of attendance to a Gender Sensitivity Seminar to be conducted by the PNP in coordination with the LGU and the PCW;

(2) The second offense shall be punished by arresto menor (6 to 10 days) or a fine of Three thousand pesos (P3,000.00)

(3) The third offense shall be punished by arresto menor (11 to 30 days) and a fine of Ten thousand pesos (P10, 000.00).

(b) For acts such as making offensive body gestures at someone, and exposing private parts for the sexual gratification of the perpetrator with the effect of demeaning, harassing,

threatening or intimidating the offended party including flashing of private parts, public masturbation, groping, and similar lewd sexual actions –

(1) The first offense shall be punished by a fine of Ten thousand pesos (₱10,000.00) and community service of twelve (12) hours inclusive of attendance to a Gender Sensitivity Seminar, to be conducted by the PNP in coordination with the LGU and the PCW;

(2) The second offense shall be punished by arresto menor (11 to 30 days) or a fine of Fifteen thousand pesos (₱15,000.00);

(3) The third offense shall be punished by arresto mayor (1 month and 1 day to 6 months) and a fine of Twenty thousand pesos (₱20,000.00).

(c) For acts such as stalking, and any of the acts mentioned in Section 11 paragraphs (a) and (b), when accompanied by touching, pinching or brushing against the body of the offended person; or any touching, pinching, or brushing against the genitalia, face, arms, anus, groin, breasts, inner thighs, face, buttocks or any part of the victim's body even when not accompanied by acts mentioned in Section 11 paragraphs (a) and (b) –

(1) The first offense shall be punished by arresto menor (11 to 30 days) or a fine of Thirty thousand pesos (₱30,000.00), provided that it includes attendance in a Gender Sensitivity Seminar, to be conducted by the PNP in coordination with the LGU and the PCW;

(2) The second offense shall be punished by arresto mayor (1 month and 1 day to 6 months) or a fine of Fifty thousand pesos (₱50,000.00);

(3) The third offense shall be punished by arresto mayor in its maximum period or a fine of One hundred thousand pesos (₱100,000.00).



## **Related Studies and/or Systems**

### **Local**

#### **Once More (Malheur Games, 2020)**

“Once More,” an adventure visual novel featuring beautiful art by Filipino artist Lawnielle, is on Kickstarter. Under development by Malheur Games with assistance from people from everywhere the planet, “Once More” aims to be a grounded and realistic exploration of “the intricacies of romance.” So while magic plays a key role in its story, the sport also has players experiencing the thrill of falling in love, and therefore the struggles of handling heartbreak, grief, and moving on.

#### **Do Not Love – Violators Will Be Shot (Team Bisugo, 2019)**

Imagine a near-future dystopia where physical intimacy is not only forbidden, it can also kill. This is the kind of world *Do Not Love – Violators Will Be Shot*, a romance visual novel by Philippine-based developer Team Bisugo, takes place in.

Ten years prior to the events of *Do Not Love – Violators Will Be Shot*, a deadly disease is found to be transmittable via skin contact. Manila shuts itself off from the rest of the world.

In *Do Not Love – Violators Will Be Shot*, you are an intimus—an individual whose job entails selling human touch. Hiring the services of an intimus is the only way to experience physical intimacy that won’t result in a swift execution.

This, however, might change; Neo-Manila has just put a new chief inspector into power, and he has one goal in mind: to criminalize intimus, and put an end to physical contact, forever.

#### **Epic of Lam-ang (GBCApps, 2021)**

The Nalbua is one of the great clans located in the region of Socoli. Known for their

fearsome, yet kind, leader-Don Juan, the Nalbua has enjoyed honor and substance for the longest time. Until a woeful war passed which drove down the formerly great clan from their motherland, and caused the lives of many, including their leader. And so I was born and destined to lead, and reclaim the glory of our fallen lineage.

## **Foreign**

### **Doki Doki Literature Club! (Team Salvato, 2017)**

Doki Doki Literature Club! is a visual novel. As such, its gameplay has a low level of interactivity and consists of scenes with static two-dimensional images of characters in a first-person perspective, accompanied by occasional choices the player is forced to make in order to advance the plot. The descriptions and dialogue are depicted in the form of accompanying text without voice acting. The game's narration is provided by the game's protagonist (whom the player controls), a member of the titular literature club, to which he was invited by his childhood friend Sayori.

### **If Found... (Dreamfeel, 2020)**

If Found... is a visual novel, wherein the player advances through scenes by erasing journal entries or images using their cursor or finger as the eraser. While the player in some scenes chooses the order to erase elements, such as different parts of a journal entry, and decides how quickly to erase, the game progresses linearly through scenes without deviation with the exception of a few choices in an epilogue chapter. The narrative is split between two interleaved stories, with alternating chapters: a science fiction story of a space explorer named Doctor Cassiopeia discovering a black hole that will destroy the Earth, and the journal entries following the story of Kasio, a student in Dublin returning to her hometown in Achill Island, Ireland for December 1993. Both stories take place over the course of four weeks.

### **Coffee Talk (Nintendo, 2020)**

Coffee Talk is a game about listening to people's problems and helping them by serving up a warm drink out of the ingredients you have in stock. It is a game that depicts lives as

humanly as possible, while having a cast that is more than just humans.

### **Synthesis**

The game "Hoy! Bawal Bastos" is a visual novel game such as the "Doki Doki Literature Club" wherein the player needs to choose from the given answer to a question in order to proceed in the story. The game will have the same concept of "Coffee talk" where the player will read the dialogue and answer the questions in order to proceed in the story. The cases of the game will show each real life example based on the research, documentaries, and interviews making the game and with the Safe Space Act it is more informative and gives the user's knowledge that scenarios can happen and teach the users what to do by the time they encounter it.

# **TECHNICAL BACKGROUND**

## **OVERVIEW OF CURRENT TECHNOLOGIES TO BE USED IN THE SYSTEM**

### **Hardware**

Hardware Requirements to Build the Game:

Processor: AMD Ryzen 3 3200G

Graphics: Vega 8

RAM: 8 GB

OS: Windows 10 64 bit

Storage: 120 GB

Minimum System Requirements of the Game

Android 4.4 (KITKAT) and above.

Size: Unknown

Processor: ARM V7

RAM: 512 MB

Website of the Game:

<https://hoy-bawal-bastos.itch.io/hoy-bawal-bastos>

### **Software**

**Ren'Py Visual Novel Engine**

Ren'Py includes the capability to produce branching stories, save file systems, rollback to former points in the story, a variety of scene transitions, DLC, and so on. The software also allows for movie playback for both full- screen pictures and animated pucks, in- engine animation ( using the erected in "Animation and Translation Language", or ATL), and full vitality and customization of UI rudiments via " Screen Language". Ren'Py scripts have a script-suchlike syntax, and can also include blocks of Python law to allow advanced druggies to add new features of their own. In addition, tools are included in the machine distribution to befog scripts and library game means to alleviate brand violation. Ren'Py is erected on pygame, which is erected with Python on SDL. The Ren'Py SDK is officially backed on Windows, recent renditions of macOS, and Linux.

### **Visual Studio Code**

A free code editor to edit the scripts in the game.

### **Adobe Photoshop**

The proponents will use this software to edit some images for the game.

### **Audacity**

A free audio software to create sounds for the game.

### **Google Chrome**

Browser to search data for the game.

## Calendar of Activities

### Gantt Chart of Activities

Blue = Accomplished  
Red = Revision

MONTH	MARCH				APRIL				MAY				JUNE	JULY	AUG	SEPT	OCT	NOV	DEC
ACTIVITY																			
ANALYSIS PHASE																			
CONDUCTING SURVEY	Blue																Blue	Blue	Blue
GATHERING INFORMATION		Blue															Blue	Blue	Blue
PREPARATION AND PLANNING																			
PROJECT CONTEXT																			
DESCRIPTION OF PROJECT OBJECTIVES		Blue				Red													
SCOPE AND LIMITATIONS		Blue																	
REVIEW OF RELATED LITERATURE			Blue																
TECHNICAL BACKGROUND			Blue																
METHODOLOGY																Blue	Blue	Blue	Blue
CONCEPTUAL FRAMEWORK				Blue															
THEORETICAL FRAMEWORK					Blue		Red												
LOGICAL DESIGN					Blue		Red												
PHYSICAL DESIGN					Blue		Red												
OVERVIEW OF CURRENT TECHNOLOGIES					Blue		Red												
STORYBOARD						Blue		Red					Blue	Blue	Blue	Blue			
GANTT CHART						Blue		Red											
BUDGET ESTIMATE								Blue											
CURRICULUM VITAE								Blue											
MOCK DEF						Blue												Blue	
REFERENCES									Blue										
CHARTS FOR SURVEY									Blue										
SYSTEM DEVELOPMENT									Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue

# METHODOLOGY

## Theoretical Framework

Game based learning theory

Author: Friedrich Fröbel

The study is supported by the game- based literacy proposition of Fredrich Fröbel. It involves a new way of education by the use of games. Good game- based literacy exercises can draw us into virtual surroundings that look and feel familiar and applicable. Within an effective game- based education terrain, we work toward an objective, choosing conduct and feeling the consequences of those conduct along the way. We make miscalculations in a threat-free setting, and through trial, we laboriously learn and exercise the right way to do things. This keeps us largely engaged in rehearsing actions and thought processes that we can fluently transfer from the simulated terrain to real life.

The proponents will use two approaches of the game based in learning theory to achieve the main objective. The main objective of this project is to design and develop a game that will help educate users what the Safe Spaces Act commonly known as “The Bawal Bastos Law” is and what to do when witnessing or experiencing sexual harassment in public spaces.

Practice, experience and interaction approach

Safe practice, experiential learning and interaction are the pillars upon which the theory of game-based learning stands. Education through games makes scholars to create decisions and trial and error in non-threatening scenarios and gain new knowledge through practice and social interaction both with the surroundings and their friends.

Encouragement of reflection approach

Besides motivation and a playful approach, GBL places out circumstances that need

reflection and decision making on the part of scholars in order to unravel a problematic question. This way, the participant obtains information and captivates concepts while evolving cognitive skills derived from critical thinking, investigation of reality and conflict tenacity.

