



ICS RESEARCH

BSCPE - BSIT

Prepared by: Engr. Rocendo F.
Astillero - MSCPE



Agenda

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**Chapter 1 –
Introduction**

**Chapter 2 –
Review of Related Literature**

**Chapter 3 –
Research Methodology**

**Chapter 4 –
Presentation, Analysis, and
Interpretation of Data**

**Chapter 5 –
Conclusion and Recommendations**

Formatting

Chapter 1 - Introduction

- **Background of the Study**

Briefly explain the research problem and its context.

- **Statement of the Problem**

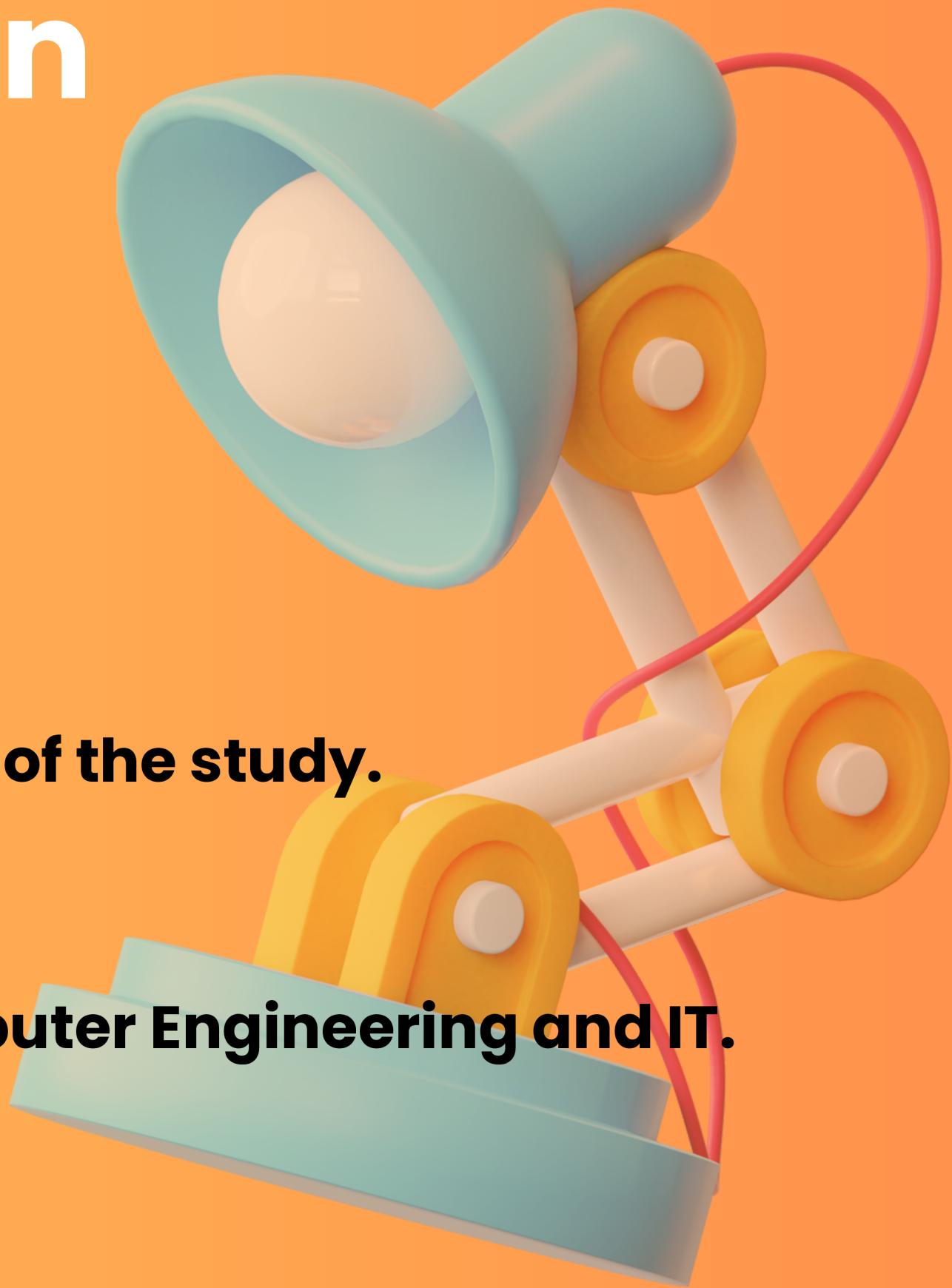
Identify research questions and the specific objectives of the study.

- **Significance of the Study**

Explain why this study is important for the field of Computer Engineering and IT.

- **Scope and Delimitation**

Define the coverage and limitations of the study.



