

**E-PLUSHIE: TEXTILE WASTE TURNED CUSTOM-MADE  
PLUSHIES**

by

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Submitted in Partial Fulfillment of the Requirements for the Degree of  
Bachelor of Science in Information Technology

at

FEU Institute of Technology

2021

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## APPROVAL AND ACCEPTANCE SHEET

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**ENDORSEMENT FOR ORAL PROPOSAL DEFENSE**

**IT Project Management**

June 29, 2021

To: **Dr. Jayar P. Lalata**  
Course Adviser

This is to certify that the group working project entitled:

***E-Plushie: Textile Waste Turned Custom-Made Plushies***

Composed of:

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is hereby given approval to defend their project proposal.

A handwritten signature in black ink, appearing to read "ffplg".

**Dr. Kirk Alvin S. Awat**  
Project Adviser

## **ACKNOWLEDGEMENT**

We would like to express our sincere gratitude and appreciation to everyone who contributed to the success of this study. This proposal behind it would not have been possible without the kind and understanding of our mentor. His valuable advice was of immense help throughout the proposal process. We are really thankful for having him as a mentor. We also thank our client, Karaw Craftventures, for letting us show our work to them. Without them, the system idea would not be relevant as of this day. Lastly, we would like to thank God for giving us the guidance and knowledge in constructing this project proposal.

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## **LIST OF ABBREVIATIONS**

FURPS - Functionality, Usability, Reliability, Performance and Supportability of computer systems software

FDD - Function Decomposition Diagram

DSL - Digital Subscriber Line

SSD – Solid State Drive

CPU – Central Processing Unit

HDD – Hard Disk Drive

GPU - Graphics Processing Unit

PSU – Power Supply Unit

DFD – Data Flow Diagram

ERD – Entity Relationship Diagram

UC – Use Case

GB - Gigabyte

CSS – Cascading Style Sheet

PHP – Personal Home Page

HTML – HyperText Markup Language

IOS – Iphone Operating System

## **ABSTRACT**

A stuffed toy is a toy doll that is made from a textile and stuffed with flexible material. These stuffed toys are also referred to as plush toys, plushies, soft or cuddly toys. Plushies is a toy that is created personalized or premade to satisfy the customer's vision of how they expected into reality. The purpose of this study is to create a plushie customizing system with an integration of web and mobile system for Karaw Craftventures. With the use of the system, they will know their customer's vision of the product that they want to be created by allowing them to freely customize in the system. It will allow making their business procedures more centralized and also allows the business to be a lot more organized and easier to manage. The results showed that using the system is allowing to understand the customer's vision on how the product will be created by allowing their clients to freely customize their plushies.

## **Chapter I**

### **INTRODUCTION**

Textile waste recycling is the process of gathering recovering fiber, yarn, or fabric for further material use or turning them into useful products. Textile waste products are gathered from different sources and are then sorted and processed depending on their condition. Textile industry has played a significant part in developing economic idea and technology. In the present world today the concept textile recycling is unaware that it has been existing for decades.

Stuffed toy is a sewn material that is made from cloth, and filled with a soft component. They are also referred to as plush toys, plushies, or stuffed animals, as well as soft or cuddly toys. Usually, these plushies are in the shape of a playable animal that or pet that similar to a stuffed animal. However, there are some plushies that resemble to other species. These plushies they are frequently given as presents for some occasions or to express one's feelings of love and they might be displayed or collected. The global market for stuffed and plus toys will continue to rise as the world's population of kids grows. Manufacturers have used sponge, fur apparel, and cotton for the creation of stuffed toys in response to rising demand for comfort and soft creature toys.

## **1.1 Purpose and Description**

The client that we are providing for this system is Karaw Craftventures, a social enterprise that has an advocacy in promoting upcycling and promoting local filipino artisans (particularly in Bicol). They sell variety of gifts that are upcycled and made by their artisans, ranging from women inmates to mothers in Bicol. Through their enterprise they provide jobs and new skills training through their creation of products that they sell. Also to add, the trainings that Karaw Craftventures provide also serves as a preparation for them to reintegrate into society, especially the inmates. The problems they encounter revolves around their business procedures and customer vision. They accept customized plushies works to customers around metro manila but encounters a problem regarding the prototyping of their customer's product in terms of timeframe and also knowing the customer's vision of the product that will be made. With E-Plushie, they will know their customer's vision of the product that they want to be made by allowing them to freely customize it in the system.

## **1.2 Project Context**

The researchers are planning to develop a plushie customizing system with an integration of a web and mobile system for Karaw Craftventures. The main goal of this system is to determine and understand the customer's preferences and vision of the product that they want to be customized. With better understanding of their customer's vision and preferences, they can optimize the amount of work time needed for the customized plushie the customer wanted. Also, the client also wanted to make a “system-generated” solution for their organization so that they can understand the vision that their customers are trying to create into reality.

### **1.3 Objectives**

E-Plushie's objective is to provide a system for Karaw Craftventures, A Upcycling business that manufactures upcycled gifts such as Plushies and etc. Karaw Craftventures, the company that we are providing for, also has an advocacy of promoting upcycling of materials and promoting local Filipino artisans.

This are the **specific objectives** of this project:

- a. To create a web and mobile plushie customization module.
- b. To create a login and logout module for monitoring of custom creations.
- c. To create a payment module for procurement payment of customized plushies.
- d. To create a shopping cart module for selling pre-made plushies created by the organization.
- e. To create a plushie progress tracking module for customers' to check their plushie's completion.
- f. To create an administrative module for account monitoring and creation reviews.

## **1.4 Scope and Delimitations**

The system focuses on establishing a web and mobile customize-your-own plushie system that allows the client's customers to freely customize the plushie that they want to be made and buy it immediately after creation in the system. It consists of modules that concerns the customization's whole functionality.

This are the modules involved in the system:

**Plushie Customization Module** – This module allows the users' to customize their own plushie in their own preferences. The users' will be offered a set of parts in the system that they can mix and match on their liking. The parts that will be offered by the system is from head to toe parts, color and other stuff such as embroidered names in the plushie. The customization module only accepts 1 customized plushie per transaction. If the user's current transaction is still not completed, the user cannot make another customized plushie transaction until the current transaction is finished.

**Login and Logout Module** – It allows our customers to register in our web and mobile system and also allows them to customize plushies in our system. The requirements needed for registration in the system consists of username, password, verified email and a mobile number. Other than customers who are logging in the system, there is also an artisan account whereas they are a type of user that can get design specifications in a form of a downloadable pdf file created by users in the system. The artisan account cannot be created in the in-site registration and the administrator is the only one who can issue an artisan account since artisans are handpicked by the

organization. With this module, the organization can monitor all the users' customized works whether the customized work is offensive or inappropriate.

**Payment Module** – This module will cater the system's payment for the customers' customized plushies. After the user finished customizing their plushie in the customize module, the user will be directed in this module and will give the user the whole breakdown of the production cost and the delivery options. The module will offer a payment option through GCash API and will confirm the production of the plushie once the customer provides the payment. After confirmation, the user will be sent an email in their provided email address indicating that the transaction is completed.

**Shopping Cart Module** – This module caters users' who don't have interest in customizing plushies and simply wanted a pre-made plushie created by the organization. It offers premade plushie created by the organization with a fair price. In this module, the user can buy in bulk since premade plushies are produced beforehand, in contrast to the plushie customization module. After the user finished picking products, the user will be redirected in the payment module for checkout.

**Plushie Progress Tracking Module** – This module allows user to see the production progress. The users' can know whether the plushie is still on production or ready for delivery. Every progress completed will email the user in their provided email to inform the completion of progress created by the system.

**Administrative Module** – This module allows the organization to monitor the accounts in the system and also updates the user's order every time a progress is made in their transaction. This module also covers account concerns such as transaction issues and etc.

### **1.5 Significance of the Study**

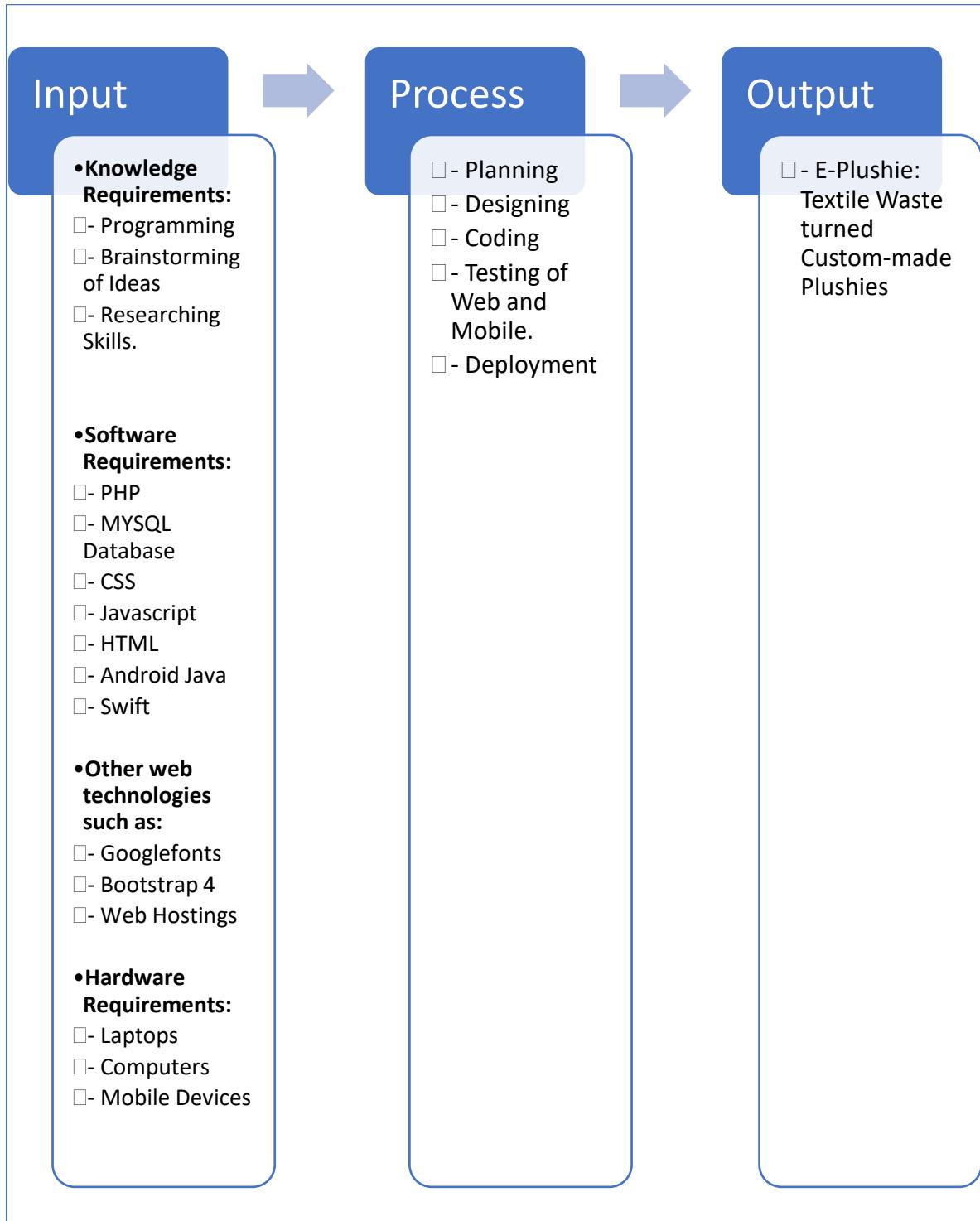
The significance of this study is to make Karaw Craftventures's business procedures to be a lot more “centralized” and “system-generated” as per the client’s needs.

**The organization.** The significance of the study on a highest level basis, is the organization can make more profit by understanding their customers more effectively and at the same optimize their work pace by letting the system produce better design insights for the plushies given by the users in the system.

**The customers/users.** The second highest of significance of this study is the customers. The customers also benefit in this study because the proposed system gives them freedom to customize their own plushie designs at their own liking and buy it after creation which the organization is happy to provide.

**The future researchers.** The third highest of significance involves the customization ideas and insights that could make this study a viable reference to other researchers that will enter in this type of research topic.

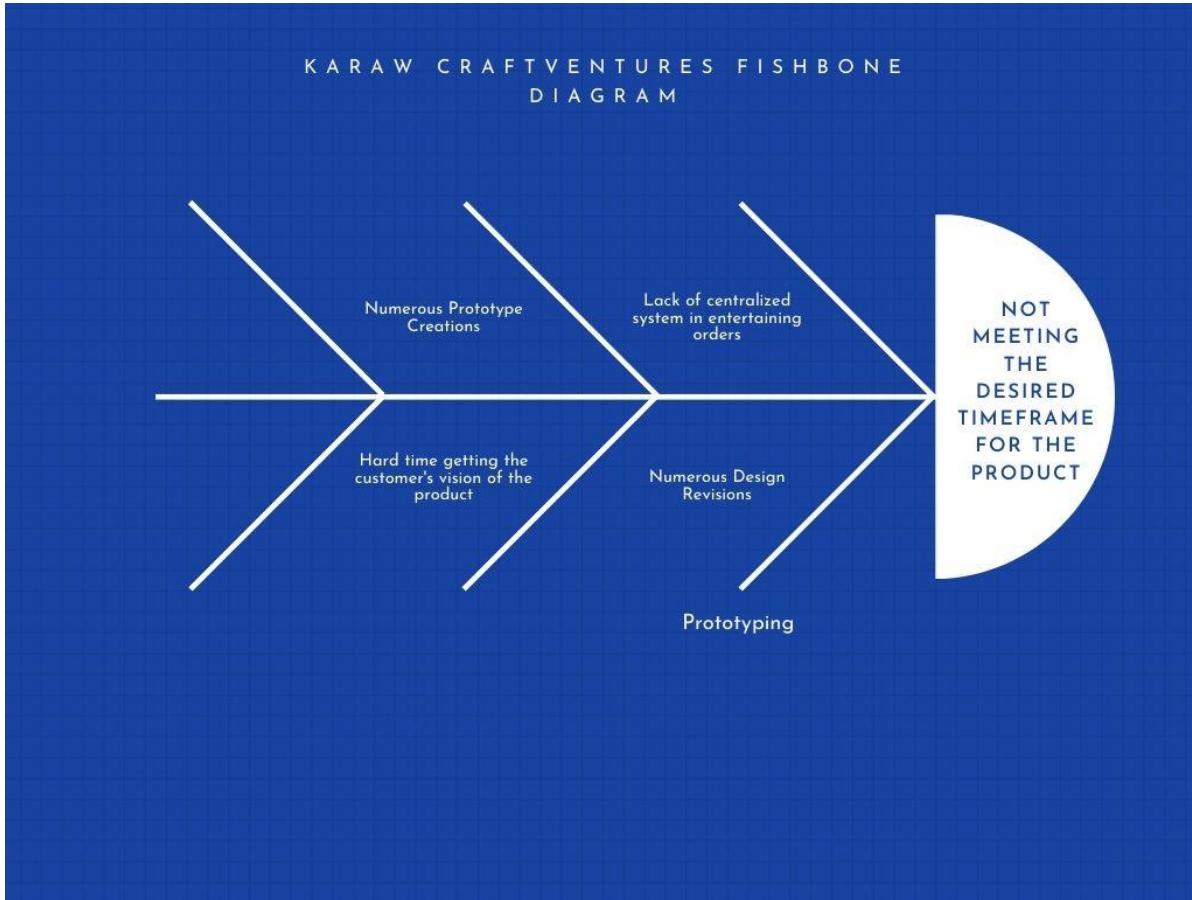
## 1.6 Conceptual Framework



### **Figure 1. Conceptual Framework**

Our input section will have a Knowledge requirements which consist of Programming to develop the whole system, Brainstorming of ideas to have a different and unique features for our program, Researching skills to see if there's a previous study about our system that we can improve or adopt, also Software requirements consist of PHP for back end and data process of our system, MYSQL Database for more organize storing of data, CSS for the front end and design of the website, Javascript for more interactive website such as 2D/3D, animation etc., HTML of course to display the website, Android Java for developing an Android application of our system, Swift for IOS version of our system, also Other web technologies such as Googlefonts for more friendly design of our system, bootstrap 4 for a responsive design so our system can be view in different devices and screen sizes, Web hosting to deploy our system on the Internet, and lastly Hardware Requirements Laptops, Computers or Mobile devices to use and run our system. For the Process we plan to make a unique and useful features for our system, Design for a friendly user system so that every user can easily understand how the system works, in terms of coding we would implement an object oriented and as much as possible less line of codes so the system will run smoothly, we would also run a testing for both platform web and mobile application for our system to ensure that everything is running the way it is, and lastly deployment of our system in to the Internet, app Store and apple store, and for the output the complete running system of E-plushie Textile waste turned custom-made plushies to the market.

## Fishbone Diagram



**Figure 2. Fishbone Diagram**

Based on the client's statements, Karaw Craftventures has a problem in terms of delivering the desired output of their customer's preferences. In making their customized plushies, they undergo 1-2 weeks of prototyping where the company and the customer communicate on how the product will be made. However, these 1-2 weeks' timeframe sometimes exceed to up to 3 weeks of prototyping rather than making it on time. These 1-2 weeks of prototyping consists of making a prototype then shows it to the customer and if there's a problem the customer send his/her feedback to the org until the design is perfected.