## Conceptual Framework

### IPO Model

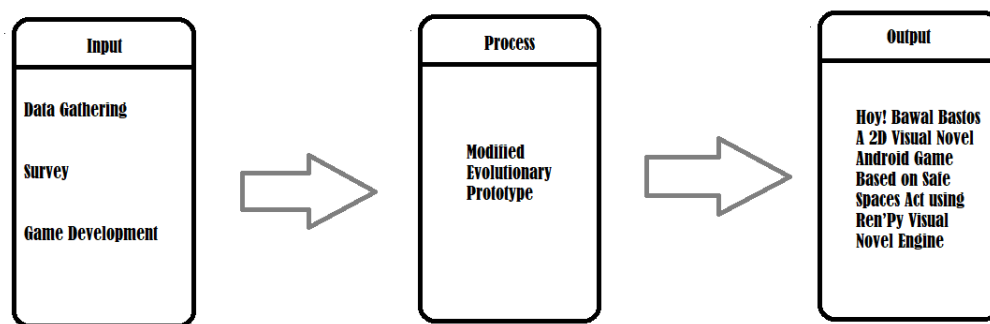


Figure 1.0 Input Output Model

## Methodology

The proponents will use the modified evolutionary prototyping model. This model is commonly used for games. The game that will be developed needs to be constantly refined and rebuilt. This model has 5 phases



## Modified Evolutionary Prototyping

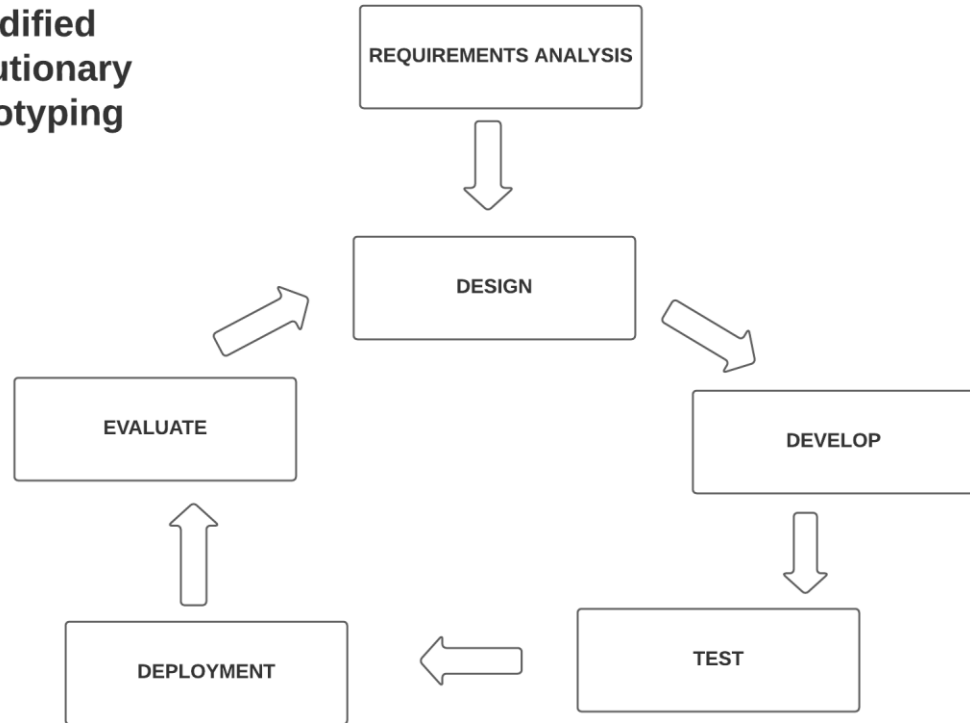


Figure 2.0 Modified Evolutionary Prototyping Model

### Requirements Analysis

In this phase, the proponents have conducted a survey in order to know the knowledge and preferences of the target users regarding Safe Spaces Act. The number of the respondents is 30. The ages of the people who answered the survey ranges from 15 above.

## Design

This phase contains the data flow diagram of the game.