Chapter 2 - Review of Related Literature

- **Theoretical Framework**

Introduce theories or models that support the study.

- **Conceptual Framework**

Present the concepts guiding your research.

- **Related Studies**

Summarize key studies and their relevance to your research.



Chapter 3 - Research Methodology

- **Research Design**

Explain the mixed-method approach (qualitative and quantitative).

- **Participants/Respondents**

Describe your target population.

- **Data Collection**

**Specify methods for collecting quantitative
(e.g., surveys) and qualitative data (e.g., interviews).**

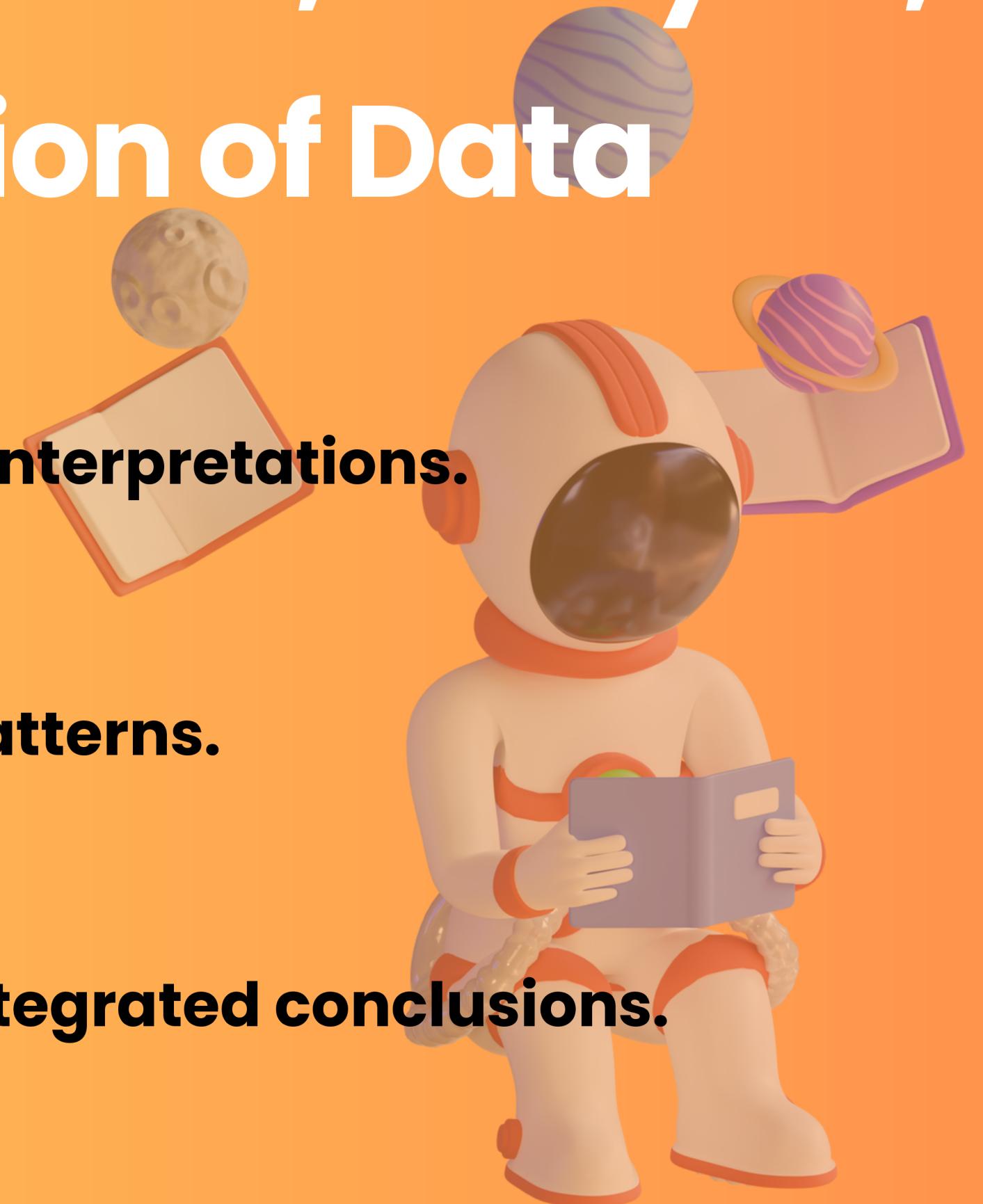
- **Data Analysis**

Explain how quantitative and qualitative data will be analyzed.



Chapter 4 - Presentation, Analysis, and Interpretation of Data

- **Quantitative Results**
Present tables, graphs, or charts and their interpretations.
- **Qualitative Results**
Summarize interview findings, themes, or patterns.
- **Mixed Findings**
Combine insights from both data sets for integrated conclusions.