## **1.7 Definition of Terms**

### **1.7.1 Technical Terms**

Plushie - a toy made from cloth and filled with a soft material so that it is pleasant to hold, often in the form of an animal. (Cambridge Dictionary, 2021)

Upcycling - a variety of processes by which “old” products get to be modified and get a second life as they’re turned into a “new” product. (youmatter.world, 2020)

Prototyping - is an experimental process where design teams implement ideas into tangible forms from paper to digital. (The Interaction Design Foundation, Unknown)

### **1.7.2 Operational Terms**

Product Delivery – refers to the creation speed of the plushies created by the business whether designing or prototyping phase. (Francisco, 2021)

Customize-Your-Own – refers to the type of system that allows their customers to freely design their product that will be bought. (Francisco, 2021)



Dr. Kirk Alvin S. Awat / June 14, 2021

## **Chapter II**

### **Review of Related Literature and Studies**

#### **2.1 Related Literature**

##### **2.1.1 Benefits of Plushies**

The researchers discovered in recent articles around the internet states that plushies or stuffed toys helped kids to develop their socializing skills during their childhood. It also helps kids to alleviate stress and anxiety to kids. It also improves kids' communication skills as kids grow and also builds confidence as they play with plushies. To add, stuffed toys or plushies also has a sentimental value to young kids since plushie offers comfort.

##### **2.1.2 Benefits of Product Customization in businesses.**

The researchers also discovered that product customization also has a lot of benefits to take when implementing this kind of business solution especially on a system. It states that product customization offers the personalization experience since customers get to customize the product that they will buy. This business solution also increases customer loyalty to the business using the said solution. This business solution also allows businesses to cut down cost and make sales. Also, it attracts millennials since this business solution is a unique experience and allows them to make designs based on the current pop-culture trends.

### **2.1.3 Textile Waste in the Philippines.**

Textile waste in the Philippines has a lot of uses in the textile industry. ASICS created a collection items made out of 5 tons of textile waste. It consists of clothing, sneakers and even beachwear. The government also does other stuff in textile such as costumes and even traditional Filipino clothes. With this uses, if it can be created in numerous types of items, the researchers wondered if this can also make textile plushies.

### **2.1.4 Impact of Textile Waste in the Environment.**

Textile waste has a lot of impact in the environment. One of the main causes of producing textile waste is the fast progress of fashion growth. With the fast growth of fashion, clothes that are outdated or out of trend are simply thrown away by some people. However, some companies are trying to solve the fast growth of fashion such as BlockTexx. BlockTexx is an Australian company that has developed a process along with the researchers from Queensland University of Technology with the hopes of trying to “close the loop” by diverting the textiles in landfills and replace virgin materials used.

## **2.2 Related Studies**

### **2.2.1 Benefits of Plushies**

Research studies suggests that plushies help kids rest and sleep easy during night. It also improves sleeping habits of both kids and parents. In Japan, plushies or stuffed toys has a lot influence and produces the researcher's called the “Kawaii Feelings”. Kawaii in English translation means “cute”. In japan, plushies reduces stress to Japanese people since it exudes a cute vibe that makes people feel at ease. In western, there's a study that states that stuffed toy/animals reduce stress to college students who are having a hard time in their studies.

### **2.2.2 Benefits of Product Customization in businesses.**

The researchers discovered a similar research study that shows the implementation of product customization in stuffed toy making. In this research study, it was a study in building a teddy bear stuffed toy. One study about mass customization is about insights about mass customization. It states that mass customization doesn't necessarily involves the participation of the customer and also the possible combinations that will be made by the customers are predetermined by the designers from the company.

### **2.2.3 Textile Waste in the Philippines.**

YouGov.ph conducts a study that shows that 65% of average filipino shoppers wear the clothes they buy once and then forgets them or sometimes throw them away after a single usage. With this issue, there's no doubt that

textile waste will increase drastically in short amount of time. The main culprit of this problem is the fashion industry, the fashion industry's innovation of designs grows faster than all people could think. With a blink of an eye, the clothes that a person wear will be outdated the next day since fashion innovation is absurdly fast.

#### **2.2.4 Impact of Textile Waste in the Environment.**

There are some studies that show that textile usage is harmful in the environment in the long run. The wastes that the textile is fuming are mainly oil and coloring agents that are potentially harmful to the aquatic environment of the world. Textile waste in big waters can kill aquatic life if not seen immediately. These textile waste can stop reoxygenation of water and can also block the sunlight that are useful to some aquatic life.

### **2.3 Related Systems**

**Teddy.ph – Pampanga Teddy Bear** has a system that allows their customers to send a drawing of their stuffed toy design to the company itself.



**Figure 1: Homepage of Teddy.ph**



**Figure 1.1: Custom plushie page**

**StuffAnimalPros** – Also allows their customers to send a drawing of their desired design of their personalized plushie. It also asks particular questions such as, color palette, name of the stuffed toy, etc.

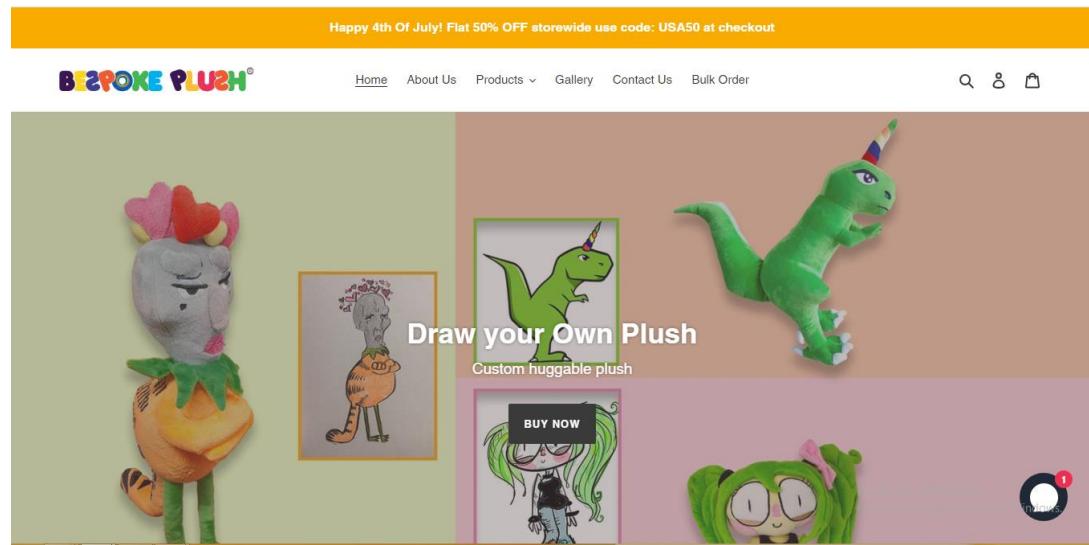


**Figure 2: Homepage of StuffAnimalPros**



**Figure 2.1: Customize page of StuffAnimalPros**

**Bespoke Plushies – Bespoke Plushie** also offers a custom plushie offer for their customers but it does not necessarily offer the part by part. Instead, just like the others, it only offers an upload photo of a design.

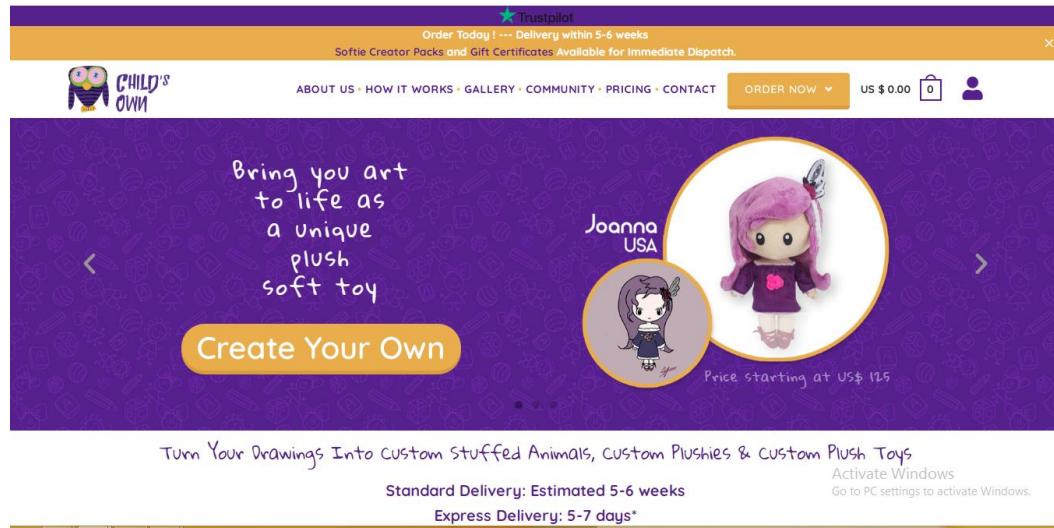


**Figure 3: BESPOKE PLUSH MAIN**

A screenshot of the Bespoke Plush customization page for a fox plushie. The page features a large image of an orange and white fox plushie sitting down. To its right is a smaller image of a simple line drawing of a fox. The title "Draw Your Own Plush Toy" is displayed above a price of "\$159.99". A dropdown menu for "Size" shows "Standard(16")" selected. Below the size selection is a note "Max. 4 images" followed by a blue "Upload Image\*" button. At the bottom of the page are two buttons: "ADD TO CART" and "BUY IT NOW". A watermark at the bottom right corner reads "Activate Windows" and "Kids' artwork or simple characters can be uploaded, and ordered from here." There's also a small circular icon with a white circle and a red dot containing the number "1".

**Figure 3.1: BESPOKE PLUSH Customization Page**

**Child's Own** – Offers also a create your own plushie models but also offers the same features just like the other 3 which is upload photo of the design.



**Figure 4: Child's Own Main**

This screenshot shows the 'Softie Create Order Form' section of the website. It features a purple header bar with the Child's Own logo and the same delivery and payment information as the main page.

The form itself has a white background. On the left, there is a section titled 'Softie Create Order Form' containing fields for 'Upload Artwork (Max 10MB : jpg, jpeg and png)' with a 'Choose File' button, 'Softie Name (Max 20 characters)', and a text area for 'Tell us more about your softie! (Max 150 characters)'. Below these fields is a 'Select Size Option' dropdown menu.

On the right, there is a section titled 'Additional Services (Optional)' with several options and their prices:

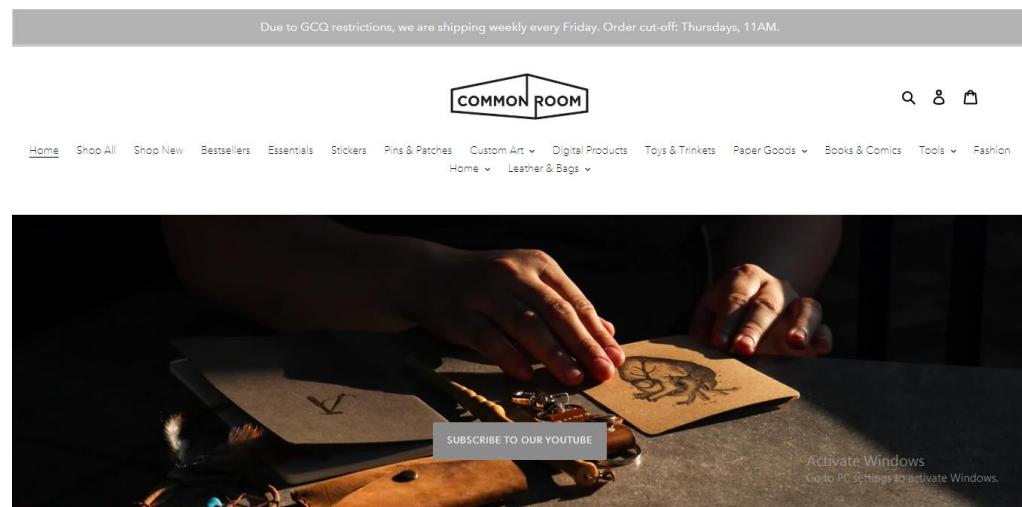
- Birth Certificate:  US \$5.00
- Name on Softie:  US \$9.50
- Key Rings:  US \$2.50
- Cotton Bag:  US \$6.50

Below these options are links to 'Activate Windows' and 'Go to PC settings to activate Windows.'

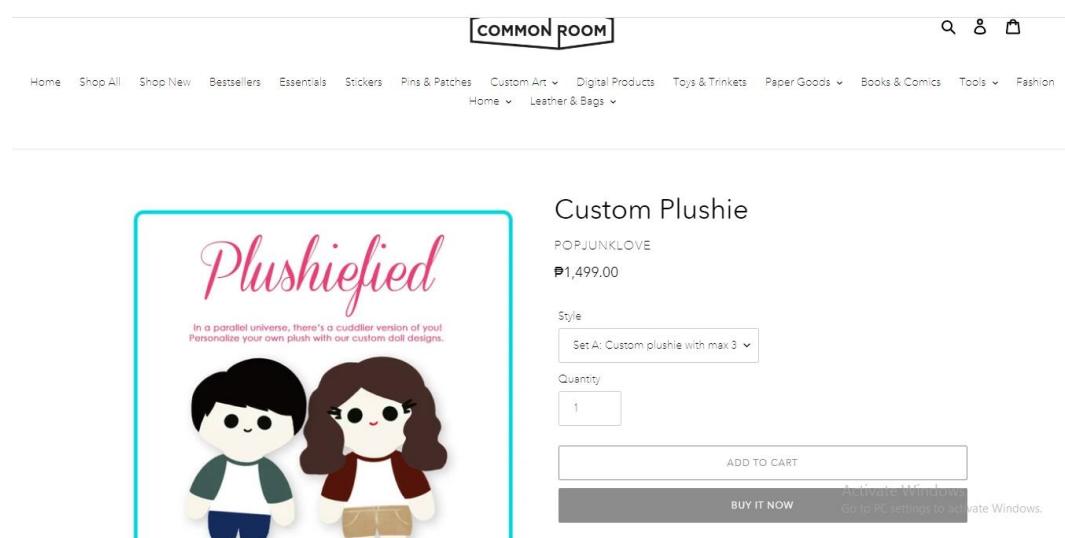
**Figure 4.1: Child's Own Customization System**

**COMMON ROOM PH** – Common Room also offers a custom plushie option for their customers, however. The options that are offered are quite limited and the customers

don't have much option to give such as part by part construction of the plushie only hair and clothing option for the custom plushie.



**Figure 5: CommonRoomPH Main**



**Figure 5.1: CommonRoomPH Customization**

## 2.4 Synthesis

System Comparison					
Functions	Buy Premade Plushies	Part By Part Customization	Online Payment	Login System	
Related Systems					
E-Plushie	YES	YES	YES	YES	YES
TeddyPH	YES	NO	YES	YES	
StuffAnimalPros	YES	NO	YES	YES	
Bespoke Plushies	YES	NO	YES	YES	
Child's Own	YES	NO	YES	YES	
Common Room PH	YES	YES	YES	YES	

Based on the gatherings of the researchers in the related systems section, all related systems can sell premade plushies in the system, has a login system and an online payment feature. However, some systems cannot pass the part-by-part customization. Other systems just offer an upload feature whereas the users can only upload the photo of their drawings to be made immediately. These systems also don't give options to the users such as parts to build the plushie and all. The system that is only similar to the proposed system is Common Room PH's custom plushie option. The only difference between common rooms and E-Plushie is that E-Plushie can offer more customization options for the user such as head to toe customization and etc. while in Common Room, they only offer three options. Hair customizations, clothing customizations and custom plushie with hair and clothing customizations.

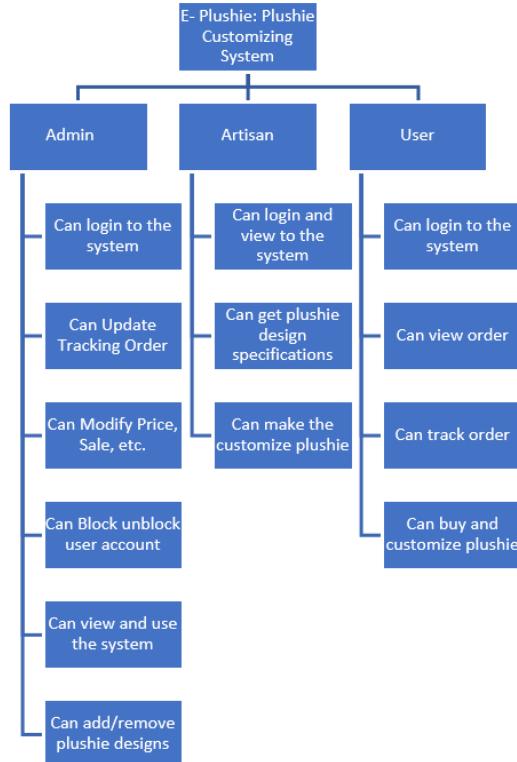
## Chapter 3

### Methodology

In this chapter, the researchers discussed all the methods made in order for the system to be fully developed for the client. It includes the requirements needed for the system to be established in terms of operational and technical. The researchers discussed in this chapter the timeframe of the development of the system and its cost of development.

#### 3.1 Requirement Analysis

##### 3.1.1 Operational Feasibility



### **Figure 1. Function Decomposition Diagram of E-Plushie**

E-Plushie's operational feasibility consists of a user, artisan and administrator. Users can login to the system and can-do transactions such as customizing and buying of plushies. They can also track and view the progress of their transactions. Artisans can also login in the system, artisans are the ones who will get the design specifications created by the user through the plushie customization module and download it from the system in a pdf file format. Admin can also login in the system however for the purpose of managing the system in terms of content management/plushie designs in the system, account management of system's users (such as password changing, blocking of accounts and etc.), tracking orders of the users and price modifications of the system.