### Level 0 : Logical Design

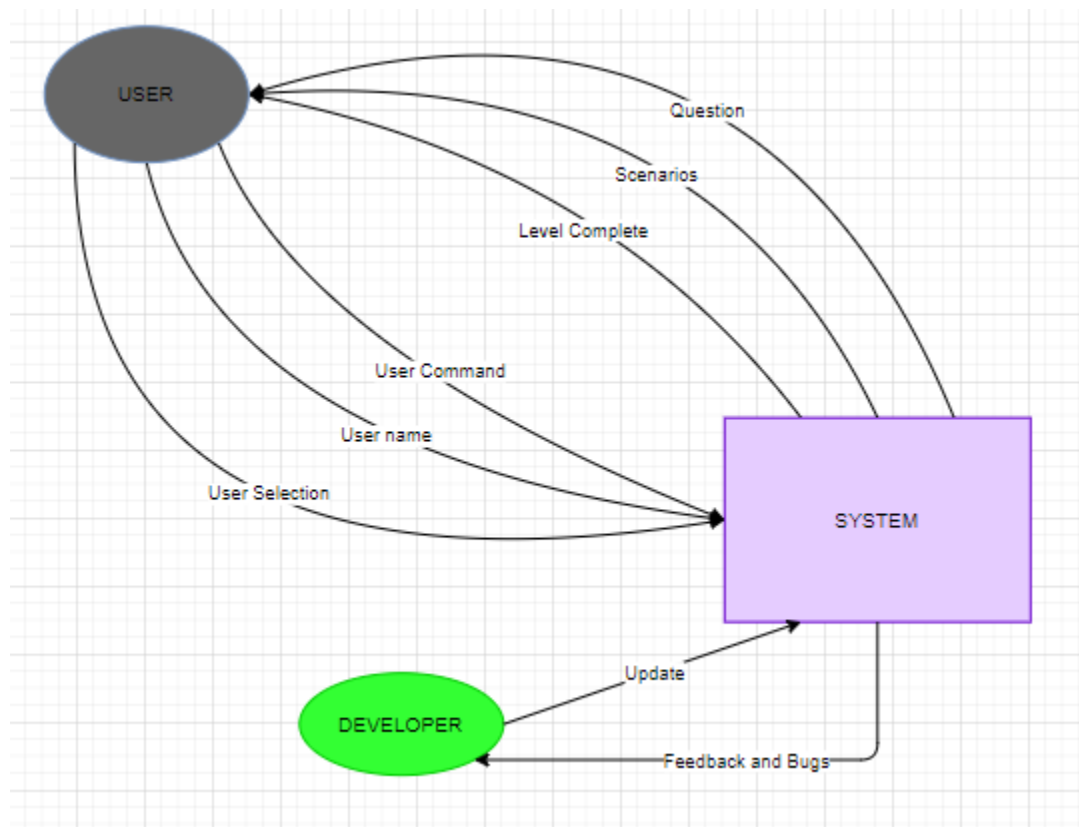


Figure 3.0: Logical Design

## Level 1 : Physical Design

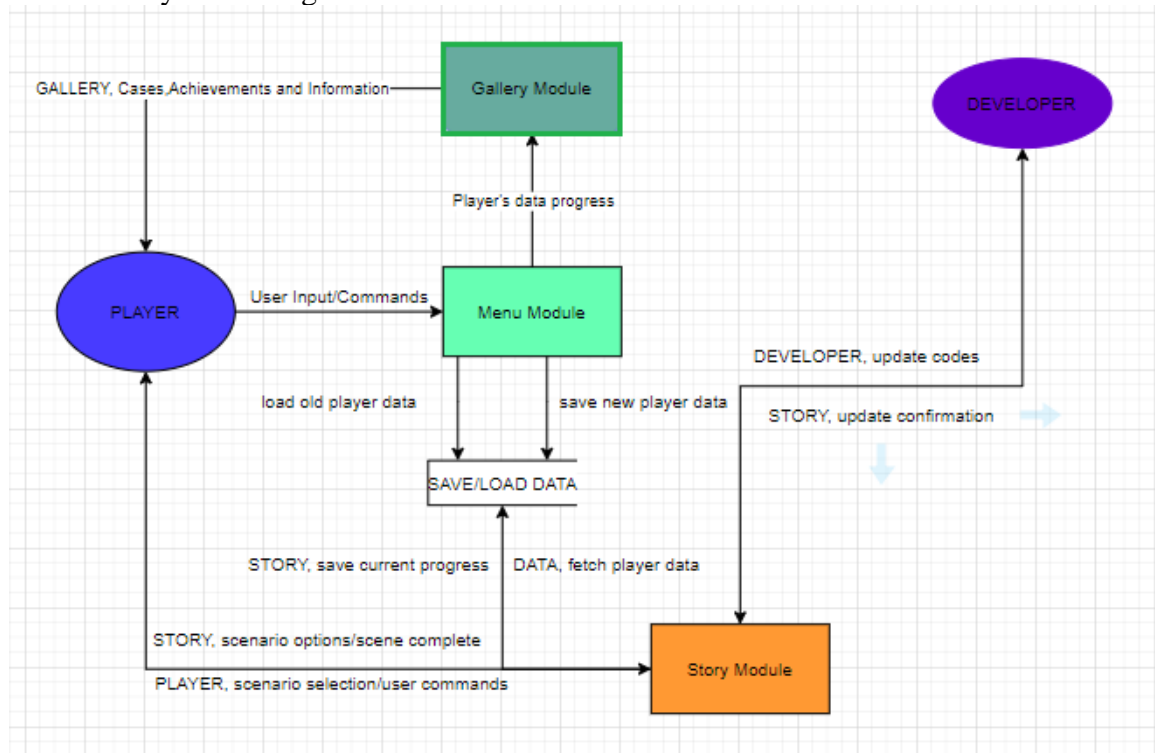


Figure 4.0 : Physical Design

## Activity Diagram

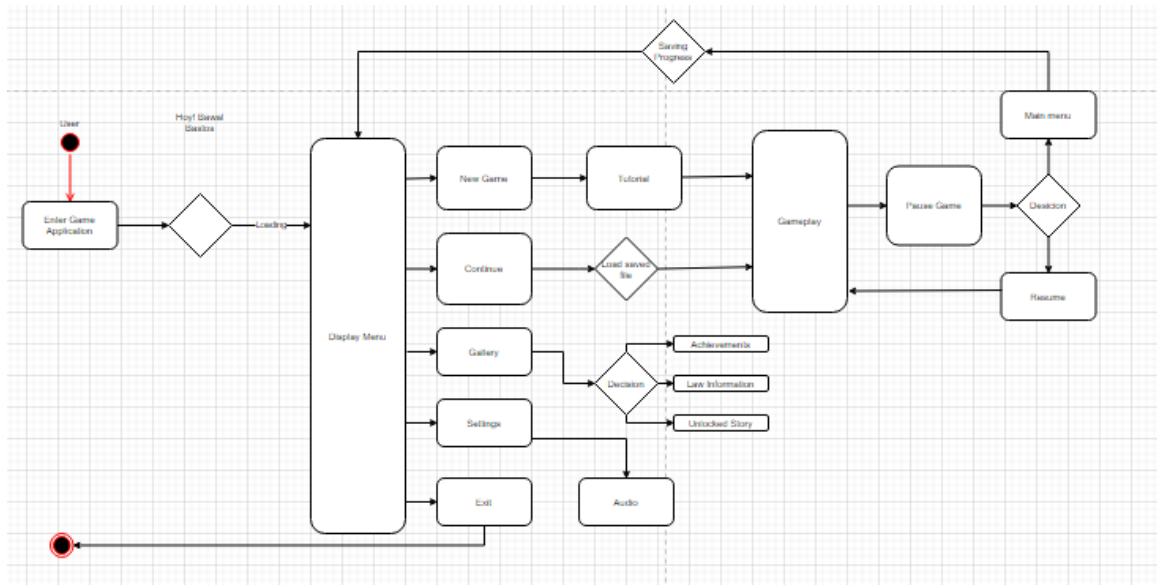


Figure 5.0 Activity Diagram

## Use Case Diagram

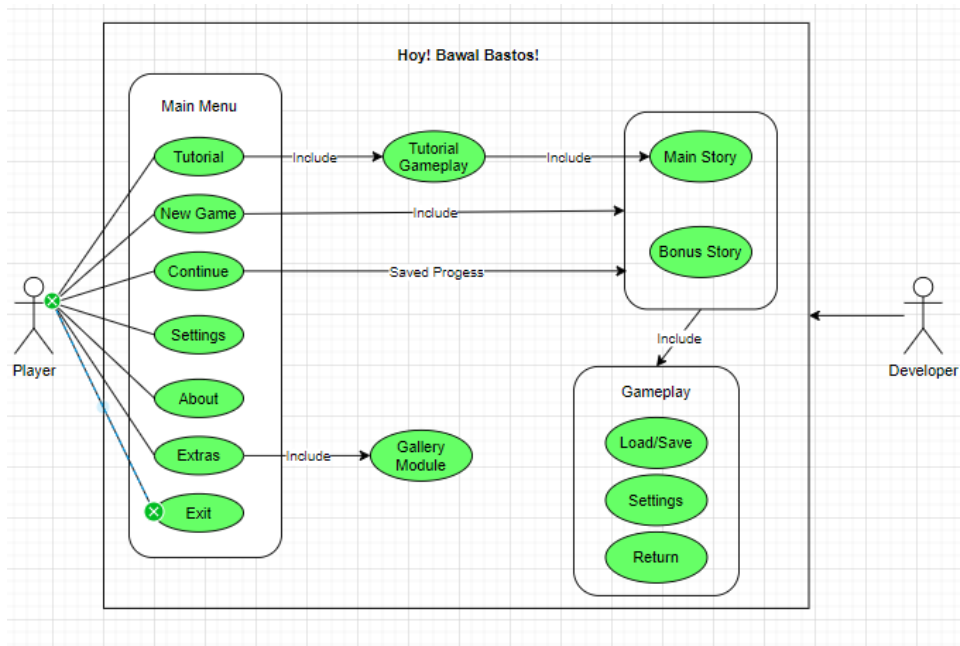


Figure 6.0 Use Case Diagram

## **Develop**

In this phase, the development process begins. This is a list of the modules that the proponents are planning to develop modules such as: dialogue, story, gallery, menu.

## **Test**

The proponents chose black box testing because this is an unbiased and unprejudiced testing, as the designer and testers work independently in isolation. The proponents will do functional testing, non-functional testing and regression testing. It can be easily performed by non-technical testers, developers, as well as end users. It does not require knowledge of programming languages as well as system implementation.

## **Deployment**

The proponents will publish the game into our itch.io website.

## **Evaluate**

The proponents will create a feedback questionnaire by the use of Google Form Surveys wherein the user is asked if the scene or playthrough helped them gain new knowledge and insight regarding Safe Spaces Act. The users can also give their feedback by accessing our site and give comments and suggestions.

## **RESULTS AND DISCUSSION**

### **Participants of the Study**

Based on the needed requirements, the proponents used the snowball sampling technique to choose respondents for the system the proponents are developing. The Snowball sampling technique is based on the referral of the respondents who are related to the study that the proponents are conducting. It may go on regularly, like a snowball, until a researcher has enough data to examine.

In gathering respondents, the proponents used Slovin's Formula to show the researchers how many samples they would need to have relevant results.

Slovin's Formula:  $n = N / (1 + (N e^2))$

Where:

$n$  = sample size

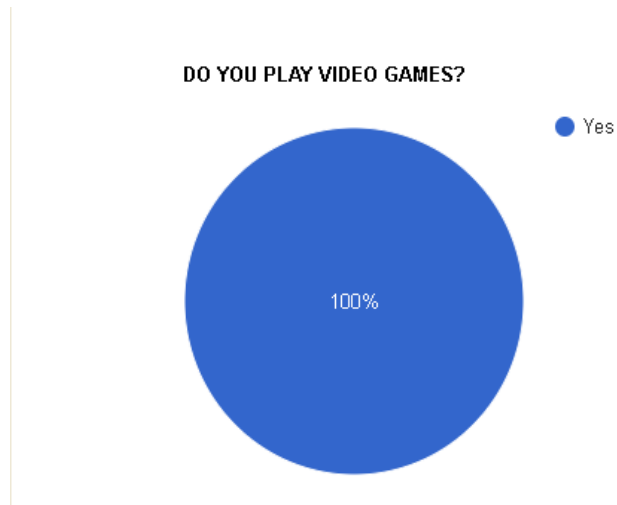
$N$  = population size (32)

$e$  = margin of error (5% or 0.05)

Thirty (30) persons in the sample have been selected that is the target audiences across multiple ages.

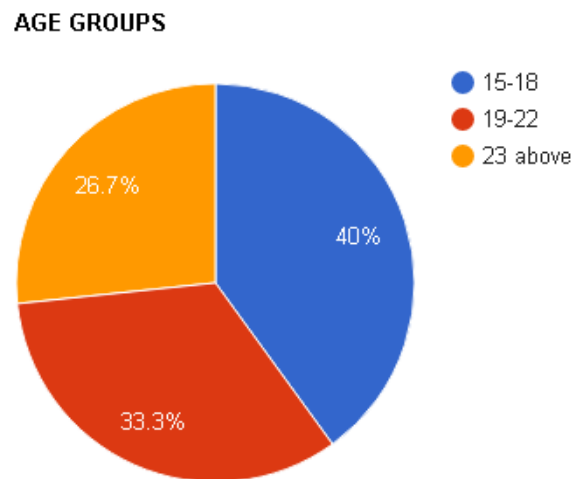
### **Analytics**

In this section, the proponents conducted a survey targeting the audiences of our game with the age range of 15 and above. Thirty (30) participants were selected and thirteen (13) questions was prepared to know the audience's knowledge regarding Safe Spaces Act and also to know their preferred platform for playing games



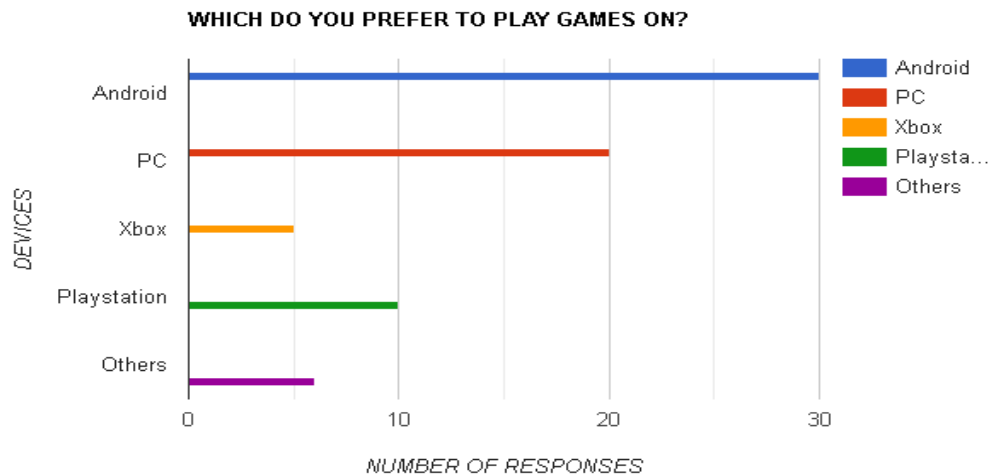
***Diagram 1. Question one***

In the survey, respondents were asked if they play video games and all responded with yes.



***Diagram 2. Question two***

In the survey, the highest respondents are aged 15-18 and the lowest is 23 above.