Chapter 5 - Conclusion and Recommendations

- **Conclusions**

Summarize key findings aligned with the research objectives.

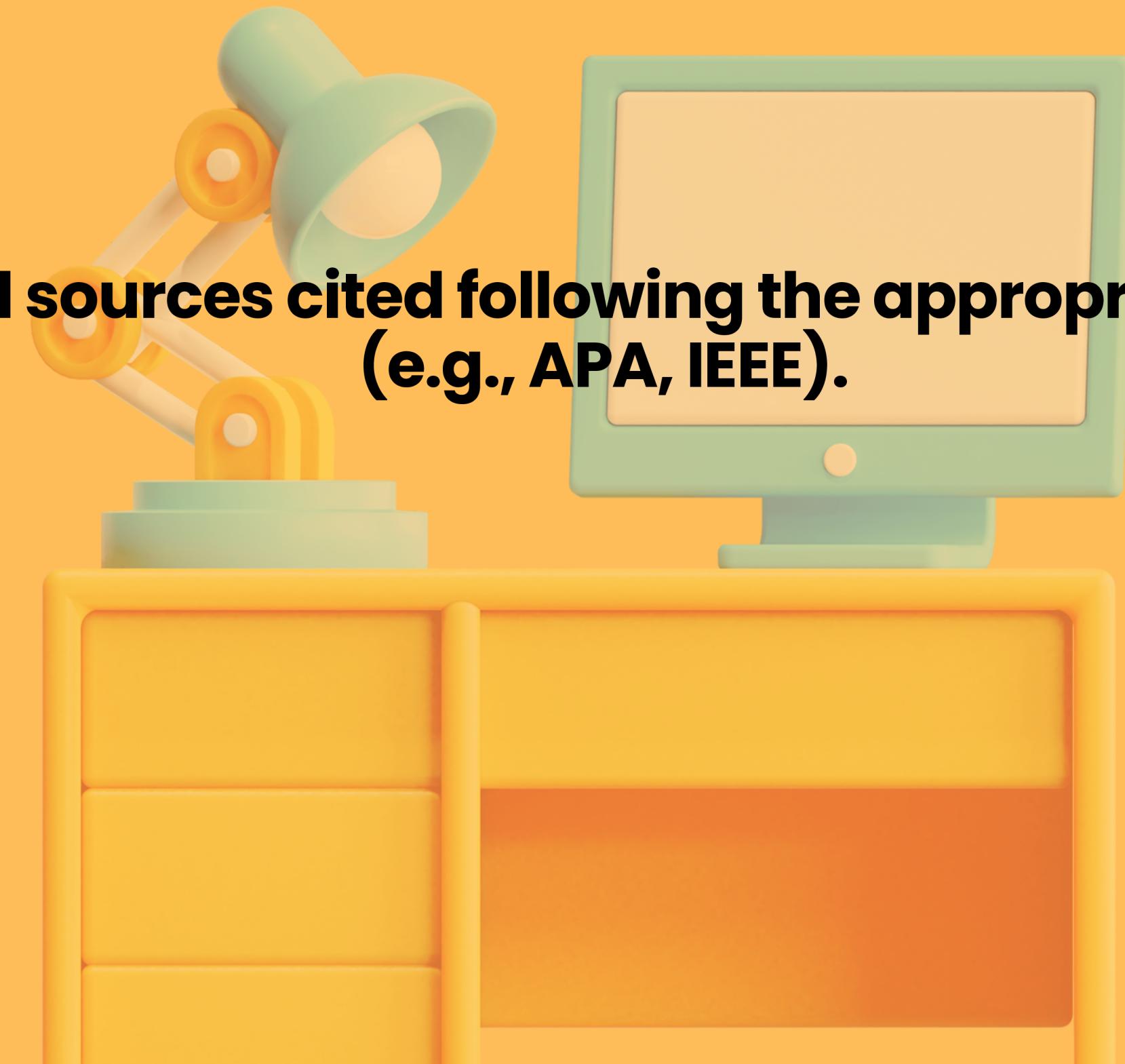
- **Recommendations**

Offer practical suggestions based on your findings for future research or industry practices.