#### **3.1.2 Technical Feasibility**

In this section, the researchers discussed the requirements needed for the system, both hardware and software. It consists of specifications of hardware needed for the system in terms of administrative work and login terminal for the client's artisans. It also includes specifications needed for the mobile app to run the system.

The proposed setup for the client is dual pc setup whereas one pc is for administrative work and the other is for login terminal for the client's artisans.

The following are the said specifications:

##### **Recommended specifications of PC:**

- CPU: Intel Core I5 5th - 6th Gen. or Ryzen 3 or 5 2000 or 3000 gen

- MOTHERBOARD: B450M Motherboard
- MEMORY: 16GB RAM 2X8 3200MHZ
- SSD: 120GB
- HDD: 1TB
- GPU: GTX 1060, RX 570 or Optional (only applies in Ryzen CPUs with Integrated Graphics)
- PSU: 450W to 500W PSU (must be true-rated with at least bronze certification)
- Monitor: Any 60hz monitor
- Keyboard and mouse: Any keyboard and mouse brands

#### **Minimum specifications of PC:**

- CPU: Intel Core I5 3rd - 4th Gen. or Ryzen 3 or 5 1000 gen
- MOTHERBOARD: B450M Motherboard
- MEMORY: 8GB RAM 2X4 2400MHZ
- HDD: 500GB
- GPU: GTX 1050ti, RX 470 or Optional (only applies in Ryzen CPUs with Integrated Graphics)

- PSU: 450W to 500W PSU (must be true-rated with at least bronze certification)
- Monitor: Any 60hz monitor
- Keyboard and mouse: Any keyboard and mouse brands

**Recommended mobile specs:**

- Operating System: Android
- Version: Lollipop (Version 5.0) and above
- Memory: 6GB ram and above

**Internet Connection:**

- Fiber Internet Connection (Recommended)
- DSL Internet Connection (Minimum)

**3.1.3 Economic Feasibility**

**Table 1. Hardware Cost**

Hardware Costs (Development/Deployment)		
Cost	Usage	Amount (₱)

PC Units	For administrative work and login terminal for other artisans in office.	30,000.00 (15k per unit, 2200G iGPU PC)
Printer	For printing plushie specifications for artisans.	19,000.00

**Table 2. Software Cost**

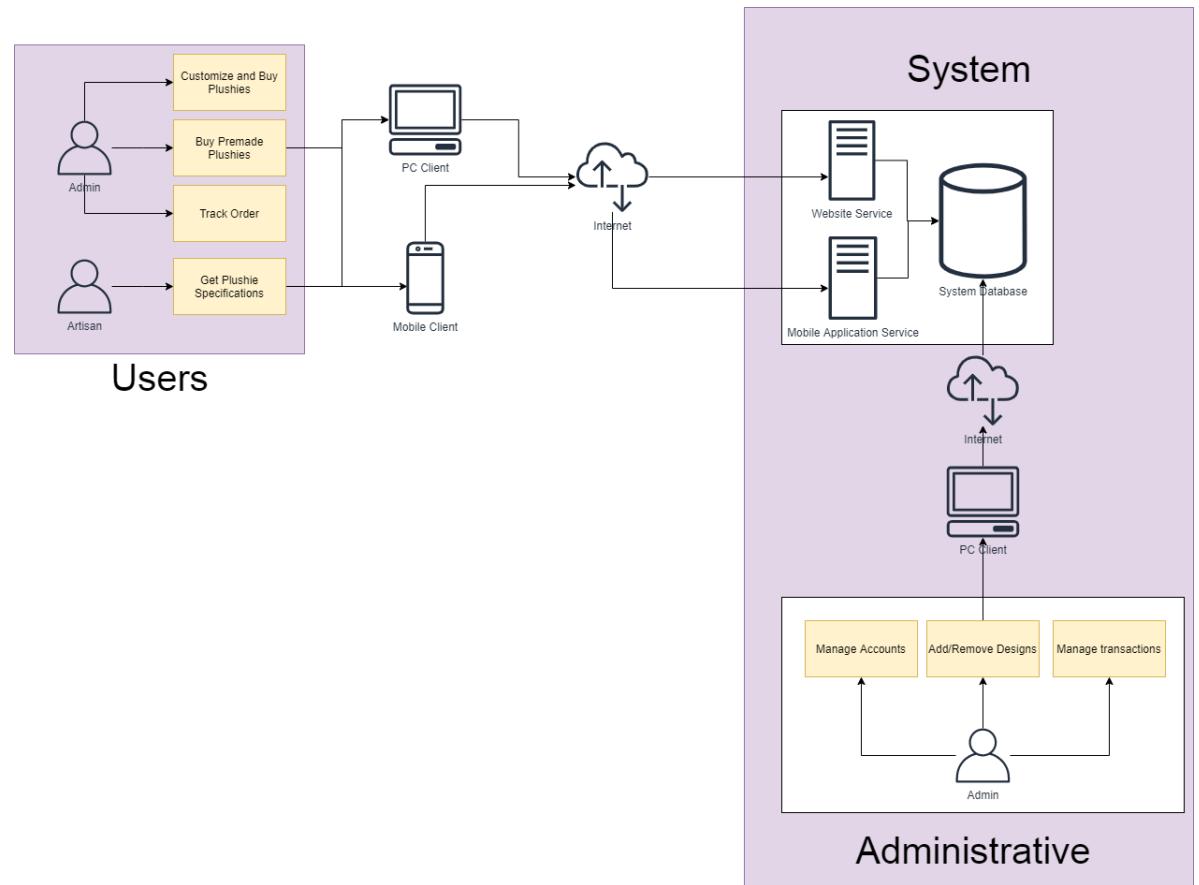
Software Costs (Development/Deployment)		
Cost	Usage	Amount (₱)
Bootstrap Studio	Website Development	1,900.00
Photoshop	Assets creation for system	1,100.00

### 3.1.4 Schedule Feasibility

E-PLUSHIE Development Timeframe														
GROUP MLLF			Transitions											
Phases			2021						2022					
Requirement Analysis	Planning		JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC
	Gather Data													
	Analyze Data													
	System Documentation													
System Design	Web UI Design													
	Mobile UI Design													
	Database Design													
Development	Plushie Customization Module													
	Login and Logout Module													
	Administrative Module													
	Payment Module													
	Shopping Cart Module													
	Plushie Progress Tracking Module													
Testing	Alpha testing													
	Beta Testing													
	Security Testing													
	Stress Testing													
Deployment	Client Turnover													
	Client Training													

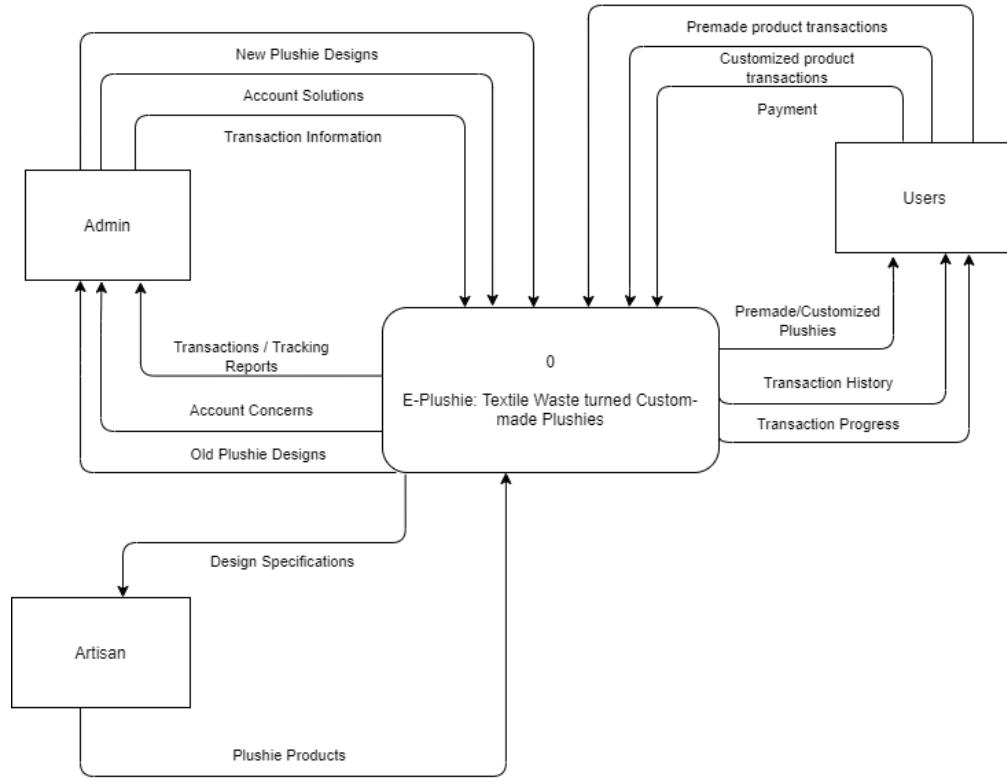
## 3.2 Project Design

### 3.2.1 System Architecture



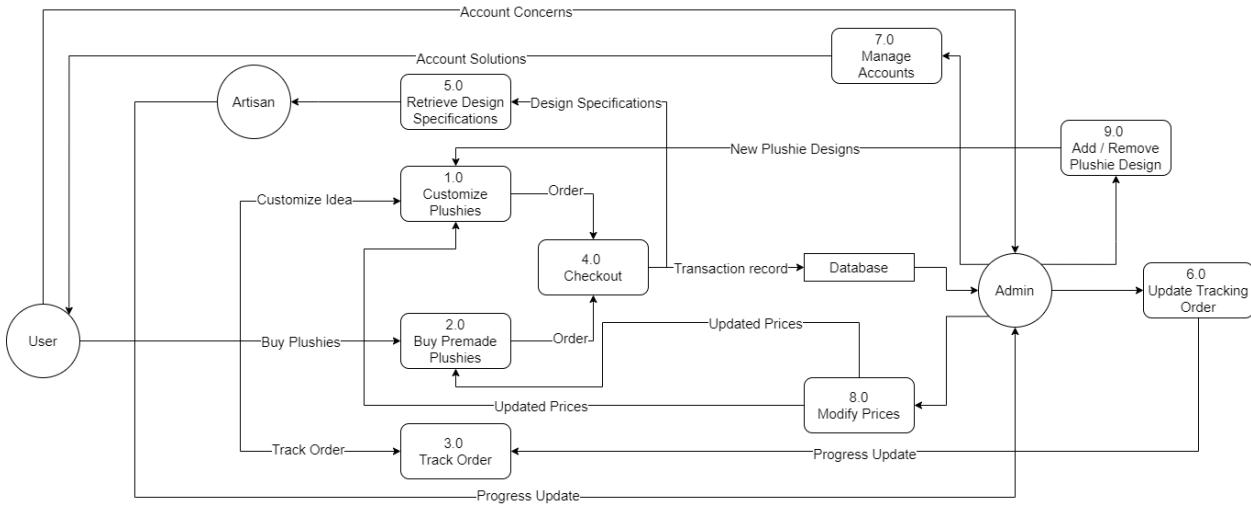
**Figure 1: System Architecture of E-Plushie**

### 3.2.2 Context Diagram



E-Plushie has 3 users for the system, user, artisan and admin. The users have the means to make plushie transactions for the system whether buying premade plushies or customized ones. They can also track the transactions that they made in the system. The artisan can get the design specifications made by the users of the system and download it via PDF version or printed design. The artisan also will be the one making the products for the system. The admin on the other hand, does the management work of the system. From account concerns to transaction concerns, the admin makes sure that the system work flow is running accordingly without technical problems. The admins are also the ones that can remove old and new designs of plushies for the system in order to make the content of the system as fresh as possible.

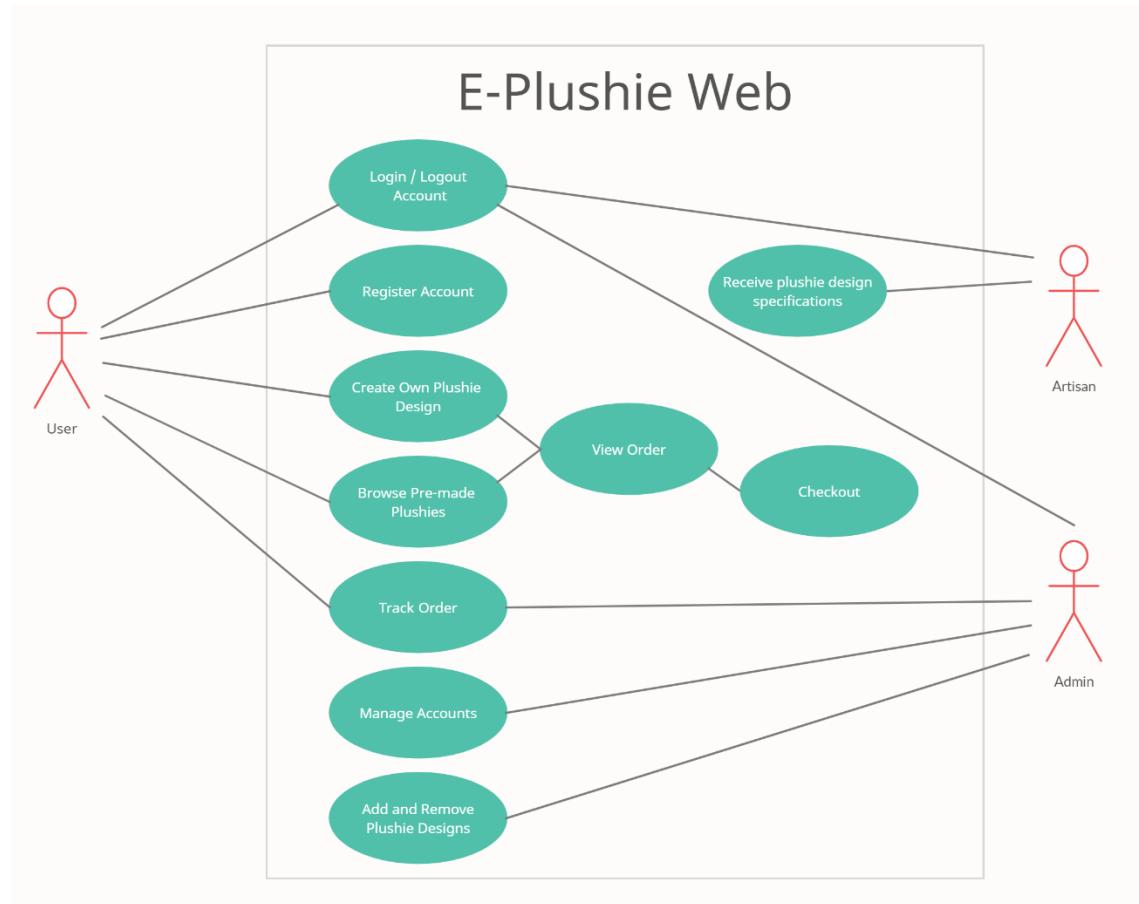
### 3.2.3 Level 1.0 DFD



**Figure 1: DFD Level 1 of E-Plushie**

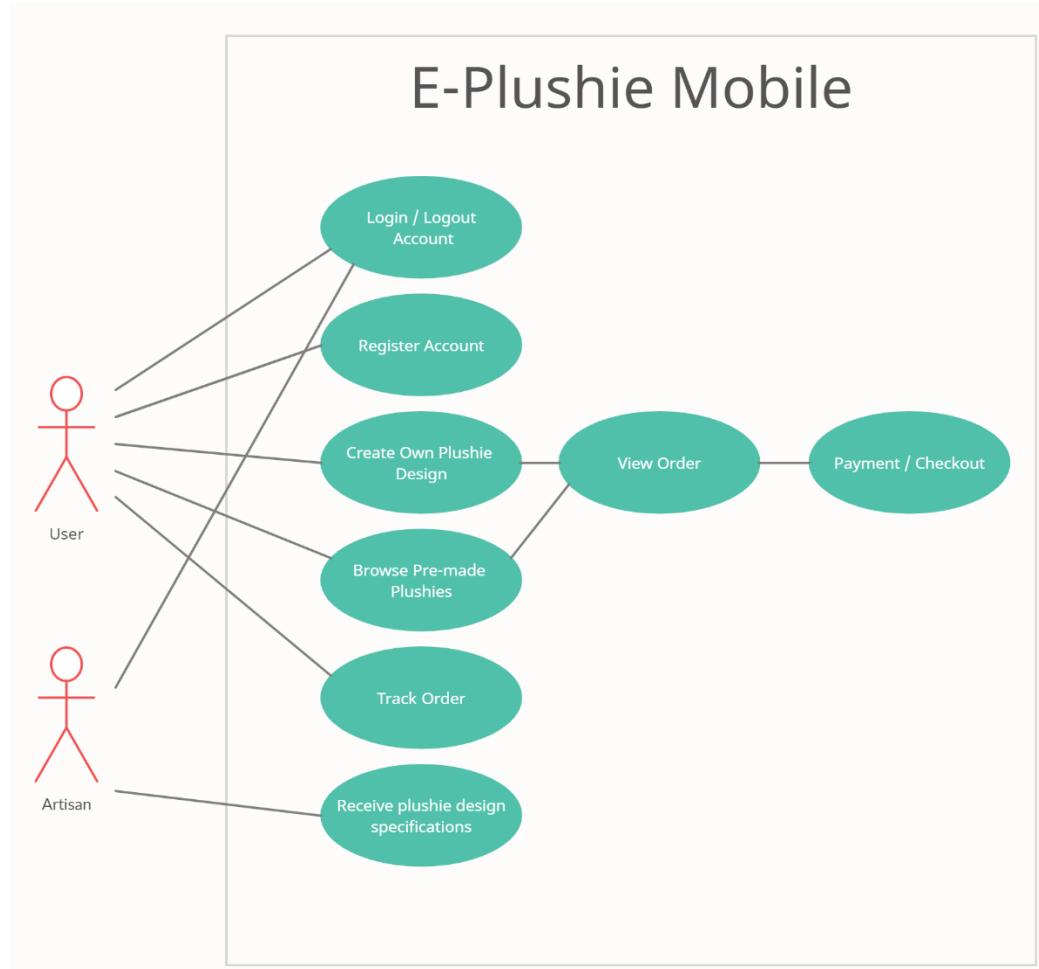
The data that flows in the system consists of transaction records made by the users, progress updates, account concerns and solutions and etc. the users generate transaction records as they do customizations and buying of premade plushies sold by the system. The users can also track the order made by the users and the admin makes sure they update the order as the artisan create the customized plushie or the premade plushie. The artisan acquires the design to the system as soon as the user does the checkout and the admin will also get informed in the system. The admin receives update from the artisans of the progress made by the order made by the user. The admin also adds and remove plushie design content to the system and also adjust pricing of plushies in the system. The admin also caters account concerns made by the users and can do account related solutions such as account retrieval and customer support concerns.