***Diagram 3. Question three***

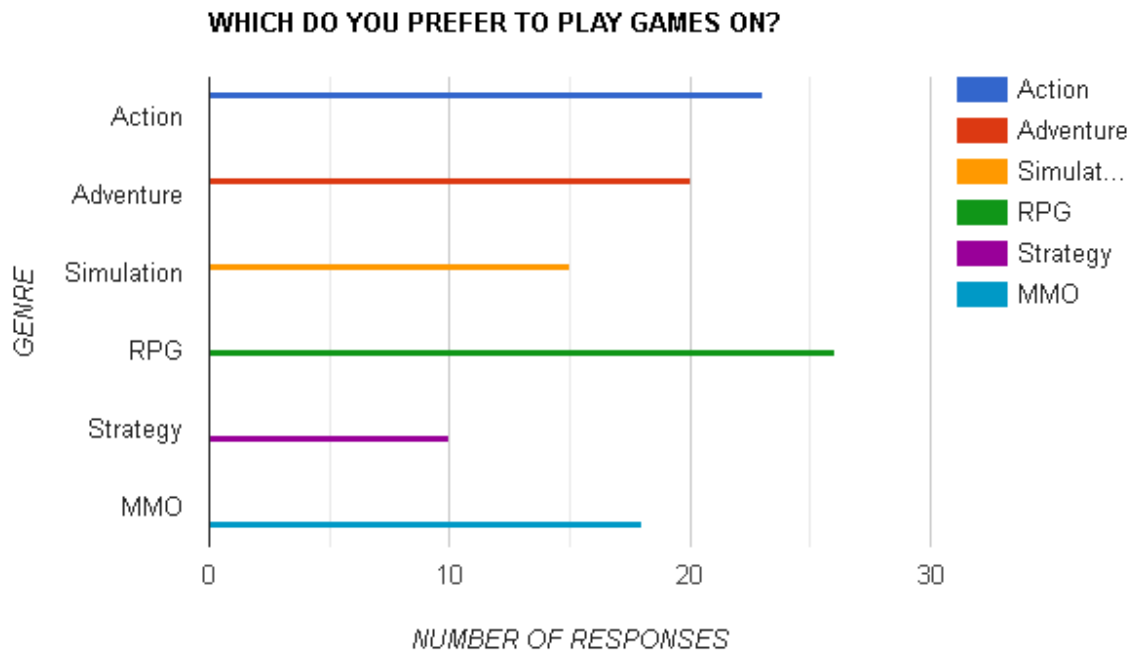
In the survey asking which games they prefer to play on, highest response was Android, next was PC, next was Playstation, next was Others and the lowest was Xbox



***Diagram 4. Question four***

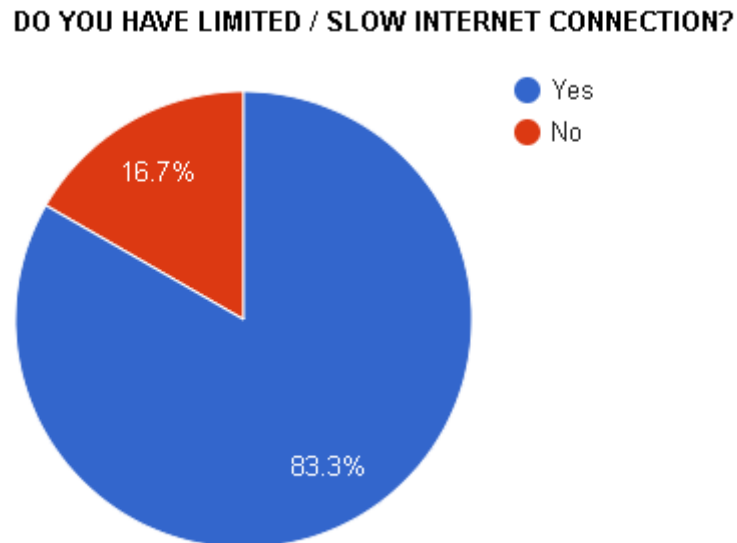
In the survey asking how often they play video games in a day, the highest response was 3 hours, followed by less than an hour, then 7 hours and 10+ hours.





***Diagram 5. Question five***

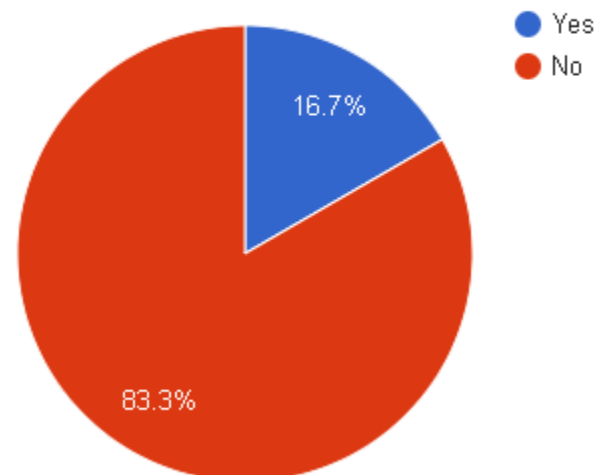
In the survey asking which genres they prefer, highest response was RPG and the lowest response was Strategy.



***Diagram 6. Question six***

In the survey asking if they have slow internet, most of the response was Yes.

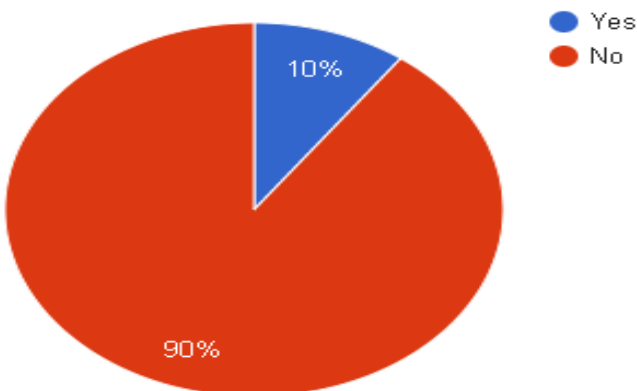
**ARE YOU FAMILIAR WITH THE SAFE SPACES ACT?**



*Diagram 7. Question seven*

In the survey asking if they are familiar with the Safe Spaces Act, highest

**DO YOU KNOW THE ANTI SEXUAL HARASSMENT HOTLINE?**

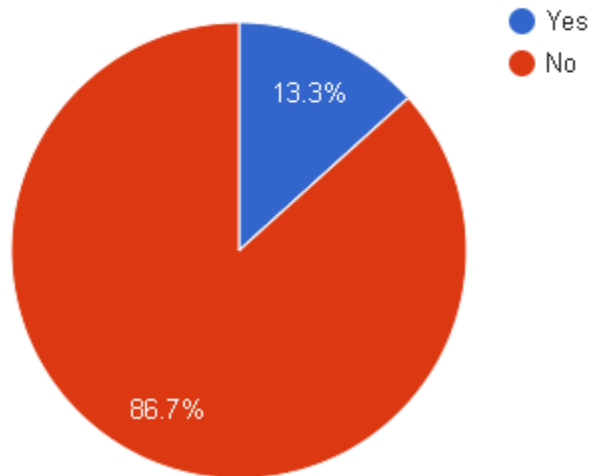


response was No with 83% and Yes with 16.7%.

*Diagram 8. Question eight*

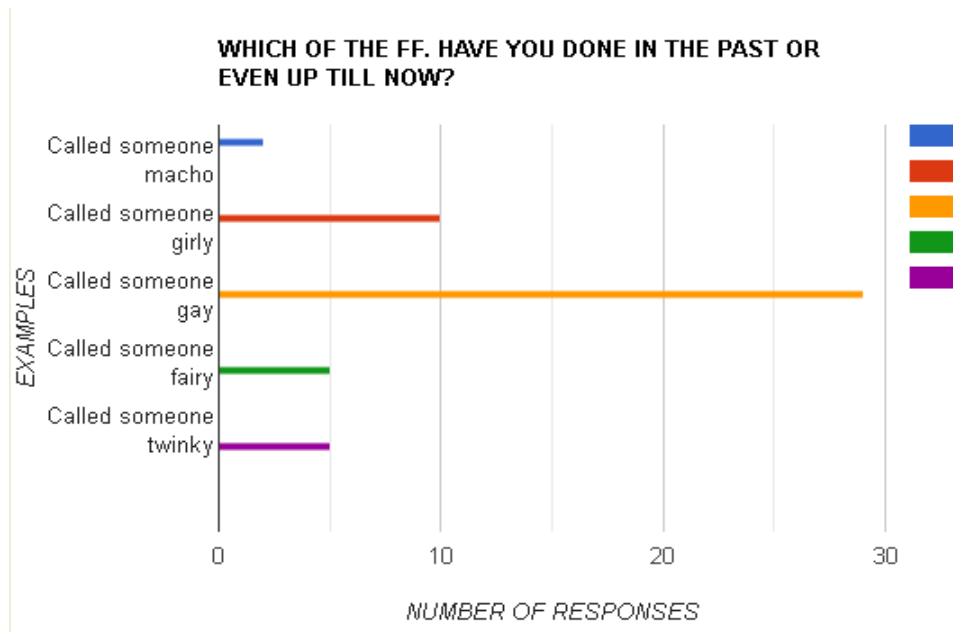
In the survey asking if they know the anti sexual harassment hotline, almost all responded with No.

**DO YOU KNOW WHO IS THE OIC IN YOUR SCHOOL WITH REGARDS TO COMPLAINTS REGARDING GENDER BASED HARASSMENT?**



*Diagram 9. Question nine*

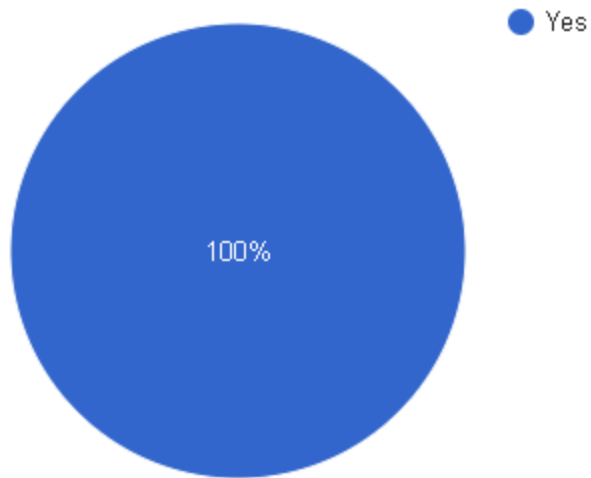
In the survey asking if they know the OIC in their school regarding harassment, 86.7% responded with No.



