



Republic of the Philippines
Laguna State Polytechnic University
Province of Laguna

COLLEGE OF COMPUTER STUDIES

**IMPROVEIT: MOBILE RPG APPLICATION THAT AID IT STUDENTS AT
FUNDAMENTALS OF C# PROGRAMMING**

A Capstone Project
Presented to the Faculty of
College of Computer Studies
Laguna State Polytechnic University
San Pablo City Campus
San Pablo City

In Partial Fulfillment
of the Requirements for the Degree
Bachelor of Science in Information Technology
Web and Mobile Application Development

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ABSTRACT

The developers created a mobile role-playing game called "improveIT". The developed project's goal is to contribute to the continuous learning strategy made for IT students to further enhance their knowledge. The game interface is simple, with common controls and graphics animation on other pixelated role-playing games. The project methodology consists of project design, which the researchers had used Agile Model that provides an overview of the entire system the Project Development, which details the project's development phases, and the evaluation testing procedure which includes the procedures for testing and evaluating the project and their associated findings. Sixty-three (63) non-IT expert respondents tried and assessed the project along with ten (10) IT experts. The respondents tested and assessed the system using the Software Usability Measurement Inventory (SUMI) and FURPS. The developed system met the goals established by the developers, according to the testing and evaluation that was done.