### 3.2.4 Use Case Diagram



**Figure 1: Use Case Diagram (Web)**

In this diagram, the user and the artisan can login to the system. The difference between the two is the user can do plushie transactions and can track their order in the system while the artisan can login to the system and acquire the design specifications generated by the customization module of the system. The administrator in the system, supervises the accounts in the system and also covers account concerns in the system. The administrator also tracks all the orders generated by the users and makes sure that everything works well accordingly.



**Figure 2: Use Case Diagram (Mobile)**

In this mobile app diagram, the actors are the user and the artisan. The user can also login to the system and do plushie transaction and tracking of their order. The artisans also can login to the system and can also receive the plushie design specifications generated in the system via mobile.

**Table1. Use Case: Login / Logout Account**

<b>Use Case :</b>	<b>Login / Logout Account</b>
<b>ID :</b>	UC-01
<b>Description :</b>	Login / logout account is where registered users of the system can use the application.
<b>Primary Actors :</b>	Admin, User, Artisan
<b>Triggers :</b>	When a user visits the application and is asked to log in an account and when a user wants to log out of the application.
<b>Basic Course of Events :</b>	<ol style="list-style-type: none"> <li>1. The user opens the application</li> <li>2. The user is asked to input his/her credentials.</li> <li>3. The user his/her data and is validated.</li> <li>4. The user has logged out of the application.</li> </ol>

Table 1 shows how the admin, user, and artisan can log in their respective accounts to be able to access the features of the system. The table above also shows the basic course of events on how the steps is being executed.

**Table 2. Use Case: Register Account**

<b>Use Case :</b>	<b>Register Account</b>
<b>ID :</b>	UC-02
<b>Description :</b>	Register page is where the application asks the user to sign in his/her account.
<b>Primary Actors :</b>	User
<b>Triggers :</b>	When a user clicks register account he/she is asked to fill the required information to create an account.
<b>Basic Course of Events :</b>	<ol style="list-style-type: none"><li>1. The user clicks register account.</li><li>2. The user is asked to enter information to be able to create an account.</li></ol>

Table 2 shows how the user can register an account to be able to log in the application.. The table above also shows the basic course of events on how the user will enter some information in order to create an account.

**Table 3. Use Case: Create Own Plushie Design**

<b>Use Case :</b>	<b>Create Own Plushie Design</b>
<b>ID :</b>	UC-03
<b>Description :</b>	Allows to user to create his/her own plushie design.
<b>Primary Actors :</b>	User
<b>Triggers :</b>	When a user wants to create his/her design for the plushie.
<b>Basic Course of Events :</b>	<ol style="list-style-type: none"> <li>1. The user clicks create own plushie design.</li> <li>2. The user is shown available designs of the plushies.</li> <li>3. The user can create his/her design for the plushie.</li> <li>4. The user has submitted his/her plushie design to the application.</li> </ol>

Table 3 shows how the user can be able to create a personalize design for their plushie. The table above also shows the basic course of events on how the user to create your own plushie design.

**Table 4. Use Case: View Order**

<b>Use Case :</b>	<b>View Order</b>
<b>ID :</b>	UC-04
<b>Description :</b>	Allows to user to review his/her order.
<b>Primary Actors :</b>	User
<b>Triggers :</b>	Displays the plushie that has been ordered by the user.
<b>Basic Course of Events :</b>	<ol style="list-style-type: none"> <li>1. The user clicks Order.</li> <li>2. The user is presented details about his/her order of the plushie</li> </ol>

Table 4 shows how the user can view the ordered plushie that has been made by the users. The table above also shows the basic course of events on how to view order

**Table 5. Use Case: Checkout**

<b>Use Case :</b>	<b>Checkout</b>
<b>ID :</b>	UC-05
<b>Description :</b>	Displays the current order of the user.
<b>Primary Actors :</b>	User
<b>Triggers :</b>	When the user wants to check the info about his/her ordered plushie.
<b>Basic Course of Events :</b>	<ol style="list-style-type: none"><li>1. The user clicks Checkout.</li><li>2. The user wishes to view the information of the product it will show details about the arrival of the product and payment method.</li></ol>

Table 5 shows how the user can view the details of the product that he/she has ordered in the application also shows the estimated time arrival of the product and payment method . The table above also shows the basic course of events on how the details of the plushie is displayed.

**Table 6. Use Case: Browse Pre-made Plushies**

<b>Use Case :</b>	<b>Browse Pre-made Plushies</b>
<b>ID :</b>	UC-06
<b>Description :</b>	Display pre-made plushie designs for the user.
<b>Primary Actors :</b>	User
<b>Triggers :</b>	When a user chooses to browse some pre-made plushie designs.
<b>Basic Course of Events :</b>	<ol style="list-style-type: none"><li>1. The user clicks browse pre-made plushies.</li><li>2. The user is shown available pre-made plushie designs.</li><li>3. The user can add to checkout of the product on what they want.</li></ol>

Table 6 shows how the user can browse pre-made design plushies in the application. The table above also shows the basic course of events on how the user can browse the pre-made plushies that are displayed in the application.

**Table 7. Use Case: Receive Plushie Specification**

<b>Use Case :</b>	<b>Receive Plushie Specification</b>
<b>ID :</b>	UC-07
<b>Description :</b>	Enables the artisan how long will it take to create the plushie.
<b>Primary Actors :</b>	Artisan
<b>Triggers :</b>	When the user had submitted his/her plushie design in the application.
<b>Basic Course of Events :</b>	<ol style="list-style-type: none"> <li>1. The user will upload his/her design specification of the plushie in the application.</li>   <li>2. The artisan will download the design that has been uploaded by the user in the application.</li>   <li>3. The artisan will create the plushie and will notify the user how long would it take.</li> </ol>

Table 7 shows how the artisan can be able to get the design specification that has been made by the user. The table above also shows the basic course of events on how the artisan can download the design specification of the user and how long would be the creation of the plushie.

**Table 8. Use Case: Track Order**

<b>Use Case :</b>	<b>Track Order</b>
<b>ID :</b>	UC-08
<b>Description :</b>	User can track order of the plushie to know what is the current status of the product.
<b>Primary Actors :</b>	User and Admin
<b>Triggers :</b>	When the user clicks Track Order option.
<b>Basic Course of Events :</b>	<ol style="list-style-type: none"> <li>1. The user logs-in</li> <li>2. The user clicks the track order option.</li> <li>3. The user is asked to enter the transaction number to know the current the status of the product.</li> </ol>

Table 8 shows how the user and admin can track the order. The table above also shows what is the current status of plushie.

**Table 9. Use Case: Manage Accounts**

<b>Use Case :</b>	<b>Manage Accounts</b>
<b>ID :</b>	UC-09
<b>Description :</b>	A set of options that lets the user can manage his/her account.
<b>Primary Actors :</b>	Admin,User,Artisan
<b>Triggers :</b>	When a logged-in user visits their account profile page.
<b>Basic Course of Events :</b>	<ol style="list-style-type: none"> <li>1. The user visits their profile page to edit and manage on his/her user account.</li> <li>2. The user is shown with options and settings to apply in their account.</li> <li>3. The user entered some data and asked if the changes made are saved and informations will be updated.</li> </ol>

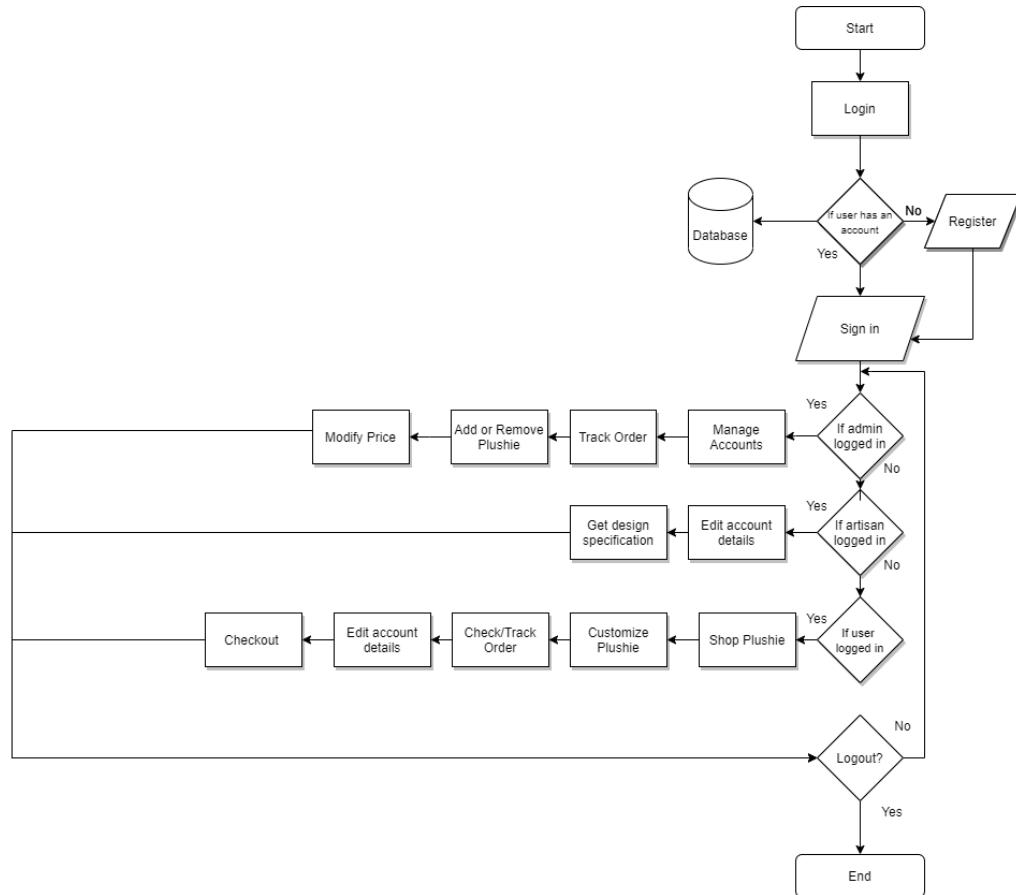
Table 9 shows how the user, admin, and artisan can manage their respective accounts. The table above also shows what happens when there are changes that are being made with their account in the manage account page.

**Table10. Use Case: Add and Remove Plushie Designs**

<b>Use Case :</b>	<b>Add and Remove Plushie Designs</b>
<b>ID :</b>	UC-10
<b>Description :</b>	A set of options that lets the admin add and remove plushie designs.
<b>Primary Actors :</b>	Admin
<b>Triggers :</b>	When a logged-in user visits their account profile page.
<b>Basic Course of Events :</b>	<ol style="list-style-type: none"> <li>1. The admin clicks the add and remove plushie designs.</li> <li>2. The admin is shown add and remove plushie designs options.</li> <li>3. The admin will update the changes that has been made after adding or removing plushie designs in the application.</li> </ol>

Table 10 shows how the admin can add and remove plushie designs in the system. The table above also shows what happens when there updates about the adding or removing plushie designs in the system.

### 3.2.5 System Flowchart



**Figure 1: System Flowchart of E-Plushie**

### 3.2.6 Entity Relationship Diagram (ERD)

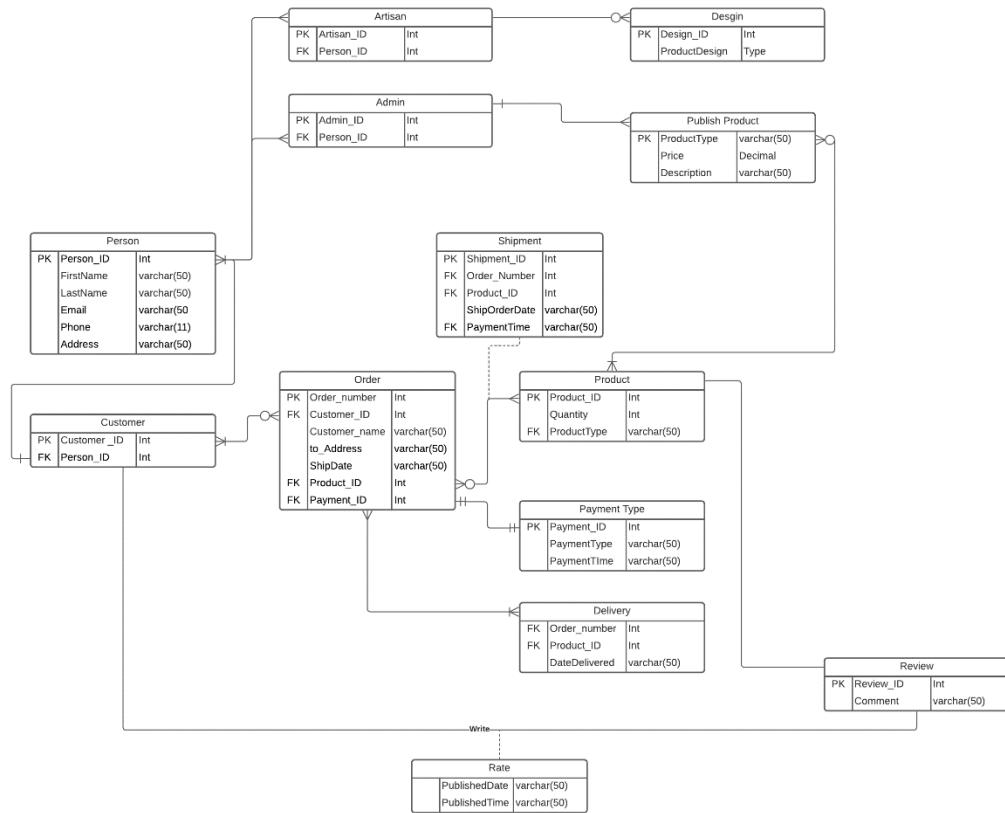


Figure 1: Entity Relationship Diagram (ERD) of E-Plushie

### 3.2.7 User Interface Design

The screenshot displays the homepage of the MLLF website. At the top, a dark navigation bar features the brand name "MLLF" on the left and links for "PRODUCT", "ABOUT", "CONTACT", "TRACK ORDER", "LOG IN", and a search icon on the right. The main content area has a light gray background. A large, bold heading "About Us" is centered at the top. Below it is a short paragraph of placeholder text ("Lorem ipsum..."). Further down, another section titled "Lorem Ipsum" contains a longer block of placeholder text. A "SHOP NOW" button is located in the middle of this section. The central part of the page features a large, bold heading "Lorem ipsum dolor". Below this heading is a smaller, italicized text block. To the left of the central content is a "Customize" section with a play button icon and placeholder text. To the right are "Shop" and "Track Order" sections, each with a placeholder text block and an icon. The footer is a dark gray section containing links for "SERVICES", "CATEGORIES", and "PARTNERS", along with social media icons and a "Back to top" button.

MLLF

PRODUCT ABOUT CONTACT TRACK ORDER LOG IN

About Us

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ullamcorper condimentum ultrices.

**Lorem Ipsum**

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ullamcorper condimentum ultrices. Cras euismod ornare laoreet. Quisque vel efficitur quam, eu molestie odio. In hac habitasse platea dictumst. Integer diam sapien, aliquet sit amet feugiat vel, tempor nec leo. Praesent malesuada quam eget elit lobortis maximus. Fusce convallis placerat mauris in tincidunt. Phasellus a massa id neque pretium venenatis. Suspendisse venenatis quam ac ipsum venenatis sagittis.

In hac habitasse platea dictumst. Interdum et malesuada fames ac ante ipsum primis in faucibus. Donec odio justo, convallis id elit id, tempus eleifend lacus. Maecenas elementum sem commodo est varius convallis. Vestibulum posuere mi eget arcu aliquet, eu gravida elit mattis. Donec tincidunt eu felis nec sagittis.

**SHOP NOW**

**Lorem ipsum dolor**

Lorem ipsum dolor sit amet,  
consectetur  
adipiscing elit.

**Customize**

Lorem ipsum dolor sit amet, consectetur adipiscing elit.

**Shop**

Lorem ipsum dolor sit amet, consectetur adipiscing elit.

**Track Order**

Lorem ipsum dolor sit amet, consectetur adipiscing elit.

**SERVICES**

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ullamcorper condimentum ultrices. Cras euismod ornare laoreet.