***Diagram 10. Question ten***

In the survey, asking which the ff. have they done or doing up till now, the highest response was they called someone gay.

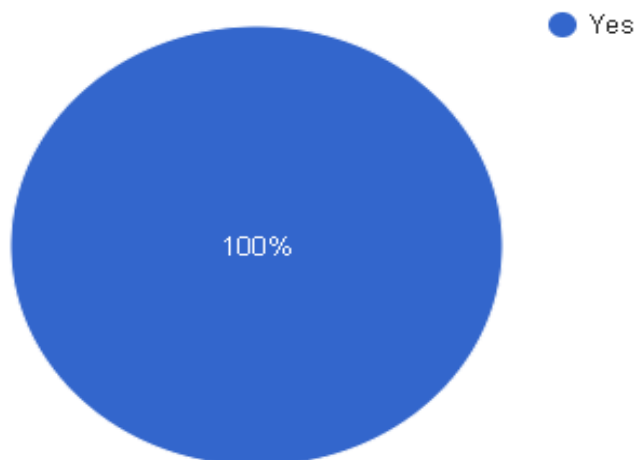
**HAVE YOU BLURTED OUT CURSES OR SEXIST REMARKS  
IN PUBLIC?**



*Diagram 11. Question eleven*

In the survey asking if they blurted some curses or remarks, all responded with Yes.

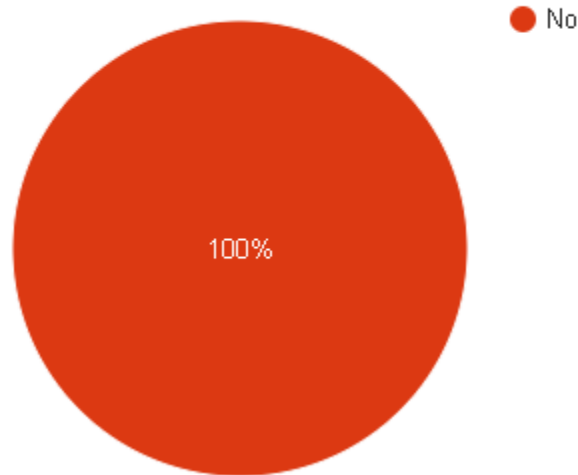
**HAVE YOU EVER KNOW ANYONE THAT EXPERIENCED  
SEXUAL HARASSMENT IN PUBLIC?**



**Diagram 12. Question twelve**

In the survey asking if they know someone who experienced sexual harassment in public, all responded with Yes.

**IF BY ANY CHANCE YOU GET CAUGHT VIOLATING THE  
SAFE SPACES ACT, DO YOU KNOW WHAT THE  
CONSEQUENCES?**



**Diagram 13. Question thirteen**

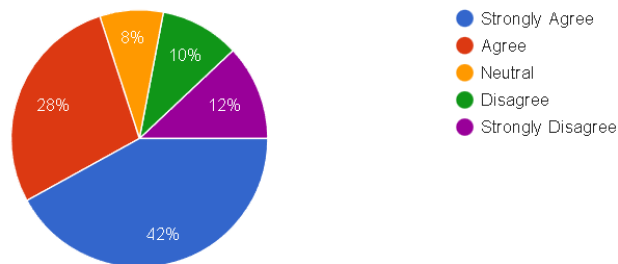
In the survey asking if they'd know the consequences when they are caught, all responded with No.

## Player's Feedback

In this section, we let users to playtest the game. Fifty (50) users where selected to test the game. This is their response after playing the game for some time. The data was collected thru Google Form's survey.

You enjoyed playing the game

50 responses

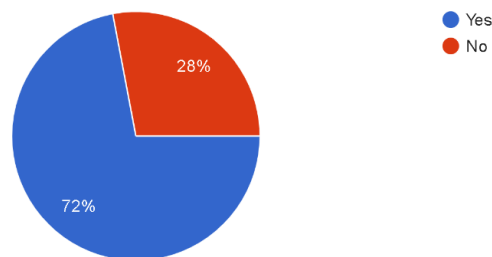


**Diagram 14.** Feedback question number 1

1. In this question, we asked players if they enjoyed the game. (42%) of the players responded Strongly Agree. The lowest is Neutral with (8%).

It is your first time playing a visual novel.

50 responses

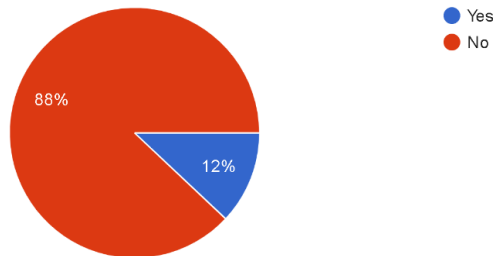


**Diagram 15.** Feedback question number 2

2. In this question, we asked the players if it was their first time playing a VN. The graph shows that

(75%) of the players are first time playing and (28%) are not first time.

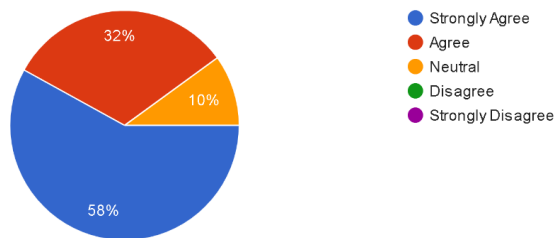
You have knowledge on Safe Spaces Act before playing the game.  
50 responses



**Diagram 16.** Feedback question number 3

3. In this question, we asked players if they have prior knowledge on Safe Spaces Act. (88%) of the players have responded with No. Most of them have no prior knowledge. Meanwhile, (12%) answered Yes. A few of them only knows about the law.

You learned something about Safe Spaces Act after playing  
50 responses

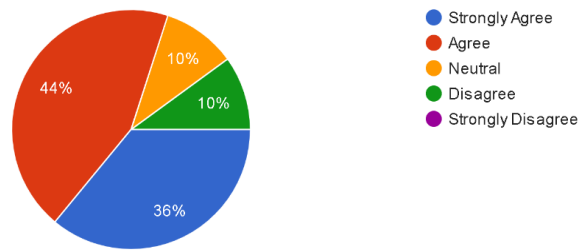


**Diagram 17.** Feedback question number 4

4. In this question, we asked players if they something about Safe Spaces Act after playing it. (58%) of the players Strongly Agree that they learned something. Meanwhile, (10%) of them responded with Neutral.



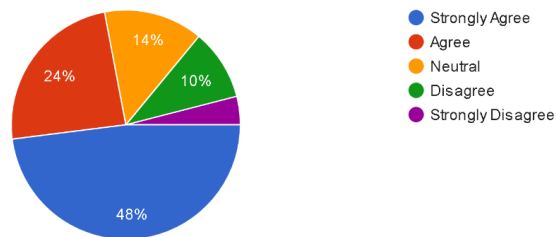
You can apply what you learned in the game in personal lives  
50 responses



**Diagram 18. Feedback question number 5**

5. In this question, we asked players if they can apply what they learned in the game. (44%) of the players Agree that it can be applied in real life. However, (10%) of the players both responded with Neutral and Disagree.

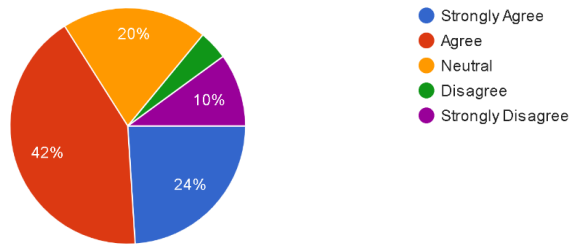
You recommend this game to friends and families  
50 responses



**Diagram 19. Feedback question number 6**

6. In this question, we asked if players will recommend this game to someone familiar. (48%) answered that they Strongly Agree in recommending. Meanwhile, (4%) Strongly Disagree on recommending.

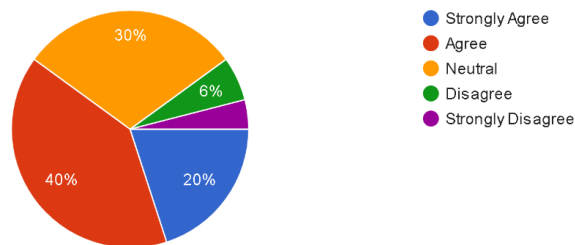
You liked the plot of the game  
50 responses



**Diagram 20.** Feedback question number 7

7. In this question, we asked the players if they liked the plot of our game. (42%) of the players Agree that they liked the plot. Meanwhile, (4%) of the players Strongly Disagree on liking the plot.

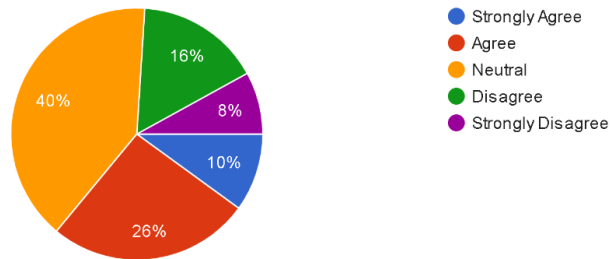
You would want to play this game again  
50 responses



**Diagram 21.** Feedback question number 8

8. In this question, we asked players if they would want to play this game again. (40%) of the players answered that they Agree. Meanwhile, (30%) of the players are Neutral.