References

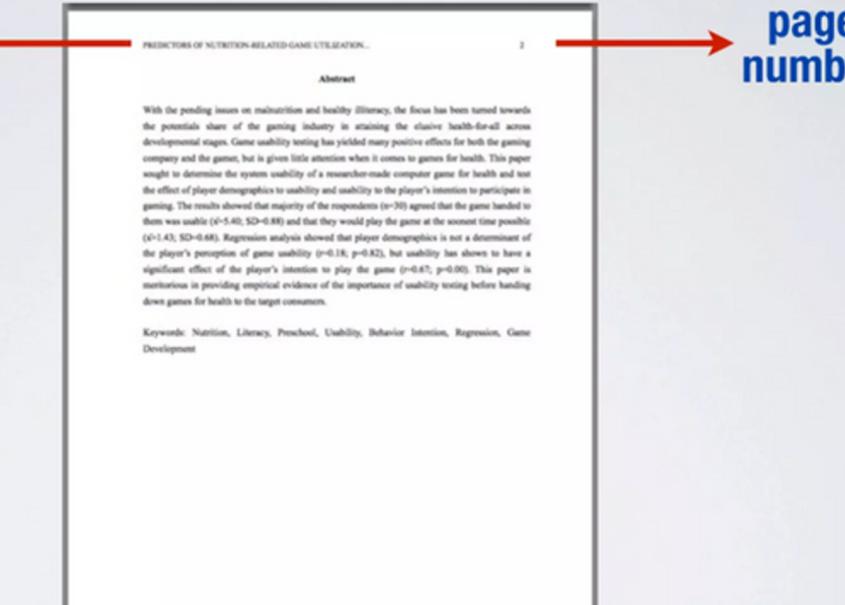
**Include a list of all sources cited following the appropriate academic style
(e.g., APA, IEEE).**



Formatting

HEADER AND FOOTER

first 5 words of title... ← page number →



PREDICTORS OF NUTRITION-RELATED-GAME UTILIZATION.

Abstract

With the pending issues on malnutrition and healthy literacy, the focus has been turned towards the potential share of the gaming industry in attaining the elusive health-for-all across developmental stages. Game usability testing has yielded many positive effects for both the gaming company and the gamer, but is given little attention when it comes to games for health. This paper sought to determine the systematic usability of a researcher-made computer game for health and test the effect of player demographics on usability and usability to the player's intention to participate in gaming. The results showed that majority of the respondents ($n=30$) agreed that the game designed to them was usable ($M=1.40$, $SD=0.88$) and that they would play the game at the soonest time possible ($t=1.43$, $SD=0.88$). Regression analysis showed that player demographics is not a determinant of the player's perception of game usability ($t=-0.18$, $p=0.82$), but usability has shown to have a significant effect on the player's intention to play the game ($t=0.47$, $p=0.05$). This paper is innovative in providing empirical evidence of the importance of usability testing before handing down games for health to the target consumers.

Keywords: Nutrition, Literacy, Preschool, Usability, Behavior Intention, Regression, Game Development

SPACING BETWEEN PARAGRAPHS

3 SPACES between paragraphs and titles (or 1 keyboard enter)

Title: Bold
SubTitle: Italics

3.0 Research Method
3.1 Research Design

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The extensive rudiments of entertainment utilization to health education has led the researcher to a positivist approach in this study. Specifically, descriptive design was utilized to determine the usability of a researcher-made computer health game. Descriptive designs aim to discuss a variable or phenomena without engaging into its relationship or causation with outside variables (Grimes & Schulz, 2002; Polit & Beck, 2003). It limits itself to descriptions, observations and documentations of said phenomena (Polit & Beck, 2003). It answers the basic W-questions, acts as preliminary approach to new events (Grimes & Schulz, 2002) suitable for future theory creation and development (Polit & Beck, 2003).

Causal research design was also utilized to determine the effect of demographics to usability score and usability to behavior intention of the preschool respondents to participate in gaming. Causal researches focuses on the effect of one variable to another, commonly to predict hypothetical scenarios (DJS Research Ltd, 2013). Specifically, the study used the one-shot case study, which is a type of single-group or pre-experimentation design. One-shot case studies are

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PRELIMINARY PAGES

(numbered as i, ii, iii, iv)



CONTENT PAGES

(numbered as 1, 2, 3, 4)
(with header/footer)

REFERENCES, APPENDICES

(continue numbering from previous)

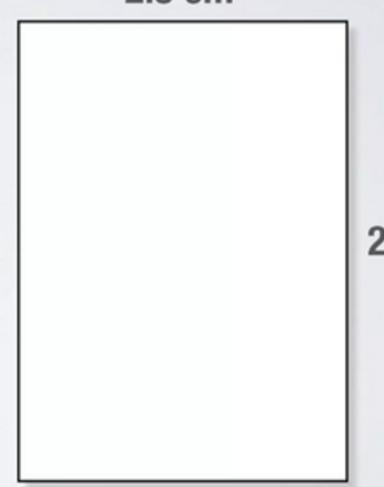
FONT AND SPACING GUIDELINES

TIMES NEW ROMAN SIZE 11

All 'regular' except titles (BOLD), subtitle Italics, footer (CAPS)

1.5 SPACING
all areas, except appendices and table contents (single)

LETTER SIZE
Paper, Header and Footer for content pages only; justified



**THANK
YOU!**