**CATEGORIES**

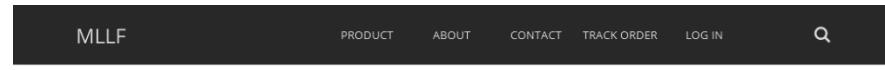
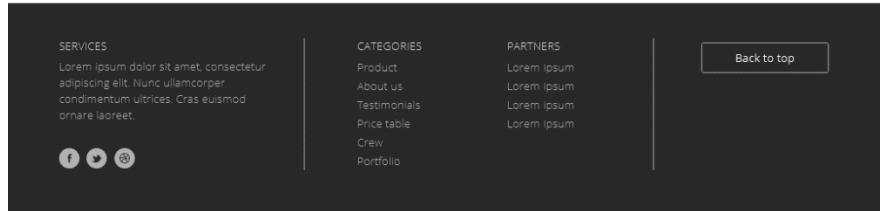
Product  
About us  
Testimonials  
Price table  
Crew  
Portfolio

**PARTNERS**

Lorem ipsum  
Lorem ipsum  
Lorem ipsum

**Back to top**

**Figure 1: Main Web Page**

A central modal window titled "Sign In" contains two input fields: "Username" and "Password", both with placeholder text. Below the fields is a dark "SIGN IN" button. At the bottom of the modal, there are two small links: "Forgot password?" and "Not a member yet?".

**Figure 2: Login Page**

## Create an Account

FIRST NAME

LAST NAME

ADDRESS

CITY

ZIP CODE

Contact

COUNTRY

 Select 

EMAIL

REPEAT EMAIL

**SIGN UP****SERVICES**

Loreum ipsum dolor sit amet, consectetur adipiscing elit. Nunc ullamcorper condimentum ultrices. Cras euismod ornare laoreet.

**CATEGORIES**

Product  
About us  
Testimonials  
Price table  
Crew  
Portfolio

**PARTNERS**

Loreum ipsum  
Loreum ipsum  
Loreum ipsum  
Loreum ipsum

**Back to top****Figure 3: sign up page**

The screenshot displays a customization interface for a website template. At the top, a dark header bar contains the logo 'MLLF' and navigation links for 'PRODUCT', 'ABOUT', 'CONTACT', 'TRACK ORDER', 'LOG IN', and a search icon.

The main content area features a large preview window showing a landing page with a placeholder image of a person's head and shoulders. To the right of the preview, there is sample text: 'Easy as ABC Customization' followed by a paragraph of placeholder text ('Lorem ipsum...'). Below this is a link labeled 'LOREM IPSU LINK'.

Below the preview, a horizontal navigation bar includes tabs for 'HEAD', 'BODY', 'TOE', and 'FOOT'. The 'BODY' tab is currently selected. To the left of the preview, there is a grid of smaller placeholder images representing different body parts or design elements.

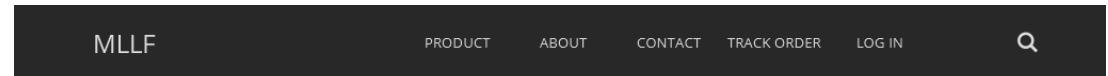
On the right side of the preview, the word 'Customize' is displayed in a large font. Below it is a descriptive text block: 'The kit consists of more than a hundred ready-to-use elements that you can combine to get the exact prototype you want'. A 'FINISH' button is located below this text.

At the bottom of the page, a footer section is shown with three columns of links:

- SERVICES**: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ullamcorper condimentum ultrices. Cras euismod ornare laoreet.
- CATEGORIES**: Product, About us, Testimonials, Price table, Crew, Portfolio.
- PARTNERS**: Lorem ipsum, Lorem ipsum, Lorem ipsum.

A 'Back to top' button is located in the bottom right corner of the footer.

**Figure 4: Customization Page**



## Enter Tracking Number

Enter Tracking Number

## Tracking Result for Order #1234558382341434

### Payment Received

LOREM IPSUM DOLOR

Lorem ipsum dolor sit amet,  
consectetur adipiscing elit.  
Nunc ullamcorper ultrices.

### Creating your Plushie

LOREM IPSUM DOLOR

Lorem ipsum dolor sit amet,  
consectetur adipiscing elit.  
Nunc ullamcorper ultrices.

### On Transit

LOREM IPSUM DOLOR

Lorem ipsum dolor sit amet,  
consectetur adipiscing elit.  
Nunc ullamcorper ultrices.

### Delivered!

LOREM IPSUM DOLOR

Lorem ipsum dolor sit amet,  
consectetur adipiscing elit.  
Nunc ullamcorper ultrices.



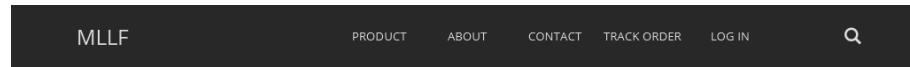
**Figure 5: Tracking Order Page**

The screenshot shows the MLLF website's shopping cart page. At the top, there is a dark header bar with the logo "MLLF" and navigation links for PRODUCT, ABOUT, CONTACT, TRACK ORDER, LOG IN, and a search icon. Below the header, the page title "BROWSE PLUSHIE" is displayed. A navigation bar below the title includes categories: Features, Best Seller, Gift Design, and Coming soon. To the right is a search bar with a magnifying glass icon and a "SEARCH" button.

The main content area displays a grid of products. Each product item consists of a large circular placeholder image, followed by the product name "[Plushiee.Name]", the price "\$[Plus]", and a short description: "Lorem ipsum dolor sit amet, consectetur adipiscing elit.". There are two such items visible in the grid.

At the bottom of the page, there is a footer section with navigation links for SERVICES, CATEGORIES, and PARTNERS. The SERVICES section contains placeholder text. The CATEGORIES section lists Product, About us, Testimonials, Price table, Crew, and Portfolio. The PARTNERS section lists Lorem ipsum multiple times. On the far right, there is a "Back to top" button.

**Figure 6: Shopping Cart Page**



## Contact Us

Write your message here...

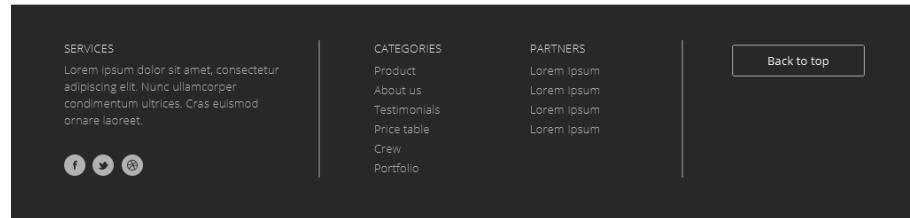
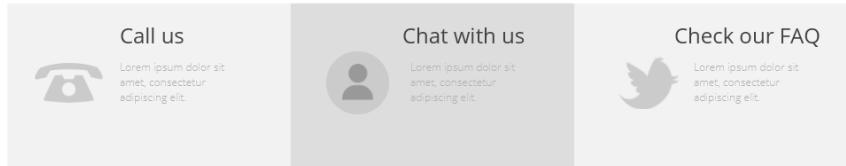
A light gray rectangular area representing a map or location, featuring a small dark gray location pin icon in the center.

240, Waterview Lane - San Francisco  
CA 94104, USA

milfcontact@gmail.com

## Need Urgent Help?

Lorem ipsum dolor sit amet,  
consectetur  
adipiscing elit.



**Figure 7: Contact Us**



## Complete Product

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ullamcorper condimentum ultrices. Cras euismod ornare laoreet.



## Customize your own plushie

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ullamcorper condimentum ultrices. Cras euismod ornare laoreet. Quisque vel efficitur quam, eu molestie odio. In hac habitasse platea dictumst. Integer diam sapien, aliquet sit amet feugiat vel, tempor nec leo.

## Meet the Team

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ullamcorper condimentum ultrices. Cras euismod ornare laoreet.



## Reviews from Customers



**Figure 8: Full Main Page**

4:02



# Customize

Karaw Craftventure



Head | Shoulder | Knees | Toe



Finish



Figure 9: Customization (mobile ver.)

4:02



# MLLF

Karaw Craftventure

Search

## Great Deals

100% Recycled Material



## Featured Plushie

[See](#)



Ratty Plushie

Susan Briscoe



Avocado Plushie

Scott Fitzgerald



Mar

P. L. 1



Figure 10: Shopping page (mobile ver.)

# Contact Us

Karaw Craftventure

Ways to Contact Us:



Call us @ 123-456-789



Send us an email mllf@gmail.com



Live Chat with our Agent



Check our Forum & FAQ

---

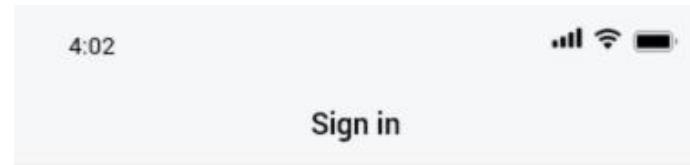
Something wrong with you Item?



Click here so we can further assist you



**Figure 11: Contact Us Page (mobile ver.)**



Email

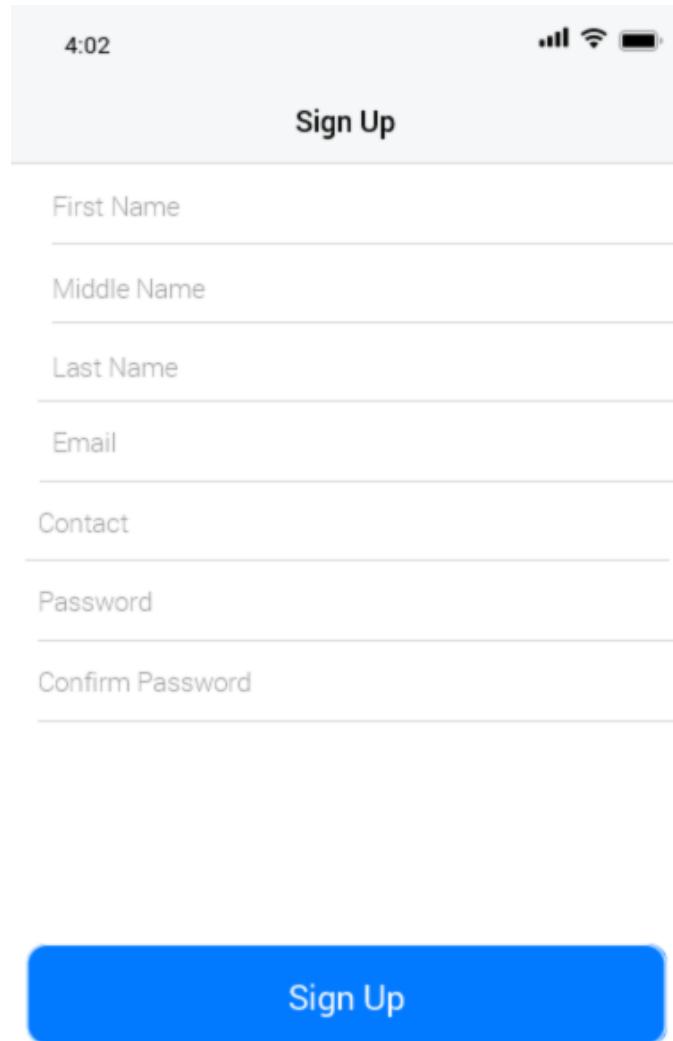
Password

Not yet a member? [click here to register](#)

Sign in



**Figure 12: Sign in page (mobile ver.)**



**Figure 13: Sign up page (mobile ver.)**

# Check out

Karaw Craftventure

## Review your orders

Total: P69.69



### Chicken Plushie

Lore ipsum dolor sit  
amet, consectetur  
adipiscing elit. Morbi mollis

Delete



### Hamster Plushie

Lore ipsum dolor sit  
amet, consectetur  
adipiscing elit. Morbi mollis

Delete



### Avocado Plushie

Lore ipsum dolor sit  
amet, consectetur  
adipiscing elit. Morbi mollis

Delete

Deliver to : User Sample - Manila 149 PH.

[Proceed to payment](#)



Figure 14: Checkout Page (mobile ver.)

4:02



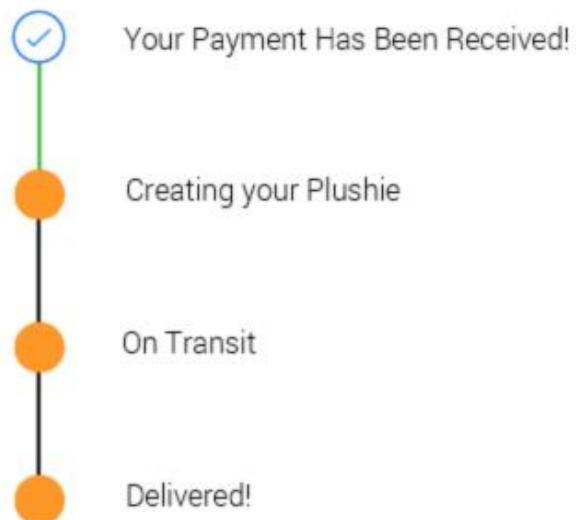
# Track Order

Karaw Craftventure

Enter Tracking Number

For us to find your order please type in the tracking number that was sent to your email or phone number

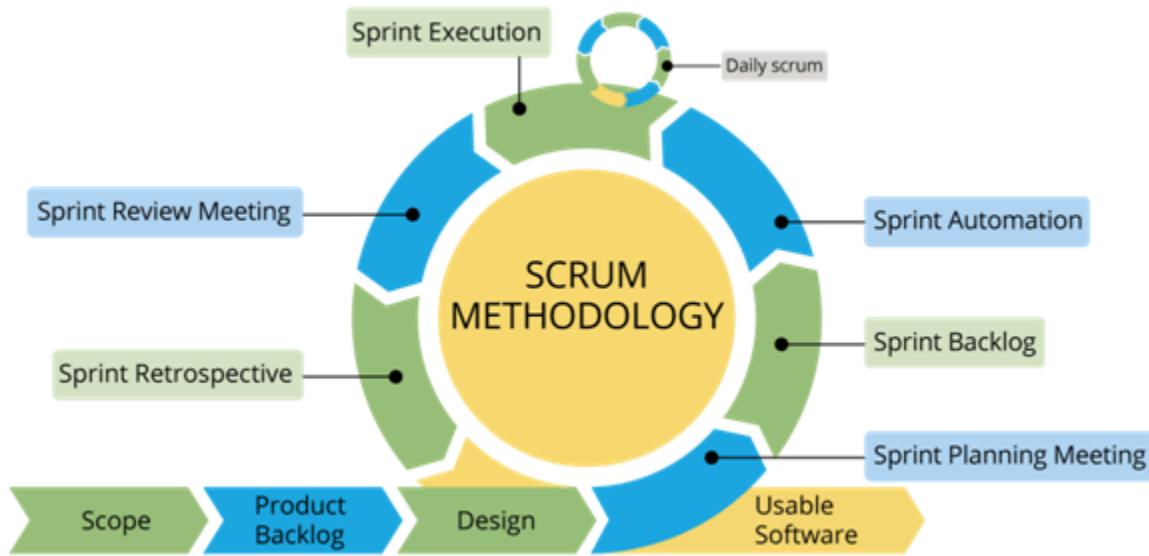
Updated Just Now



**Figure 15: Tracker (mobile ver.)**

### 3.3 Project Development Model

The development model that the researchers will enforce in this study is the Scrum Methodology. Scrum methodology fits to the researcher's objectives since the client wanted to be involved in the development phase of the system. Also, this methodology makes sure that the development of the system is on track according to the client's vision of the system and fitting to the client's perspective.



**Figure 1: The Scrum Methodology**

### 3.4 Software Testing

The system will be tested in 2 phases, alpha testing and beta testing. Alpha testing will be implemented once the system is finished in developing. The people involved in alpha testing are the developers of the system and the client. Through the alpha testing, the researchers will get

initial feedback and know what needs to changed based on the testing. The beta testing will be implemented once the initial feedback of the client in the alpha testing is revised. The people involved in the beta testing will be some users handpicked by the client and the client's employees. Once the testing phases are completed, the system will be evaluated by the clients and the users.

### **3.5 Software Evaluation Model**

In evaluating the system, the researchers will implement the FURPS Evaluation Model. The researchers has chosen FURPS Evaluation Model because FURPS is easier to understand at least on the researchers' perspective in terms of definition and descriptions.

The system will be evaluated in the following factors:

**Functionality** – To determine whether the plushie customizing system work well according to the client's needs.

**Usability** – To determine if the system that was developed can be used by the client and its customers in terms of accessibility. Also, to see if the design of the system suits well for the client.

**Reliability** – To determine whether the system can safe keep the data that the system is holding such as usernames, passwords and etc.

**Performance** – To determine if the system is efficient and flows well in terms usage and data processing of plushy transactions in the system.

**Supportability** – To determine if the system can be maintained easily and also, can be upgraded for future improvements should the client ever wanted to improve the system through other business ideas the client has in mind.

### **3.6 Data Gathering**

The data will be gathered through google forms survey. Google forms will be given in both after alpha and beta testing. The questions that consist in this survey form is based on the FURPS evaluation model. The questions will revolve around functionality, usability, reliability, performance and supportability. However, the questions will be emphasized in functionality, usability and performance in order to revise the system and make it fit as much as possible for the client.

### **3.7 Sampling Technique**

The sampling technique that will be implemented is purposive sampling. Purposive sampling allows the researchers to pick the knowledgeable people for the system such as people who are fond of customizing and people who likes plushies since it will make the system more accurate and fit for the client and its customers.