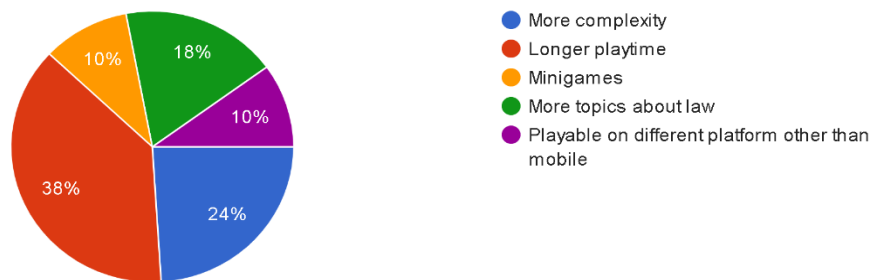
If the game had a price, you will pay for it?  
50 responses



**Diagram 22.** Feedback question number 9

9. In this question, we asked players if they would somehow buy the game. The players answered (40%) Neutral. Meanwhile, (26%) of the players would Agree to buy it.

Things you want to see in the game in future  
50 responses



**Diagram 23.** Feedback question number 10

10. In this question, we asked players what they want to be seen in the next updates. (38%) of the players responded that they want longer playtime. In the other side, (24%) of the players want more complexity added to the game. Next, (18%) of players wants minigames to be added. Lastly, (10%) of players both want more topics on different laws and wants the game to be playable in other platforms.

## **CONCLUSIONS AND RECOMMENDATIONS**

### **Conclusion**

The study revealed that not many people know about Safe Spaces Act. Based on statistical findings, by playing the game the proponents developed, the players gained knowledge on Safe Spaces Act which is one of objectives of this study. Obtaining knowledge while being entertained is the goal of the proponents. According to the data gathered, nearly 50% of the players strongly agreed that they enjoyed playing the visual novel game.

It can also be stated that enjoying a game while gaining new knowledge brings satisfactory to players. Based on statistical findings, 26% of the players said that they would buy the game if it has a price on it. Consequently, 40% of the players said that they would play the game again. This means that the game made impact on the players. This can be a significant result when the proponents decide to expand and update the game.

Meanwhile, the proponents concluded that they were able to find that the application they developed produced significant results. Based on statistical findings, it can be noted that users who played the game learned something about Safe Spaces Act. The players also gained understanding about the specific penalties and violations of Safe Spaces Act which is one of the objectives of this capstone project. This is an indication that the users who play this game can apply the lessons and situations from the game into their personal lives. Furthermore, the proponents also believe that finding ways to teach laws in an entertaining fashion produces significant results. Moreover, players want to see more things in the game like different topics on law. This can be a sign that players want something that they can apply in their real life. In this case, expanding and updating the game is a good proposition. Games can be a contributing factor in understanding societal laws.

## **Recommendation**

### **For the Students**

The proponents recommend for the students to avoid sexually harassing other people. Even if it is someone you know very well, petty acts such as cursing can be counted as sexual harassment. Furthermore, the proponents also suggest that students should think before they say something. Additionally, the proponents also suggests that students should remember hotlines for sexual harassment. This will be helpful in order for the students to prevent situations wherein they witness or experience sexual harassment.

### **For the Parents**

It is clear that young children can be easily influenced by the parents or someone older than them. Therefore, the proponents recommend that the exposure to violence, harassment and abuse can be prevented by the parents. Their child can also be easily influenced by the environment. For this case, parents must encourage their children to develop and acquire traits that would get them out of the situations as mentioned above. By doing so, parents can prevent children to pick up bad habits of their surroundings.

### **For the Future Researchers**

In this study, participants with an age ranging from 15 years old and above only were utilized. Therefore, the proponents recommend for the future studies to include all the age groups as the participants in order to accumulate results that could be used to generalize the results and findings to the entire population.

The sample size was also relatively small and cannot fully represent the entire population. The sample size was only 30 participants and it was only based in Las Pinas. Therefore, the proponents suggest that it would be more beneficial for the future studies to administer the investigation with much more sample size and in different places in order to provide results that can be able to generalize the entire population.

Lastly, the proponents also recommend to pursue different topics about societal laws. In the present study, only the Safe Spaces Act was utilized. Also, the focus was only on public spaces. Safe Spaces Act also includes the cyberspace so it could be an interesting study. Furthermore, the application developed was only for mobile. It would be beneficial to also include users that are using PC. By doing so, it would be able to cover more and provide helpful data.

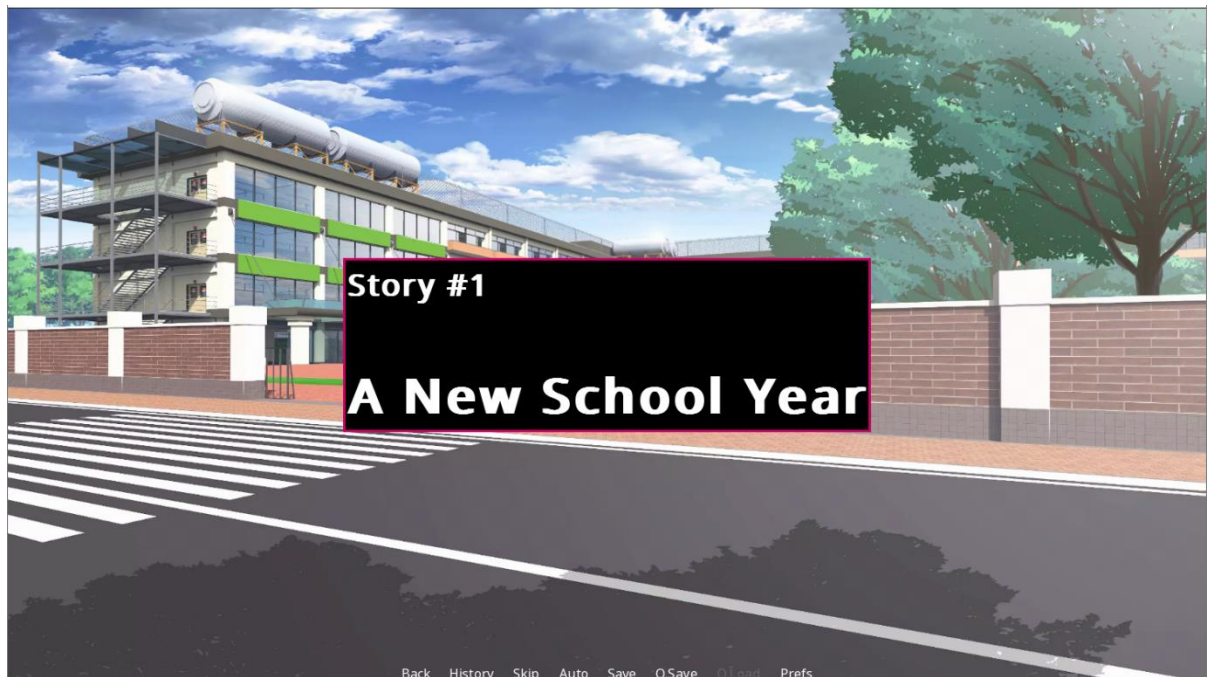
## APPENDIX

### Storyboard

### Menu Module



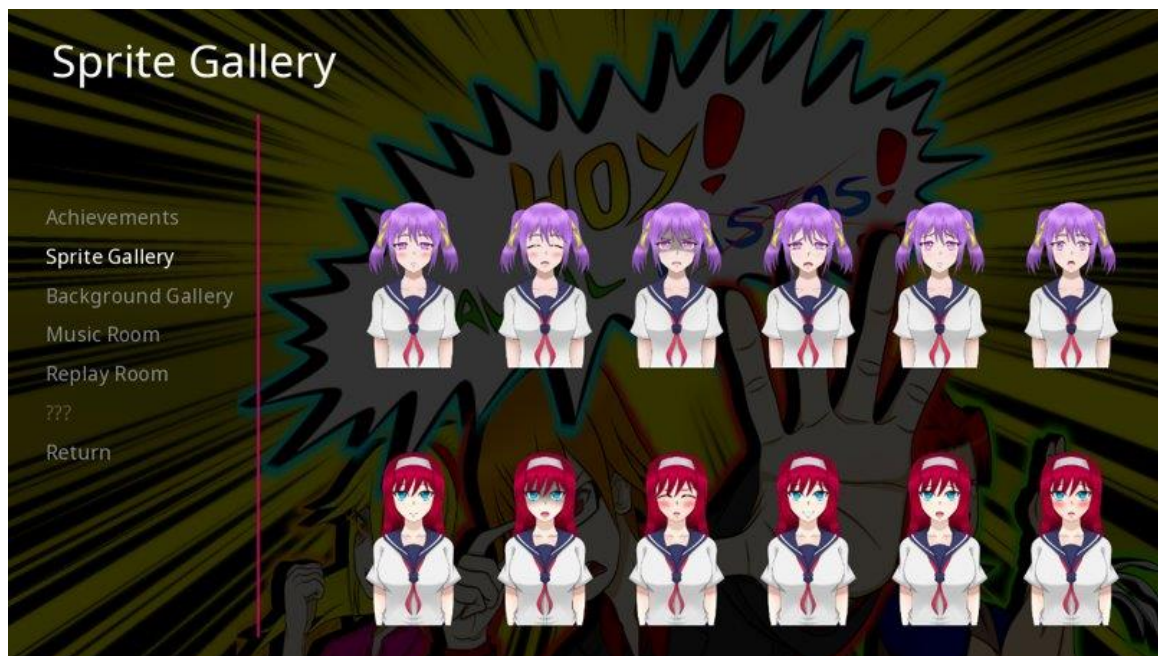
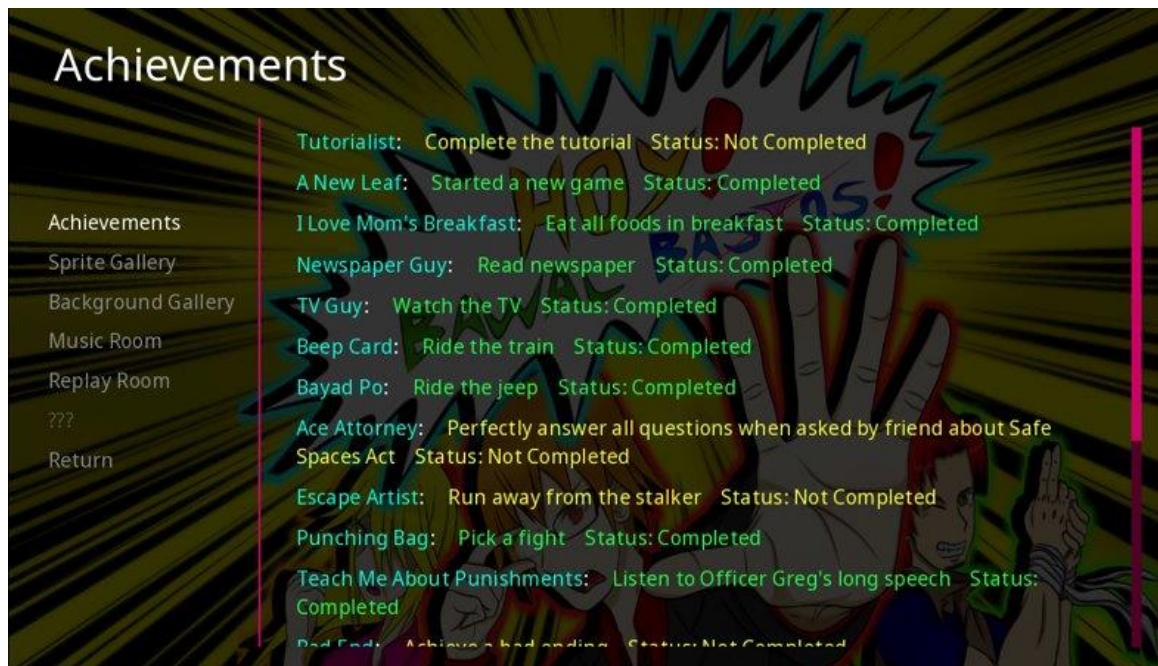
## Story and Dialogue Module





