**Chapter 3**

**RESEARCH METHODOLOGY**

**Environment**

The study will be conducted at La Salle University - Ozamiz which is in the College of Computer Studies in which the students are taking Information technology and Computer Science degree.

**Research Respondent**

The respondents of this study are the Information Technology and Computer Science students who have undergone Programming 1 and 2 which is their major subjects in La Salle University - Ozamiz.

**Research Instrument**

The proponents conducted an interview from the respondents of the study which can help the proponents to gather information and ideas on how to improve and to identify on what will be the use of the study in the future. In conducting the study the proponents used the questionnaire that has all the questions that can give ideas and information to the respondents and to what will be the purpose and the use of this study to them.

**Data Gathering Procedure**

The proponents secures the questionnaires to conduct the survey and prepared the questions for the interview for the respondents of the College of Computer Studies at La Salle University - Ozamiz. The target of this survey and interview are the Information Technology and Computer Science students or those said students who have taken the course whom are free of their time are to be interviewed by set of questions.

**Treatment of Data**

The information that has been gathered and collected from by the researches from using various data gathering procedures were arranged in order, validated and analyze well; serving as a guide in developing the web based game.