### **3.8 Respondents of the Study**

The respondents involved in this study are 50 respondents. It consists of 20 people who has a background of product customizing systems, 20 people who are new to product customizing systems and 10 organization staff including the owner.

### **3.9 Statistical Treatment**

The statistical treatment that will be used to qualify the respondents for the system is through Likert scale and weighted mean. The researchers will use the five-point Likert scale method of measuring. The highest rating for this scale is 5 and the lowest scale is 1.

**Formula:**

$$WM = \frac{fx}{N}$$

**Where:**

**WM = Weighted Mean**

**Fx = sum of the frequency and the weight**

**N = Number of Respondents**

**Table 11: Likert Scale**

<b>Weights</b>	<b>Weighted Mean</b>	<b>Verbal Interpretation</b>
<b>5</b>	<b>4.20 – 5</b>	<b>Excellent</b>
<b>4</b>	<b>4.19 – 3.40</b>	<b>Good</b>
<b>3</b>	<b>3.39 – 2.60</b>	<b>Fair</b>
<b>2</b>	<b>2.59 – 1.80</b>	<b>Poor</b>

<b>1</b>	<b>1.79 - 1</b>	<b>Very Poor</b>
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*toy/#:%7E:text=Stuffed%20toys%20are%20often%20made%20into%20the%20shape,the%20first%20commercial%20company%20to%20produce%20stuffed%20toys.*

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## TRANSCRIPT

MLLF: Name and Occupation po?

Client: I'm Paul Orpiada and I am the general manager of Karaw Craftventures its a social enterprise na arts based so what we do is create ano na products that are actually souvenir and gift items siya and we focus on producing plush toys and we have our mga ano artisan and we partner with communities of women who we train as our artisan so sila yung gumagawa most of them are mechanised from the rural and urban areas. So we have been in the business for around 11 years it started as a college project so actually similar to what you are doing it started as that one na parang senior's project to saamin before na we are able to continue kase yung concept may market for this kind of business. We are just a small team of 4 people we have our marketing, production, then sa design. We are based on Naga city in Bicol and yun that's for 11 yrs na nag start kami ng project.

MLLF: Despite pandemic naman po nag business striving pa rin po ba?

Client: Yeah. Well definitely there are challenges kase one of the constraints is the production so we need to adapt to the situation wherein ginawa namin siyang home-based yung production namin and medyo bumaba yung demand for this items kase medyo nag essential pang regalo/gifts pero yung last year naman we we're able to pivot our business model kung saan gumawa kami ng ibang items na essential for example: masks so nag customise kami ng masks but there are still people who ordered customized plush items from us in a way continuous naman although affected nga pero continuous kahit papaano.

MLLF: Sige sir, First question po is ano po yung main goal ng Karaw craft venture po yung main goals po nila sir.

Client: Our main goal, the reason why we put this up we want to give value to the underprivileged artisans in the Philippines particularly in Bicol kase we wanted to highlight the artisan craftsmanship of Filipinos by creating various gift items and products another is to of course is create jobs for this people. When we started as a social enterprise actually ang primary stakeholders namin are the woman inmates sa Naga City District Jail kumbaga for them to be given a new skills training through this creation of this products another is for them to see may value pa rin sa buhay nila and also this is a preparation for them to reintegrate in the society. Right now, we are working with nanay's sa rural areas kung saan we are providing alternative livelihood para din additional income for them right now since nagkaroon nga ng pandemic so we pivoted our business model kung saan yung mga nanay's are working from home na kung saan they are to attend the needs of their family while earning income. Lastly, yung promotion of art as a tool to empower people and to provide ano din mga new options innovative options for people na yun nga pag bibili sila ng gift items they geared towards promoting local handmade and upcycled kase we are also into upcycling so ayun kase may environmental aspect.

MLLF: Yun nga po sir kase ayun po ang pinaka main reason kung kaya inaapproach kase almost the same yung pinaka objectives po sir. Kase po yung pinaka materials din po ng pinaka system na magagawa is almost recycling. Gagawa po ng plushies through recycled materials so yun po kaya po inaapproach po namin kayo.

MLLF: Still anyway, next question sir what are the current business procedures po that are used in catering customer transactions.

Client: Can you elaborate the question? Ano yun ulit?

MLLF: Yung parang process kung papaano pag cater ng transaction na ginagaea nyo po sa customer.

Client: Okay, so we have different activities the way we market the products or the way we market our services. One is before pre pandemic we are busy attending to different trade fairs and mga exhibits na kung saan most of our clients dun namin nakikilala. Second, we have our retail product line na pang retail we develop different brands ng mga plush toys and souvenir items na kung saan yun yung parang introductory kumbaga that how we introduce the customization scheme na ginagawa namin so to cite an example yung Encantures na brand this is a collection of plush toys and other merchandise inspired by Philippine mythical creatures if we we're to market those items na ayun nga mas nakikilala kami that we are doing plush toys then we are also to introduce the company na gumagawa ng customize na items with the process that you are asking one way that we do is ofcourse pag may inquiries ofcourse we respond we ask them for the specification na kailangan nila for that particular product and then we have our designer design a sketch, sketch nung ano gusto ng customer tapos we present a proposal so we send them product proposal na kung saan naka indicate na dun kung anong size, material na gagamitin tapos if ok na sila with the design na ginawa nung artist namin and then after that may approval ni client and then we do prototyping. So we prototype depende kase sa complexity ng design it takes about 1 week up to 3 weeks na pag prototype and then after prototyping if mass production yung kailangan for tha particular product we get back to the client kung ok na yung prototype na yun kung kailangan ipadala sa kanya para makita nya for final approval we do it. And after that masd production na kami until delivery.

MLLF: Mahaba din pala sir no? Kase need din kase ng final details para ma improve. In this part of question ano po yung current flaws ng business procedure niyo sir? Sa tingin nyo lang po sir?

Client: Ano yung current ano? Sorry is it related ba sa una?

MLLF: Opo sir diba po tinanong ko yung business procedure. Ano naman po yung pinaka flaws nyo sir? Sa tingin nyo lang sir

Client: Ah ok. Most of our clients kase ano from manila or other place kaya mahirap yung minsan hindi nag mamatch yung expectations ng client dun sa actuao na ginagawa tama ba do you get your question.

MLLF: Yes sir

Client: Flaws or challenges ganun ba?

MLLF: Kase ano po yung mahirap dun sa pinaka mahirap dun sa procedure.

Client: Oo yun, yung prototyping actually yung pinakamahirap kase minsan **hindi nameet yung timeframe for the prototyping minsan nag eexceed siya.**

MLLF: Oh lumalagpas

Client: Halimbawa what we said to the client was aabutin lang ng 1 week yung prototyping minsan umaabot ng 2 weeks up to 3 weeks kaya medyo meron mga delays so the way we handle that is when we mentioned to the client na magkakaroon ng prototyping naglalagay na kami ng additional time para hindi lang para hindi sya ma shorten.

MLLF: Parang allowance sir parang ganun?

Client: May allowance. Oo i think yun lang naman ang pinaka main challenge tapos i think yun lang pinaka main challenge.

MLLF: This is the 4th question does Karae Craftventures considered the option of establishing a customize-your-own plushie system for their business?

Client: Ah right now. Wala pa pero its a good idea kase na customize automatic no kumbaga parang system generated. Mahirap in a way kunin yung vision ng client how do you wanted the product to look like diba so atleast with that system sila mismo they can dictate or they can foresee na magiging itsura ng product. So for us, ayun another challenge pala which is pabalik pabalik na feedback na halimbawa na mag sketch si designer or artist ng design tapos ipapa approve sa client tapos may gustong babaguhin so medyo takes some time. So yung idea of customizing or having the customers decide kung ano magiging itsura or customize nila tung item nila mas magiging madali. We have clients naman before na fromt the drawings ng kids nila ginagawa namin actual plush toys.

MLLF: Ah nagiging came to reality na pinaka main design nila sir no?

Client: Oo

MLLF: Eto sir since nasagot na 4th ito na yung 5th question sir does Karaw Craftventures planning to improve their way of selling their product.

Client: Sorrt medyo nawala

MLLF: Does Karaw Craftventures planning to improve their way of selling their plushie po?

Client: Ah ok definitely yes by actually setting up a website mas magiging madali for us na ma market yung service na ganito we had our website before pero hindi namin sya na maximize ng maayos pero this time nag pagawa kami ng panibagong website pero hindi pa dun naka integrate yung ganun na sistema. In terms of marketing right now we rely on sa social media Facebook, Instagram yun lang tapos word of mouth yun pag may clients na kilala na kami before and nag re order sila ayun nagkakaroon din kami ng sale din. Pero I think ano this will work actually yung invision ng guess will work best if may website na no kase we can integrate that na sa website.

MLLF: Kaya po sir web and mobile po sana sir.

Client: Ay ano yon? Mobile?

MLLF: Web and Mobile po parehas.

Client: Yeah pwede din.

MLLF: Sir 6th question na po. What ate the factors that hinders Karaw Craftventures in improving their business.

Client: Ah ok. Actually alot we have been through a lot we we're just a small team although we have been in the market for 11 yrs na maraming down and challenges meron rin ups and down. One is we are just a small team were 4, apat lang kami in terms of marketing medyo kulang yung current status ng marketing namin is medyo kulang. We arent able to maximize all channels for marketing the product. Nung nagkaroon ng pandemic we have got a lot of invitations to setup our online shops through DTI and through organizations pero hindi namin push kase right now I am currently affiliated with another organization so yung Karaw comes 2nd in my priority for as a business pero since may mga plans we have to scale up to mobilize the operations kase sayang we invested a lot in equipment in materials so we actually restructured our operations by coming up with marketing plans and reintroducing our brands and services and another is training new people kase nung nagkaroon ng pandemic medyo nahirapan kami mag mobilize ng tao pero right now naging stable naman sya so we are in the process of training new groups of artisans ns sila yung gumagawa tapos finance very challenging for us managing of our finances although we have our accounting system pero hindi din namin nagagamit ng maayos so ayun.

MLLF: Oh ok sige sir. Ito sir 7th question pinaka last question na po sir. If the company has the given the chance to have one system does the company is willing to maintain the system how long can they manage the system so that the system stay longer.

Client: Ah ok. Definitely if may system how we organize things. Order taking or marketing products marketint services definitely we would maintain that if there's need to hire new people to help us manage it well diba why not. If theres a viability on putting up the system and yung long term na pag operate and we would really invest on it or put effort to maintain that kase sayang yung opportunity may mga resources and therre are people to help in our operations.

MLLF: Kaya nga po sir, napansin ko lang since madami nga po yata nag offer ng sa inyo ng mga solutions din sir no. Madami din na offer ng mga solutions sa ibang organizations diba sir? Yun lang po so far questions po namin. Sir kayo may questions po ba kayo tungkol saamin? Like anything particular.

Client: Ah yeah. Siguro im just interested to know how the process on this collaboration would work diba since you are developing a on for us to have a smooth way of processing order or catering our customers. Ano ba yung terms of engagement natin on this. This one another is how long sustain yung ganitong collaboration for this one and expected output for this collaboration ayon.

MLLF: So far po kase ang ano po namin development time we are on the we could say 2nd kase po yung title na to na approve nung 1st. Actually sir it was to be a generic type of system kaso yun nga po ni recommend ng pinaka panelists po is yun nga na kailangan may company mahirap din po kase masyadong po siyang wide kumbaga sir kung ako tatanungan pproblemahan mo yung materials na bubuoin sino ba gagawa ganub sir so yun po nirecommend so far dun po kami napunta naghanap din po kami ng ibang companies meron din po sa pampanga yung nag customize din sila so hindi ko na sila inaproach kase meron na din tas yun nga po nakita ko po kayo sir tas chineck po namin kung ano background nyo.

Client: Papaano nyo nakita?

MLLF: Sa Facebook po sir actually tas tinignan ko ko po and naghanap ng organization sa google sinearch ko organization develops plushies thru recyclinh then lumabas po kayo and ayun tinry po namin kayo iapproach.

Client: Oo. Okay

MLLF: Tska po onti detail sa system na magagawa parang basically pinaka main idea ng web dev system parang may pre sets yung characters pre sets po ng parts para kunware sa head may ibang pre set sa katawan meron din tas may body parts may arms din sa paa.

Client: Parang ano ba yan neopets ba yun may something sets

MLLF: Oo sir parang ano I dont know sir if your familiar sa xbox live yung avatar nila sir yung ganon? Yung maliliit parang ganon po sya sir. Pero materials na gagamitin mo is mga upcycled na gamit.

Client: Oh okay. Sige

MLLF: Ganun po siya tapos with names pwede mo sya lagyan ng naming po voice records if gusto po ng clients syempre. Basically ganun po yung pinaka system tksa as i said nga po ang problem din po kase neto is yung ordering systems parang magbase po kami sa business procedures then titignan namin sir kung ano pa iimprove namin thru improving sa system syempre.

Client: Oo

MLLF: Ayun lang po sir? Any questions pa po sir?

Client: Siguro I wanna see the top line or overview nung plano ninyo on how would you draw this out and ano yung particular participation namin in the process or ano din yun kinakailanganin ninyo from us information any material that might be helpful para ma develop yung gagawin ninyo?

MLLF: Opo sir. I think naman po yung mga artistans which is yung nagdadrawing magiging particular contribution dito kase nga po meron nga pong system kaso walang content na ilalagay tksa din po yung sa backend kung sino mag gagawa yun din po ang pinaka problem namin. Basically dun po lahat mag cover

Client: Oo

MLLF: Since parang nag accept rin po kayo for this collaboration for this system po. Pa sensya po dun sa letter parant invitation it was supposed to be isesend dapat before kaso late notice na rin po kaya nga po yung dati pm ko sayo sir paul is may enrollment po nangyari.

Client: No no worries. It would be better if may isesend kayong letter or anything na to formalize lang din thar I could something present to my team much better to present in tech na kung ano topline na gagawin that would help us din na ma visualize talaga ng intensyon ng project ninyo and para mas maybe we could also provide inputs based on the current process so yun para we could meet halfway.

MLLF: Opo sir, Parang ang mangyayari nalang po magbibigay po kami ng base design then lagyan po ng input try po nami gawin and tas bigay ulet parang ganon po na workflow no?

Client: Oo

MLLF: So far po ay need po namin ng email and contact number kailangan po para sa documents po.

Client: Yeah sure isend ko sa facebook

MLLF: Meron po dito sa meet sir may chat naman po.

Client: Ah ichat ko nalang dito

MLLF: Pati po yunt email po. We really appreciate yunt pag invite po namin sa inyo sir kala po namin marereject.

Client: Ah ayun i just sent you a message

MLLF: Ah sige po ah pati rin sa karaw craftventures sinend niyo na din po.

Client: Yeah. Oo

MLLF: Alright sir. Thank you po sir and kung may queries regarding sa system na mabubuo namin for the organisation will email nalang po namin kayo sir or direkta nalang dun pinaka fb page

Client: Oo

MLLF: Sir ano po mas better dun po sa facebook page or pa email nalang po? Para sainyo sir?

Client: Okay naman we can continue our communication sa fb page kase nakita din ng mga ka grupo ko yung message.

MLLF: Sir tanonf ko lang po mind if I ask ano po reaction nila.

Client: Well definitely its a go for us kumbaga if we add an innovation dito sa ginagawa namin then really helped us na ma pull off yung gusto namin gawin. Oo they agree naman sila on this. Yun lang we are just wondering what's we see what's in for us pero what as state ba? Or ano ba yung ano do we need to pay or anything? Parang ganun?

MLLF: Ay hindi po for development po to we got it covered po. If siguro nalang po mga content content nalang po na ilalagay namin sir. Yun lang po sir

Client: Yeah, Okay

MLLF: Baka po in the next few days sir baka mag message po kami ulet sir.

Client:Sige no problem im fine to meet you

MLLF: One more thing thank you po talaga big appreciate po

Client: Yeah

MLLF: So this is the end of the interview po

Client: Okay. Please keep me posted yung mga next steps para we could a line sa schedule din namin.

MLLF:Sige sir kung hindi naman po kayo available kami nalang po mag aadjust para sa inyo po

Client:Oo sige

MLLF: Sige po pwede na po thank you po

Clienr: Sige Thank you.



# FEU INSTITUTE OF TECHNOLOGY

May 6, 2021

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**TO :** **Mr. Paul Andrew C. Orpiada**  
GENERAL MANAGER, Karaw  
Craftventures

**FROM :** **Van Emerson A. Francisco**  
Project Manager, Group MLLF

**Ezekiel R. Labaco**

**Mark Vincent P. Minon**

**NOTED**

**BY :** **SGD JAY-AR P. LALATA**  
Course Adviser, Project Management

**INVITATION TO BECOME OUR**

**SUBJECT :** **CLIENT**

---

Greetings!

In line with the course IT0039 (Project Management) and for the partial completion of the degree, Bachelor of Science in Information Technology – Web and Mobile Applications, we the **GROUP MLLF** will be developing an IT research-based project entitled **E-Plushie: Textile Waste Turned Custom-made Plushies**.

With this, we would like to request you to become our official client for our group's project that aims to **make a web and mobile system that specializes on customize-your-own recycled and personalized E-Plushies**.

We are eager to work with you on this project and your assistance in this regard will be of great importance to the success of our project.

Your approval on this matter is highly appreciated.

Thank you very much and God bless.

**CONFORME:**

A handwritten signature in black ink, appearing to read "Van Emerson A. Francisco".