## Gallery Module











Story Sequence (If the image is too small to view just zoom in.)

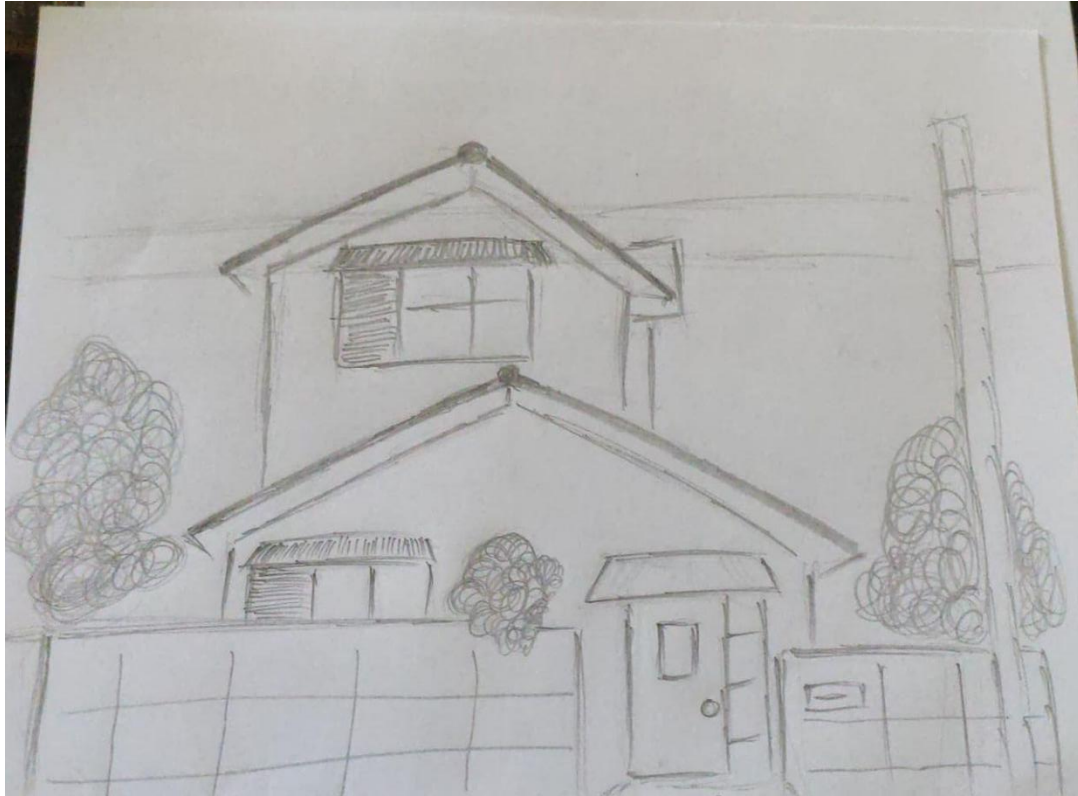
<p>[ 1 ]</p>  <p>Pressing the <b>New Game</b> button will start the beginning story of the game. The prologue story of the game will start to show like in the next image.</p>	<p>[ 2 ]</p>  <p><i>Somewhere in the Philippines there is a rumor that if you commit a sexual crime no matter how small or big deal it is, A death reaper will suddenly appear to judge your crime.</i></p>	<p>[ 3 ]</p>  <p><i>But many people believe that those are just tales to scared a child, because in the first place why would a death reaper appear if a sexual crime happen, also aren't death reaper usually appear only to claim your soul if your time is up just like in those fiction stories.</i></p>
<p>[ 4 ]</p>  <p><i>Alongside the road, a lone woman that looks like about to go to work waiting for a jeep to arrive at the unloading and loading area.</i></p>	<p>[ 5 ]</p>  <p><i>Minutes later, a geeky student arrived in the area wherein the lone woman currently still waiting. Unexpectedly, the geeky student suddenly cat call the woman.</i></p>	<p>[ 6 ]</p>  <p><i>The woman tries to ignore it because she doesn't want to cause a scene but it seems the geeky student still tries to get her attention by staring her intensely while blabbering some sexual remarks.</i></p>



<p>[ 7 ]</p>  <p>Suddenly, a man wearing a dark suit walk beside the geeky student. At first the geeky student got taken by surprise of the clothes of the man, asking himself why would he wear something like that especially in a hot weather, but sooner the student avert his thoughts when he hear those words from that man, "<i>Hoy! Bawal Bastos!</i>"</p>	<p>[ 8 ]</p>  <p>Wh-What... are you talking about, I'm just trying to talk to this woman. I didn't do anything bad, also wh-who... Who are you anyway?</p>	<p>[ 9 ]</p>  <p>Pressing the <b>esc</b> in your keyboard or pressing the <b>back button</b> on your android device, the game will output a menu for the players. It will also pause the game.</p>
<p>[ 10 ]</p>  <p>Pressing the <b>Save Button</b>, the game will view all the save file of the game you currently have and also it shows the date and time of the save file when its created. Pressing the empty slot will trigger the game to save your current progress on that empty slot you press.</p>	<p>[ 11 ]</p>  <p>Meanwhile, pressing the <b>Load Button</b> will show all the save data that can be loaded in the same format of the <b>Save Button</b> section. The difference is pressing a save data will load you to that save data current progress of the game.</p>	<p>[ 12 ]</p>  <p>Going to <b>Options</b> will view all the things such as the volume slider of the music of the game to adjust it based on the player's preference of how loud the music will be. Also, you can change the speed of the text, if you want the text speed of the game will be shown quickly or not.</p>

<p>[ 13 ]</p>  <p>Pressing the <b>Return to Main Menu</b> button will take you back to the main menu screen like shown in the picture above. Now press the <b>Gallery Button</b>.</p>	<p>[ 14 ]</p>  <p>After pressing the <b>Gallery</b>, the game will output like the picture above. Here you can view all the cases of the game that you complete and not yet complete here in <b>Cases tab</b>.</p>	<p>[ 15 ]</p>  <p>Now pressing the <b>Achievements tab</b> will show all the achievements that you earn so far throughout the game.</p>
<p>[ 16 ]</p>  <p>Meanwhile, pressing the <b>Information tab</b> will give you the function to view the information about "Safe Space Act". Also, here you can view all the information of the crimes and penalties that you see in the game so far.</p>	<p>[ 17 ]</p>  <p>Now going back to main menu, we will now show you what will happen if you press the <b>Exit button</b>.</p>	<p>[ 18 ]</p>  <p>Of course, pressing the <b>Exit button</b> will close the application of the game. Alternatively, you can just instantly close the game by pressing the <b>Overview button</b> in your android phone and removing the app itself.</p>

*Table 1. Story Sequence*



Scenery





Layout in Phone



Icon of the Game



## Survey Form

Requirement Analysis

<https://forms.gle/Seac7DxEXLUkVxRX9>

Feedback Questionnaire

<https://forms.gle/gU5Z2syF3a1fMKvu5>

## Budgetary Estimate

Quantity	Specifics	Approximate Cost
4	Thesis Fee	P 1080
4	Thesis Fee	P 630

*Table 2. Budgetary Estimate*

## Receipt

Transaction Successful

Amount:	PHP 1,108.00
Paynamics Reference Number:	26082.12036.24691.13813
Merchant's Reference Number:	204206

online payments powered by **paynamics**

PCI-DSS Secure GlobalSign

ENG 8:45 PM 18/05/2021

Jan Kenette R. Dagal

THE SM STORE SOUTHMALL

MANILA SOUTHERN ASSOCIATES INC.  
SM Southmall Bldg., Real St. Almazan Uno,  
Las Pinas City, City of Las Pinas Philippines 1750

TELEPHONE # 801-4125  
VAT REG TIN 003-980-505-0000  
MACHINE SERIAL NUMBER: PB7K166

PayExpress 1,108.00  
ACCT. NO. : PTX2496804129089  
SUBTOTAL 1,108.00  
TOTAL 1,108.00  
CASH 1,120.00  
CHANGE 12.00

NO. OF BILL(S): 1  
ACKNOWLEDGMENT RECEIPT #000468936  
THIS SERVES AS YOUR PROOF OF PAYMENT. THANK YOU. COME AGAIN.  
CASHIER: HRS4555  
STR#0940073 TRM#222 TRX#000485370  
GR#502 17:26 May 14, 2021

