ASEAN AID MAP

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ABSTRACT

The internet provides a standard platform for intensive web applications which serves as a medium to reach out to target audience for communication. The use of the internet for networking advocacy, awareness building, identifying resources, mutual support, project support, and events information is the basis of the developers in developing a web application which has an adaptive user interface, a user-friendly environment, an informative content, and up-to-date information. The Asean Aid Map is a web-based application that improves the promotion of conducted projects of Non-government organizations (NGOs) in different ASEAN countries. This application helps NGOs gain connections and collaborators with regards to the resources of their projects. In order for users especially NGOs to make use of the entire features of the application, they should create an account which can be modified on the latter part. Then, NGOs can already manage their projects providing details such as, project title, project description, sector, timeline, budget, needed resources, and contact information. After establishing connections and collaborations regarding their projects, other NGOs can already donate their available resources to a certain project. The application also allows NGOs to create a statistical and summary report for their project. The NGOs can also communicate through the use of the messaging feature of the application. The application also has a Geographic Information System wherein users can see the number of projects in a certain location specifically in ASEAN countries. If users want to ask further questions related to the application, it provides a Help module which is composed of the FAQs and Credits. In the credits section, users are provided with the contact information about the developers of the application. Based on the research paper of Moustakis’ regarding software quality, the application is 87.5% portable which means that it is adaptive in various devices. It is 93% usable in relation to the user environment. It is 94.9% reliable and 95% understandable concerning latest and significant information.

Keywords: NGO, Promotion, Connections, Collaborators

INTRODUCTION

Technology nowadays is essential in the society. Major shift in the climactic condition enables concern citizens to strengthen green computing advocacy. This leads to technological innovation that provide level of persuasion to captures the attention and behavior of the user.

Thus, theprojectintroducedis a digital game entitled Aqua Hero, an application aims to provide awareness and learningsabout the disastrous effect of water waste.

The application is an educational game intended for smartphones and tablet. It provides factual information about thevarioussea waste and chemicals resulting to water pollution

Aqua Hero is a two-dimensional (2D) gamecomposed of three levels on each stage. These are the residential, agricultural, a mining, and the industrial game scenes.

PRODUCT PURPOSE

The main purpose of the application is to promote effective environmental realizations in protecting the seafrom destruction cause by irresponsible waste disposal.

With edutainment that highlights the game features, the users will be able to play and explore various challenges equipped in the design of game mechanics.

PRODUCT FEATURES

The four main features of the application were incorporated to illustrate adaptable and generative environment for learning, interactive exploration, reliable source of information, and user-friendliness.

Game mechanics was carefully designed to facilitate easy-to-use navigational controls for flexibility and adaptability of user’s reflex in manipulating game objects.

PRODUCT FUNCTIONALITIES

The game has six major functionalitites described in stages, facts, high score, settings, shop, and help. The stages is considered to be the main source ofdumped waste simulated as sinking objects and is collected by the player manipulating the diver as the main character.

Game stages poses an increasing challenge and complexity of the game play. It contains three stages with varying scenes and conditions inorder to surpass level requirements.

Facts encompasses significant topics related to waste information, degree of impact, and past events.

High score display the name of the top players sorted from highest to lowest score being attained.

Setting is a feature that allow users to adjust the background music and sound of the game. The player can slide the volume of the music according to its preference. At any time, the player can set the music on and off.

Shop provides the player with accessories and upgrade items usefulfor passing the increasing complexity of the game.

Help has two modules: credit and tutorial. Credit shows the brief description of the game as well as the developer’s information. The tutorial is the important module that guide player throughout the game play. The player is not allowed to skip the tutorial stage unless the it performs all the instructions completely.

SUMMARY

Aqua Hero aims to promote an educational game to help the users understand about water pollution and its effects in reality.

It is open to all users and has no age restriction. This is an adventure game with various challenges set on every game level.

Players can easily manipulate all the functionalities with ease and comfort. This application provides educational information that result to widen the knowledge and idea on the importanceof keeping the marine life.

RECOMMENDATION

It is recommended that the character must be flexible in terms of user interactionsuch as speed movementand appropriateness on the use of power items.

Implementation of the application mechanics must be reviewed to properly match character capability with game level requirements.

Also, other recommendations must be set to improving the audio, visual animation, improve the character’s speed, and implement text-to-speech functions for narration. This is to enhance level of attraction and keep the player stay tuned in the game.

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