**Paul Andrew C. Orpiada**  
GENERAL MANAGER, Karaw Craftventures



# FEU Institute of Technology

College of Computer Studies

Information Technology Department

Bachelor of Science in Information Technology with specialization in  
Web and Mobile Application

## PROJECT DEVELOPMENT CHECKLIST

Group Name:

**MLLF**

Project Title:

**E-Plushie: Textile Waste turned Custom-made Plushies**

Name of the Proponents:

1. Van Emerson A. Francisco	4. <MEMBER 4>
2. Ezekiel R. Labaco	5. <MEMBER 5>
3. Mark Vincent P. Minon	

Project Adviser:

**<PROJECT ADVISER>**

Weekly Progress Report Grade	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	WEEK 9	WEEK 10	WEEK 11	WEEK 12	TOTAL
1. Van Emerson A. Francisco	100	100	100	100	100	100	100	0					87.50
2. Ezekiel R. Labaco	100	100	100	100	100	100	100	0					87.50
3. Mark Vincent P. Minon	100	100	100	100	100	100	100	0					87.50
4. <MEMBER 4>	0	0			0	0	0	0					0.00
5. <MEMBER 5>	0	0			0	0	0	0					0.00

### PROJECT ADVISER'S GRADE

PROPONENTS	PROGRESS REPORT GRADE	MOCK DEFENSE GRADE	TOTAL
1. Van Emerson A. Francisco	87.50	96.60	88.41
2. Ezekiel R. Labaco	87.50	96.60	88.41
3. Mark Vincent P. Minon	87.50	96.60	88.41
4. <MEMBER 4>	0.00	67.20	6.72
5. <MEMBER 5>	0.00	67.20	6.72

## PROGRESS REPORT

**1. Progress reports are required for students taking the course IT0039. This will be submitted weekly to monitor and reassure the academic progress of each group, that the project is going smoothly, and that it will be completed on the expected date.**

**2. Progress reports are the responsibility of the group and the Project Adviser. The Project Adviser ensures that each group submitted the form by the required date. This will be filed and used for evaluation.**

### PART A: TO BE COMPLETED BY THE GROUP

Group Name:  MLLF	Program:  Bachelor of Science in Information Technology with specialization in Web and Mobile Application	
Member's Name:  1. Van Emerson A. Francisco 2. Ezekiel R. Labaco 3. Mark Vincent P. Minon 4. <MEMBER 4> 5. <MEMBER 5>	Term:  <input type="checkbox"/> 1st <input type="checkbox"/> 2nd <input checked="" type="checkbox"/> 3rd	Academic Year:  2020-2021
Mentoring Day: May 12, 2021 (Wednesday) Mentoring Time: 2:00pm - 2:30pm Mentoring Venue: Google Meet	Reporting Date: (mm/dd/yy - mm/dd/yy)  5/10/2021 - 5/15/2021	Reporting Week:  1

### PART B: LIST OF ACTIVITIES DONE (List and describe each activities in detail)

Date (mm/dd/yy)	Activity	Remarks
5/10/2021	First Client Meeting and Interview : Karaw Craftventures	Conducted by Francisco and Minon
5/10/2021	Creation of Transcript of Interview for Karaw Craftventures	Created by Minon
5/11/2021	Creation of SWOT Analysis after Interview	Created by Labaco
5/14/2021	Revision of Chapter 1 and 2 of document	Revised by all members

### PART C: TO BE COMPLETED BY THE MENTOR

Grade Legend (To be used by the Mentor in grading student's activity)  
 95 – 100: Excellent      89 – 94: Very Good      83 – 88: Good      77 – 82: Fair      70 – 76: Poor      69 below: Inadequate

Member's Name	Assigned Task (50%)	Participation (30%)	Attendance (20%)	TOTAL
1. Van Emerson A. Francisco	50	30	20	100
2. Ezekiel R. Labaco	50	30	20	100
3. Mark Vincent P. Minon	50	30	20	100
4. <MEMBER 4>				0
5. <MEMBER 5>				0

Dr. Kirk Alvin S. Awat

5/14/2021

Project Adviser

Date

Signature Over Printed Name

## PROGRESS REPORT

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### PART A: TO BE COMPLETED BY THE GROUP

Group Name:  MLLF	Program:  Bachelor of Science in Information Technology with specialization in Web and Mobile Application	
Member's Name:  1. Van Emerson A. Francisco 2. Ezekiel R. Labaco 3. Mark Vincent P. Minon 4. <MEMBER 4> 5. <MEMBER 5>	Term:  <input type="checkbox"/> 1st <input type="checkbox"/> 2nd <input checked="" type="checkbox"/> 3rd	Academic Year:  2020-2021
Mentoring Day: May 19 2021 (Wednesday) Mentoring Time: 2:00 pm - 2:30pm Mentoring Venue: Google Meets / MS Teams	Reporting Date: (mm/dd/yy - mm/dd/yy)  5/17/2021 - 5/22/2021	Reporting Week:  2

### PART B: LIST OF ACTIVITIES DONE (List and describe each activities in detail)

Date (mm/dd/yy)	Activity	Remarks
5/19/2021	Proof-reading of Chapter 1 Draft	Submitted by Francisco Minon
5/20/2021	Making of Fishbone Diagram for Chapter 1 Draft	Created by Ezekiel Labaco Van Francisco
5/23/2021	Revision / Proof-reading of Chapter 1 Draft with Fishbone Diagram	Submitted by Francisco Minon
5/24/2021	Revision / Proof-reading and Finalization of Chapter 1 final document	Submitted by Francisco Minon

### PART C: TO BE COMPLETED BY THE MENTOR

Grade Legend (To be used by the Mentor in grading student's activity)  
 95 – 100: Excellent      89 – 94: Very Good      83 – 88: Good      77 – 82: Fair      70 – 76: Poor      69 below: Inadequate

Member's Name	Assigned Task (50%)	Participation (30%)	Attendance (20%)	TOTAL
1. Van Emerson A. Francisco	50	30	20	100
2. Ezekiel R. Labaco	50	30	20	100
3. Mark Vincent P. Minon	50	30	20	100
4. <MEMBER 4>				0
5. <MEMBER 5>				0

Dr. Kirk Alvin S. Awat

Project Adviser

Signature Over Printed Name

5/25/2021

Date

## PROGRESS REPORT

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### PART A: TO BE COMPLETED BY THE GROUP

Group Name:  MLLF	Program:  Bachelor of Science in Information Technology with specialization in Web and Mobile Application	
Member's Name:  1. Van Emerson A. Francisco 2. Ezekiel R. Labaco 3. Mark Vincent P. Minon 4. <MEMBER 4> 5. <MEMBER 5>	Term:  <input type="checkbox"/> 1st <input type="checkbox"/> 2nd <input checked="" type="checkbox"/> 3rd	Academic Year:  2020-2021
Mentoring Day: May 19 2021 (Wednesday) Mentoring Time: 2:00 pm - 2:30pm Mentoring Venue: Google Meets / MS Teams	Reporting Date: (mm/dd/yy - mm/dd/yy)  5/24/2021 - 5/29/2021	Reporting Week:  3

### PART B: LIST OF ACTIVITIES DONE (List and describe each activities in detail)

Date (mm/dd/yy)	Activity	Remarks
5/24/2021	Start of Chapter 2 Creation	All members
5/25/2021 - 5/29/2021	Finding of Research Materials for RRL	All members

### PART C: TO BE COMPLETED BY THE MENTOR

Grade Legend (To be used by the Mentor in grading student's activity)  
 95 – 100: Excellent      89 – 94: Very Good      83 – 88: Good      77 – 82: Fair      70 – 76: Poor      69 below: Inadequate

Member's Name	Assigned Task (50%)	Participation (30%)	Attendance (20%)	TOTAL
1. Van Emerson A. Francisco	50	30	20	100
2. Ezekiel R. Labaco	50	30	20	100
3. Mark Vincent P. Minon	50	30	20	100

  
 Dr. Kirk Alvin S. Awat  
 Project Adviser  
 Signature Over Printed Name

5/30/2021	Date
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## PROGRESS REPORT

**1. Progress reports are required for students taking the course IT0039. This will be submitted weekly to monitor and reassure the academic progress of each group, that the project is going smoothly, and that it will be completed on the expected date.**

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### PART A: TO BE COMPLETED BY THE GROUP

Group Name:  MLLF	Program:  Bachelor of Science in Information Technology with specialization in Web and Mobile Application	
Member's Name:  1. Van Emerson A. Francisco 2. Ezekiel R. Labaco 3. Mark Vincent P. Minon 4. <MEMBER 4> 5. <MEMBER 5>	Term:  <input type="checkbox"/> 1st <input type="checkbox"/> 2nd <input checked="" type="checkbox"/> 3rd	Academic Year:  2020-2021
Mentoring Day: May 19 2021 (Wednesday) Mentoring Time: 2:00 pm - 2:30pm Mentoring Venue: Google Meets / MS Teams	Reporting Date: (mm/dd/yy - mm/dd/yy)  5/31/2021 - 6/5/2021	Reporting Week:  4

### PART B: LIST OF ACTIVITIES DONE (List and describe each activities in detail)

Date (mm/dd/yy)	Activity	Remarks
5/31/2021	Chapter 2 Draft Submission	All members
6/1/2021	Finding of Research Materials for RRL	All members
6/3/2021	Revision of Chapter 2	All members
6/9/2021	Chapter 3 Draft Creation	All members

### PART C: TO BE COMPLETED BY THE MENTOR

Grade Legend (To be used by the Mentor in grading student's activity)  
 95 – 100: Excellent    89 – 94: Very Good    83 – 88: Good    77 – 82: Fair    70 – 76: Poor    69 below: Inadequate

Member's Name	Assigned Task (50%)	Participation (30%)	Attendance (20%)	TOTAL
1. Van Emerson A. Francisco	50	30	20	100
2. Ezekiel R. Labaco	50	30	20	100
3. Mark Vincent P. Minon	50	30	20	100

Dr. Kirk Alvin S. Awat

Project Adviser

Signature Over Printed Name

6/9/2021

Date

## PROGRESS REPORT

**1. Progress reports are required for students taking the course IT0039. This will be submitted weekly to monitor and reassure the academic progress of each group, that the project is going smoothly, and that it will be completed on the expected date.**

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### PART A: TO BE COMPLETED BY THE GROUP

Group Name:  MLLF	Program:  Bachelor of Science in Information Technology with specialization in Web and Mobile Application	
Member's Name:  1. Van Emerson A. Francisco 2. Ezekiel R. Labaco 3. Mark Vincent P. Minon 4. <MEMBER 4> 5. <MEMBER 5>	Term:  <input type="checkbox"/> 1st <input type="checkbox"/> 2nd <input checked="" type="checkbox"/> 3rd	Academic Year:  2020-2021
Mentoring Day: June 8, 2021 (Wednesday) Mentoring Time: 2:00 pm - 2:30pm Mentoring Venue: Google Meets / MS Teams	Reporting Date: (mm/dd/yy - mm/dd/yy)  6/7/2021 - 6/12/2021	Reporting Week:  5

### PART B: LIST OF ACTIVITIES DONE (List and describe each activities in detail)

Date (mm/dd/yy)	Activity	Remarks
6/7/2021	Creation Rough Diagram of System Process	Ezekiel Labaco
6/8/2021	Creation of Chapter 3 Draft	All members
6/9/2021	Revision of Chapter 1 ver.2	All members
6/12/2021	Submission Chapter 3 Draft	All members

### PART C: TO BE COMPLETED BY THE MENTOR

Grade Legend (To be used by the Mentor in grading student's activity)  
 95 – 100: Excellent      89 – 94: Very Good      83 – 88: Good      77 – 82: Fair      70 – 76: Poor      69 below: Inadequate

Member's Name	Assigned Task (50%)	Participation (30%)	Attendance (20%)	TOTAL
1. Van Emerson A. Francisco	50	30	20	100
2. Ezekiel R. Labaco	50	30	20	100
3. Mark Vincent P. Minon	50	30	20	100
4. <MEMBER 4>				0
5. <MEMBER 5>				0

Dr. Kirk Alvin S. Awat

6/14/2021

Project Adviser

Date

Signature Over Printed Name

## PROGRESS REPORT

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### PART A: TO BE COMPLETED BY THE GROUP

Group Name:  MLLF	Program:  Bachelor of Science in Information Technology with specialization in Web and Mobile Application	
Member's Name:  1. Van Emerson A. Francisco 2. Ezekiel R. Labaco 3. Mark Vincent P. Minon 4. <MEMBER 4> 5. <MEMBER 5>	Term:  <input type="checkbox"/> 1st <input type="checkbox"/> 2nd <input checked="" type="checkbox"/> 3rd	Academic Year:  2020-2021
Mentoring Day: June 23, 2021 (Wednesday) Mentoring Time: 2:00 pm - 2:30pm Mentoring Venue: Google Meets / MS Teams	Reporting Date: (mm/dd/yy - mm/dd/yy)  6/14/2021 - 6/19/2021	Reporting Week:  6

### PART B: LIST OF ACTIVITIES DONE (List and describe each activities in detail)

Date (mm/dd/yy)	Activity	Remarks
6/18/2021	Chapter 3 Diagrams	created by Minon
6/19/2021	User Interface Designs for Chapter 3	created by Labaco
6/14/2021 - 6/19/2021	Chapter 3 Documentation	All members

### PART C: TO BE COMPLETED BY THE MENTOR

Grade Legend (To be used by the Mentor in grading student's activity)  
 95 – 100: Excellent    89 – 94: Very Good    83 – 88: Good    77 – 82: Fair    70 – 76: Poor    69 below: Inadequate

Member's Name	Assigned Task (50%)	Participation (30%)	Attendance (20%)	TOTAL
1. Van Emerson A. Francisco	50	30	20	100
2. Ezekiel R. Labaco	50	30	20	100
3. Mark Vincent P. Minon	50	30	20	100
4. <MEMBER 4>				0
5. <MEMBER 5>				0

Dr. Kirk Alvin Awat

Project Adviser

Signature Over Printed Name

6/23/2021

Date

## PROGRESS REPORT

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### PART A: TO BE COMPLETED BY THE GROUP

Group Name:  MLLF	Program:  Bachelor of Science in Information Technology with specialization in Web and Mobile Application	
Member's Name:  1. Van Emerson A. Francisco 2. Ezekiel R. Labaco 3. Mark Vincent P. Minon 4. <MEMBER 4> 5. <MEMBER 5>	Term:  <input type="checkbox"/> 1st <input type="checkbox"/> 2nd <input checked="" type="checkbox"/> 3rd	Academic Year:  2020-2021
Mentoring Day: June 23, 2021 (Wednesday) Mentoring Time: 2:00 pm - 2:30pm Mentoring Venue: Google Meets / MS Teams	Reporting Date: (mm/dd/yy - mm/dd/yy)  6/21/2021 - 6/26/2021	Reporting Week:  7

### PART B: LIST OF ACTIVITIES DONE (List and describe each activities in detail)

Date (mm/dd/yy)	Activity	Remarks
6/22/2021	Chapter 3 Finalization	All Members
6/25/2021	Use Case Diagrams	Created by: Minon
6/27/2021	ERD Diagram Creation	Created By: Labaco

### PART C: TO BE COMPLETED BY THE MENTOR

Grade Legend (To be used by the Mentor in grading student's activity)  
 95 – 100: Excellent      89 – 94: Very Good      83 – 88: Good      77 – 82: Fair      70 – 76: Poor      69 below: Inadequate

Member's Name	Assigned Task (50%)	Participation (30%)	Attendance (20%)	TOTAL
1. Van Emerson A. Francisco	50	30	20	100
2. Ezekiel R. Labaco	50	30	20	100
3. Mark Vincent P. Minon	50	30	20	100
4. <MEMBER 4>				0
5. <MEMBER 5>				0

Dr. Kirk Alvin Awat

Project Adviser

Signature Over Printed Name

6/29/2021

Date

# PROGRESS REPORT

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## PART A: TO BE COMPLETED BY THE GROUP

Group Name:	Program: Bachelor of Science in Information Technology with specialization in _____		
Member's Name: 1. <MEMBER 1> 2. <MEMBER 2> 3. <MEMBER 3> 4. <MEMBER 4> 5. <MEMBER 5>	Term: <input type="checkbox"/> 1st <input type="checkbox"/> 2nd <input type="checkbox"/> 3rd	Academic Year:	
Mentoring Day:	Reporting Date: (mm/dd/yy - mm/dd/yy)		Reporting Week:
Mentoring Time:			
Mentoring Venue:			

**PART B: LIST OF ACTIVITIES DONE (List and describe each activities in detail)**

Date (mm/dd/yy)	Activity	Remarks

### **PART C: TO BE COMPLETED BY THE MENTOR**

**Grade Legend (To be used by the Mentor in grading student's activity)**  
95 – 100: Excellent      89 – 94: Very Good      83 – 88: Good      77 – 82: Fair      70 – 76: Poor      69 below: Inadequate

Member's Name	Assigned Task (50%)	Participation (30%)	Attendance (20%)	TOTAL
1. <MEMBER 1>				0
2. <MEMBER 2>				0
3. <MEMBER 3>				0
4. <MEMBER 4>				0
5. <MEMBER 5>				0

---

Project Advisor

Date

# MOCK DEFENSE GRADE

Bachelor of Science in Information Technology with Specialization in Web and Mobile Application

IT0039 - IT PROJECT MANAGEMENT

## PROJECT INFORMATION

GROUP NAME

MLLF

PROJECT TITLE

E-Plushie: Textile Waste Turned Plushies

ORAL DEFENSE DATE | TIME | VENUE

June 28 2021, 1pm-2pm, Google Meet

## PROPONENT'S NAMES

1. Francisco, Van Emerson A.

2. Minon, Mark Vincent P.

3. Labaco, Ezekiel R.

## DEFENSE GRADE

### GROUP PRESENTATION

### INDIVIDUAL PRESENTATION

NAME Project Adviser	96	1	2	3	4	5
		98	98	98	0	0
Grade		1	2	3	4	5
		96.60	96.60	96.60	67.20	67.20

PLEASE CHECK:

PASSED:

with NO Revisions (97-100) – Completed the Project Requirements

with Revisions (70-96) – Minimum Project Requirements were met.