SM MART, INC.  
SM CORPORATE OFFICES BLDG D 1000 BAY BLVD SM  
CENTRAL BUSINESS PARK PASAY CITY PASAY CITY  
VAT REG TIN 213-545-858-000  
ACCREDITIN # 116-213545858-000105-63693  
Date Issued: 08/01/2020 Valid Until: 07/31/2025  
BIR PTU No.: SPM-0413-116-26089-000  
Date Issued: 08/01/2020 Valid Until: 07/31/2025  
THIS INVOICE/RECEIPT SHALL BE VALID FOR FIVE (5) YEARS FROM THE DATE OF THE PERMIT TO USE  
THIS DOCUMENT IS NOT VALID FOR CLAIM OF INPUT TAX

THE SM STORE SOUTHMALL

MANILA SOUTHERN ASSOCIATES INC.  
SM Southmall Bldg., Real St. Almazan Uno,  
Las Pinas City, City of Las Pinas Philippines 1750

TELEPHONE # 801-4125  
VAT REG TIN 003-980-505-0000  
MACHINE SERIAL NUMBER: PB7K166

PayExpress 1,108.00  
ACCT. NO. : PTX9843277091238  
SUBTOTAL 1,108.00  
TOTAL 1,108.00  
CASH 1,120.00  
CHANGE 12.00

NO. OF BILL(S): 1  
ACKNOWLEDGMENT RECEIPT #000468936  
THIS SERVES AS YOUR PROOF OF PAYMENT. THANK YOU. COME AGAIN.  
CASHIER: HRS4555  
STR#0940073 TRM#222 TRX#000485369  
GR#502 17:24 May 14, 2021

SM MART, INC.  
SM CORPORATE OFFICES BLDG D 1000 BAY BLVD SM  
CENTRAL BUSINESS PARK PASAY CITY PASAY CITY  
VAT REG TIN 213-545-858-000  
ACCREDITIN # 116-213545858-000105-63693  
Date Issued: 08/01/2020 Valid Until: 07/31/2025  
BIR PTU No.: SPM-0413-116-26089-000  
Date Issued: 08/01/2020 Valid Until: 07/31/2025  
THIS INVOICE/RECEIPT SHALL BE VALID FOR FIVE (5) YEARS FROM THE DATE OF THE PERMIT TO USE  
THIS DOCUMENT IS NOT VALID FOR CLAIM OF INPUT TAX

Alternative Payment Service

Transaction Successful

Amount:	PHP 1,108.00
Paynamics Reference Number:	21170.62796.94584.88435
Merchant's Reference Number:	190207

online payments powered by **paynamics**

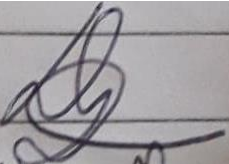
PCI-DSS Secure GlobalSign

Kevin Panuringan

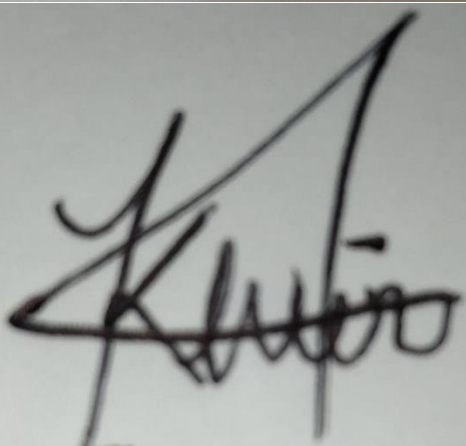
Kyle Panuringan

Mark Francis Chavez

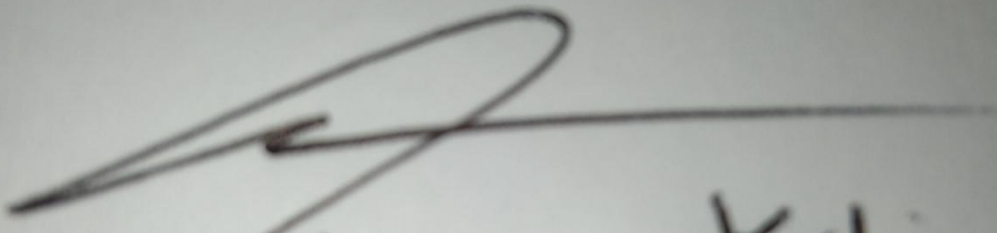
**Members E-signature**



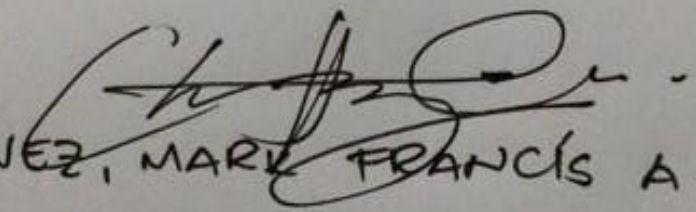
JAN KENETTE R. DAGAL



Panuringan Kevin



Panuringan Kyle



CHAVEZ, MARK FRANCIS A.

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<https://tofurocks.itch.io/renpy-gui-template>  
<https://vision-renders.itch.io/visual-novel-classroom-pack>

**Kyle C. Panurignan**  
 402 Uranus ST. Phase 2 Moonwalk Village Las Pinas City  
 kylepanuringan@gmail.com  
 09217230289

#### EDUCATIONAL BACKGROUND

Level	Inclusive Dates	Name of school/ Institution
Tertiary	2018-2021	STI Las Pinas College
Vocational/Technical	n/a	n/a
High School	2016-2018	STI Las Pinas College
	2012-2016	St. Mark's Institute
Elementary	2008-2012	Mayflower Academy

#### PROFESSIONAL OR VOLUNTEER EXPERIENCE

Inclusive Dates	Nature of Experience/ Job Title	Name and Address of Company or Organization
n/a	n/a	n/a

Listed in reverse chronological order (most recent first).

#### AFFILIATIONS

Inclusive Dates	Name of Organization	Position
n/a	n/a	n/a

Listed in reverse chronological order (most recent first).

#### SKILLS

SKILLS	Level of Competency	Date Acquired
Java	Novice	2018
Python	Novice	2019
Kotlin	Novice	2021

#### TRAININGS, SEMINARS, OR WORKSHOPS ATTENDED

Inclusive Dates	Title of Training, Seminar, or Workshop
n/a	

Listed in reverse chronological order (most recent first).

Curriculum Vitae of

**Kevin C. Panurignan**  
 402 Uranus ST. Phase 2 Moonwalk Village Las Pinas City  
 Panuringankevin465@gmail.com  
 09275071163

#### EDUCATIONAL BACKGROUND

Level	Inclusive Dates	Name of school/ Institution
Tertiary	2018-2021	STI Las Pinas College
Vocational/Technical	n/a	n/a
High School	2016-2018	STI Las Pinas College
	2012-2016	St. Mark's Institute
Elementary	2008-2012	Mayflower Academy

#### PROFESSIONAL OR VOLUNTEER EXPERIENCE

Inclusive Dates	Nature of Experience/ Job Title	Name and Address of Company or Organization
n/a	n/a	n/a

Listed in reverse chronological order (most recent first).

#### AFFILIATIONS

Inclusive Dates	Name of Organization	Position
n/a	n/a	n/a

Listed in reverse chronological order (most recent first).

#### SKILLS

SKILLS	Level of Competency	Date Acquired
Java	Novice	2018
C++	Novice	2019
SQL	Novice	2019
Video Editing	Novice	2016

#### TRAININGS, SEMINARS, OR WORKSHOPS ATTENDED

Inclusive Dates	Title of Training, Seminar, or Workshop
n/a	

Listed in reverse chronological order (most recent first).

Curriculum Vitae of



**Mark Francis A. Chavez**  
 18Aerospace Ato Village, Caa. Las Pinas City  
 ap.markfrancis.chavez@gmail.com  
 09998419617

#### EDUCATIONAL BACKGROUND

Level	Inclusive Dates	Name of school/ Institution
Tertiary	2018-2021	STI Las Pinas College
Vocational/Technical	n/a	n/a
Senior high school	2016-2018	APEC Las Pinas
Junior high school	2012-2016	CAA national high school
Elementary	2008-2012	Mayflower Academy

#### PROFESSIONAL OR VOLUNTEER EXPERIENCE

Inclusive Dates	Nature of Experience/ Job Title	Name and Address of Company or Organization
n/a	n/a	n/a

Listed in reverse chronological order (most recent first).

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n/a	n/a	n/a

Listed in reverse chronological order (most recent first).

#### SKILLS

SKILLS	Level of Competency	Date Acquired
Java	Novice	2018
C++	Novice	2019
SQL	Novice	2019
Video Editing	Novice	2016

#### TRAININGS, SEMINARS, OR WORKSHOPS ATTENDED

Inclusive Dates	Title of Training, Seminar, or Workshop
n/a	

Curriculum Vitae of  
**Jan Kenette R. Dagal**  
4 Adelfa St. SAV 17 Talon 4 Las Pinas City  
kenettedagal@gmail.com  
09073166271

#### EDUCATIONAL BACKGROUND

Level	Inclusive Dates	Name of school/ Institution
Tertiary	2018-2021	STI Las Pinas College
Vocational/Technical	n/a	n/a
Senior high school	2016-2018	Pamantasan ng Lungsod ng Maynila
Junior high school	2012-2016	Lakan Dula High School
Elementary	2008-2012	Arsenio H. Lacson

#### PROFESSIONAL OR VOLUNTEER EXPERIENCE

Inclusive Dates	Nature of Experience/ Job Title	Name and Address of Company or Organization
n/a	n/a	n/a

Listed in reverse chronological order (most recent first).

#### AFFILIATIONS

Inclusive Dates	Name of Organization	Position
n/a	n/a	n/a

Listed in reverse chronological order (most recent first).

SKILLS	Level of Competency	Date Acquired
HTML/CSS/JS	Novice	2021
Python	Novice	2020
C++	Novice	2019
Java	Novice	2018

#### TRAININGS, SEMINARS, OR WORKSHOPS ATTENDED

Inclusive Dates	Title of Training, Seminar, or Workshop
n/a	