RE-DEFENSE (67-69) – Minimum Project Requirements were not met but project paper was submitted on time.

FAILED: (Below 70) – Minimum Project Requirements were not met and project paper was not submitted on time.

Dr. Kirk Alvin S. Awat

Signature Over Printed Name

ORAL MOCK DEFENSE GROUP GRADE SHEET						
IT PROJECT MANAGEMENT						
PROJECT INFORMATION						
GROUP NAME						
<b>MLLF</b>						
PROJECT TITLE						
<b>E-Plushie: Textile Waste Turned Plushies</b>						
ORAL DEFENSE DATE   TIME   VENUE						
<b>June 28 2021, 1pm-2pm, Google Meet</b>						
DOCUMENTATION (50 POINTS)						
CHAPTER 1: INTRODUCTION						
CRITERIA AND WEIGHT	5 VERY ACCEPTABLE	4 ACCEPTABLE	3 FAIR	2 NEEDS IMPROVEMENT	1 POOR	SCORE
Background and Rationale of the Study (x1)	All pertinent information on the project was provided and explained well.	All pertinent information on the project was provided	Relevant information on the project was provided	Some information on the project was provided	No related information on the project was given	<b>5</b>
Project Overview (x1)	Project overview is clearly explained	Project overview is adequately explained	Project overview is somehow explained	Project overview is not clearly explained	There is no project overview	<b>5</b>
CHAPTER 2: RELATED LITERATURE						
CRITERIA AND WEIGHT	5 VERY ACCEPTABLE	4 ACCEPTABLE	3 FAIR	2 NEEDS IMPROVEMENT	1 POOR	SCORE
Relativeness of the literature (x1)	All literature supports the study	Most literature supports the study	Some literature supports the study	Few literatures support the study	No literature supports the study	<b>5</b>
Synthesis (x1)	The synthesis provides excellent analysis of the literature	The synthesis provides very good analysis of the literature	The synthesis provides good analysis of the literature	The synthesis provides impartial analysis of the literature	The synthesis provides poor analysis of the literature	<b>4</b>
CHAPTER 3: METHODOLOGY						
CRITERIA AND WEIGHT	5 VERY ACCEPTABLE	4 ACCEPTABLE	3 FAIR	2 NEEDS IMPROVEMENT	1 POOR	SCORE
Feasibility (x2)	The requirement analysis strongly supports the feasibility of the study	The requirement analysis suitably supports the feasibility of the study	The requirement analysis justly supports the feasibility of the study	Requirement analysis somehow supports the feasibility of the study	Requirement analysis poorly supports the feasibility of the study	<b>5</b>
Project Development Model (x1)	The project development model perfectly fits to the project design	The project development model acceptably fits to the project design	The project development model fairly fits to the project design	The project development model somewhat fits to the project design	The project development model does not fit to the project design	<b>4</b>
Technicality (x1)	The project design provides highly technical solution to the research problem	The project design provides very technical solution to the research problem	The project design provides technical solution to the research problem	The project design provides minimal technical solution to the research problem	The project design provides poor technical solution to the research problem	<b>4</b>
Project Design (x1)	The solution provided is excellent	The solution provided is very good	The solution provided is fair	The solution provided is insufficient	The solution provided is poor	<b>4</b>
OTHERS						
CRITERIA AND WEIGHT	5 VERY ACCEPTABLE	4 ACCEPTABLE	3 FAIR	2 NEEDS IMPROVEMENT	1 POOR	SCORE
Formatting and Supporting Documents (x1)	The document is well-formatted and presents complete supporting documents	The document is formatted with few blunders and presents almost complete supporting documents	The document is formatted with some blunders and presents some supporting documents	The document is formatted with many blunders and presents few supporting documents	The document is formatted poorly and presents no supporting documents	<b>5</b>
DESIGN (20 POINTS)						
CRITERIA AND WEIGHT	5 VERY ACCEPTABLE	4 ACCEPTABLE	3 FAIR	2 NEEDS IMPROVEMENT	1 POOR	SCORE
Presentation of Proposal Materials (x2)	The materials used in the presentation such as tables, charts, and visualization were explained very well.	The materials used in the presentation such as tables, charts, and visualization were explained well.	The materials used in the presentation such as tables, charts, and visualization were explained fairly.	The materials used in the presentation such as tables, charts, and visualization need more explanation.	The materials used in the presentation such as tables, charts, and visualization were explained very well.	<b>5</b>
Precision and Accuracy of Design (x2)	The tables, charts, and visualization were very accurate and precise.	The tables, charts, and visualization were almost accurate and precise.	The tables, charts, and visualization were fair	The tables, charts, and visualization need improvement	The tables, charts, and visualization need overhaul	<b>5</b>
PRESENTATION (30 POINTS)						
CRITERIA AND WEIGHT	5 VERY ACCEPTABLE	4 ACCEPTABLE	3 FAIR	2 NEEDS IMPROVEMENT	1 POOR	SCORE
Consistency with the documentation (x3)	All contents of the presentation clearly match the concise thought of the documentation	Most contents of the presentation clearly match the concise thought of the documentation	Some contents of the presentation clearly match the concise thought of the documentation	Few contents of the presentation clearly match the concise thought of the documentation	No contents of the presentation clearly match the concise thought of the documentation	<b>5</b>
Flow and Group Dynamics (x3)	The presentation is smooth and continuous	The presentation is smooth and continuous minimal interruptions	The group presentation is average	The group presentation needs improvement	The group presentation is unacceptable	<b>5</b>

GROUP GRADE SUMMARY			
DOCUMENTATION	PROTOTYPE	PRESENTATION	SUM
Documentation [Chapter 1 (10 pts) + Chapter 2 (10 pts) + Chapter 3 (10 pts) + Prototype (20 points) + Presentation (30 points)]			100 Points
46	20	30	96
			
Dr. Kirk Alvin S. Awat			
Signature Over Printed Name			

# ORAL MOCK DEFENSE INDIVIDUAL GRADE SHEET

**IT0039 - IT PROJECT MANAGEMENT**

## PROJECT INFORMATION

GROUP NAME

**MLLF**

PROJECT TITLE

**E-Plushie: Textile Waste Turned Plushies**

ORAL DEFENSE DATE | TIME | VENUE

**June 28 2021, 1pm-2pm, Google Meet**

## PROPONENT'S NAMES

**1. Francisco, Van Emerson A.**

**2. Minon, Mark Vincent P.**

**3. Labaco, Ezekiel R.**

CRITERIA AND WEIGHT	5 VERY ACCEPTABLE	4 ACCEPTABLE	3 FAIR	2 NEEDS IMPROVEMENT	1 POOR	STUDENT'S INDIVIDUAL SCORE				
	Subject Mastery (x8)	Student discusses the subject with enough information, provides supporting	Student discusses the subject with enough information and supporting	Student discusses the subject with enough information.	Student discusses the subject with very minimal details during the	Student has no subject mastery at all.	1	2	3	4
Ability to Answer Questions (x6)	Student can answer all questions about the subject and can explain thoroughly.	Student can answer most questions about the subject.	Student can answer some questions about the subject.	Student can answer few questions about the subject.	Student cannot answer any question about the subject.	1 <b>5</b>	2 <b>5</b>	3 <b>5</b>	4 <b>5</b>	5
Delivery (x2)	Student shows very excellent gestures and expressions to convey ideas.	Student shows very good gestures and expressions to convey ideas.	Student shows good gestures and expressions to convey ideas.	Student shows gestures and expressions that needs improvement	Student show poor gestures and expressions to convey ideas.	1 <b>5</b>	2 <b>5</b>	3 <b>5</b>	4 <b>5</b>	5
Verbal and Non Verbal Ability (x2)	Correct grammar, pronunciation, choice of words and use of the English	Correct grammar, pronunciation, choice of words and use of the English	Correct grammar, pronunciation, choice of words and use of the English	Correct grammar, pronunciation, choice of words, and use of the	Correct grammar, pronunciation, choice of words and use of the English	1 <b>4</b>	2 <b>4</b>	3 <b>4</b>	4 <b>4</b>	5
Grooming (x2)	Student wears formal attire and appears professional, well	Student appears professional and decent.	Student is well-groomed and in corporate attire.	Appearance is unprofessional but attempts have been made to look	Appearance is unprofessional.	1 <b>5</b>	2 <b>5</b>	3 <b>5</b>	4 <b>5</b>	5
<b>TOTAL</b>						<b>98</b>	<b>98</b>	<b>98</b>	<b>0</b>	<b>0</b>

Dr. Kirk Alvin S. Awat

Signature Over Printed Name

# ORAL MOCK DEFENSE INDIVIDUAL GRADE SHEET

IT0039 - IT PROJECT MANAGEMENT

## PROJECT INFORMATION

GROUP NAME

MLLF

PROJECT TITLE

**E-Plushie: Textile Waste Turned Plushies**

ORAL DEFENSE DATE | TIME | VENUE

**June 28 2021, 1pm-2pm, Google Meet**

## COMMENTS

- Revise the content of the PPT. Have a bulleted list instead of paragraph
- Divide the discussion of each section of each chapter
- In chapter 1, add the discussion of your fishbone diagram. Establish the reason why you are doing the project
- In chapter 2, list the sources and just discuss your synthesis. You may want to have a comparative table for the existing similar titles
- In chapter 3, focus your discussion on your diagrams (DFD, Use case)

-prepare a sample survey



Project Adviser

*Signature Over Printed Name*

# MOCK DEFENSE GRADE

Bachelor of Science in Information Technology with Specialization in Web and Mobile Application

IT0039 - IT PROJECT MANAGEMENT

## PROJECT INFORMATION

GROUP NAME

MLLF

PROJECT TITLE

E-Plushie: Textile Waste Turned Plushies

ORAL DEFENSE DATE | TIME | VENUE

June 28 2021, 1pm-2pm, Google Meet

## PROPONENT'S NAMES

1. Francisco, Van Emerson A.

2. Minon, Mark Vincent P.

3. Labaco, Ezekiel R.

## DEFENSE GRADE

### GROUP PRESENTATION

### INDIVIDUAL PRESENTATION

NAME  
Project Adviser

96

1

2

3

4

5

98

98

98

0

0

Grade		1	2	3	4	5
		96.60	96.60	96.60	67.20	67.20

**PLEASE CHECK:**

**PASSED:**

- with NO Revisions (97-100) – Completed the Project Requirements**
- with Revisions (70-96) – Minimum Project Requirements were met.**

**RE-DEFENSE (67-69) – Minimum Project Requirements were not met but project paper was submitted on time.**

**FAILED: (Below 70) – Minimum Project Requirements were not met and project paper was not submitted on time.**



Dr. Kirk Alvin S. Awat

Signature Over Printed Name

# ORAL MOCK DEFENSE GROUP GRADE SHEET

## IT PROJECT MANAGEMENT

### PROJECT INFORMATION

GROUP NAME

**MLLF**

PROJECT TITLE

**E-Plushie: Textile Waste Turned Plushies**

ORAL DEFENSE DATE | TIME | VENUE

**June 28 2021, 1pm-2pm, Google Meet**

## DOCUMENTATION (50 POINTS)

### CHAPTER 1: INTRODUCTION

CRITERIA AND WEIGHT	5 VERY ACCEPTABLE	4 ACCEPTABLE	3 FAIR	2 NEEDS IMPROVEMENT	1 POOR	SCORE
Background and Rationale of the Study (x1)	All pertinent information on the project was provided and explained well.	All pertinent information on the project was provided	Relevant information on the project was provided	Some information on the project was provided	No related information on the project was given	<b>5</b>
Project Overview (x1)	Project overview is clearly explained	Project overview is adequately explained	Project overview is somehow explained	Project overview is not clearly explained	There is no project overview	<b>5</b>

### CHAPTER 2: RELATED LITERATURE

CRITERIA AND WEIGHT	5 VERY ACCEPTABLE	4 ACCEPTABLE	3 FAIR	2 NEEDS IMPROVEMENT	1 POOR	SCORE
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<b>Relativeness of the literature (x1)</b>	All literature supports the study	Most literature supports the study	Some literature supports the study	Few literatures support the study	No literature supports the study	<b>5</b>
<b>Synthesis (x1)</b>	The synthesis provides excellent analysis of the literature	The synthesis provides very good analysis of the literature	The synthesis provides good analysis of the literature	The synthesis provides impartial analysis of the literature	The synthesis provides poor analysis of the literature	<b>4</b>

### CHAPTER 3: METHODOLOGY

<b>CRITERIA AND WEIGHT</b>	<b>5 VERY ACCEPTABLE</b>	<b>4 ACCEPTABLE</b>	<b>3 FAIR</b>	<b>2 NEEDS IMPROVEMENT</b>	<b>1 POOR</b>	<b>SCORE</b>
<b>Feasibility (x2)</b>	The requirement analysis strongly supports the feasibility of the study	The requirement analysis suitably supports the feasibility of the study	The requirement analysis justly supports the feasibility of the study	Requirement analysis somehow supports the feasibility of the study	Requirement analysis poorly supports the feasibility of the study	<b>5</b>
<b>Project Development Model (x1)</b>	The project development model perfectly fits to the project design	The project development model acceptably fits to the project design	The project development model fairly fits to the project design	The project development model somewhat fits to the project design	The project development model does not fit to the project design	<b>4</b>
<b>Technicality (x1)</b>	The project design provides highly technical solution to the research problem	The project design provides very technical solution to the research problem	The project design provides technical solution to the research problem	The project design provides minimal technical solution to the research problem	The project design provides poor technical solution to the research problem	<b>4</b>
<b>Project Design (x1)</b>	The solution provided is excellent	The solution provided is very good	The solution provided is fair	The solution provided is insufficient	The solution provided is poor	<b>4</b>

### OTHERS

<b>CRITERIA AND WEIGHT</b>	<b>5 VERY ACCEPTABLE</b>	<b>4 ACCEPTABLE</b>	<b>3 FAIR</b>	<b>2 NEEDS IMPROVEMENT</b>	<b>1 POOR</b>	<b>SCORE</b>
<b>Formatting and Supporting Documents (x1)</b>	The document is well-formatted and presents complete supporting documents	The document is formatted with few blunders and presents almost complete supporting documents	The document is formatted with some blunders and presents some supporting documents	The document is formatted with many blunders and presents few supporting documents	The document is formatted poorly and presents no supporting documents	<b>5</b>

## DESIGN (20 POINTS)

CRITERIA AND WEIGHT	5 VERY ACCEPTABLE	4 ACCEPTABLE	3 FAIR	2 NEEDS IMPROVEMENT	1 POOR	SCORE
<b>Presentation of Proposal Materials (x2)</b>	The materials used in the presentation such as tables, charts, and visualization were explained very well.	The materials used in the presentation such as tables, charts, and visualization were explained well.	The materials used in the presentation such as tables, charts, and visualization were explained fairly.	The materials used in the presentation such as tables, charts, and visualization need more explanation.	The materials used in the presentation such as tables, charts, and visualization were explained very well.	<b>5</b>
<b>Precision and Accuracy of Design (x2)</b>	The tables, charts, and visualization were very accurate and precise.	The tables, charts, and visualization were almost accurate and precise.	The tables, charts, and visualization were fair	The tables, charts, and visualization need improvement	The tables, charts, and visualization need overhaul	<b>5</b>

## PRESENTATION (30 POINTS)

CRITERIA AND WEIGHT	5 VERY ACCEPTABLE	4 ACCEPTABLE	3 FAIR	2 NEEDS IMPROVEMENT	1 POOR	SCORE
<b>Consistency with the documentation (x3)</b>	All contents of the presentation clearly match the concise thought of the documentation	Most contents of the presentation clearly match the concise thought of the documentation	Some contents of the presentation clearly match the concise thought of the documentation	Few contents of the presentation clearly match the concise thought of the documentation	No contents of the presentation clearly match the concise thought of the documentation	<b>5</b>
<b>Flow and Group Dynamics (x3)</b>	The presentation is smooth and continuous	The presentation is smooth and continuous minimal interruptions	The group presentation is average	The group presentation needs improvement	The group presentation is unacceptable	<b>5</b>

## GROUP GRADE SUMMARY

DOCUMENTATION	PROTOTYPE	PRESENTATION	SUM
Documentation [Chapter 1 (10 pts) + Chapter 2 (10 pts) + Chapter 3 (10 pts)] + Prototype (20 points) + Presentation (30 points)			<b>100 Points</b>
<b>46</b>	<b>20</b>	<b>30</b>	<b>96</b>



		Dr. Kirk Alvin S. Awat			
		<i>Signature Over Printed Name</i>			

# ORAL MOCK DEFENSE INDIVIDUAL GRADE SHEET

## IT0039 - IT PROJECT MANAGEMENT

### PROJECT INFORMATION

GROUP NAME

MLLF

PROJECT TITLE

E-Plushie: Textile Waste Turned Plushies

ORAL DEFENSE DATE | TIME | VENUE

June 28 2021, 1pm-2pm, Google Meet

### PROPOSER'S NAMES

1. Francisco, Van Emerson A.

2. Minon, Mark Vincent P.

3. Labaco, Ezekiel R.

CRITERIA AND WEIGHT	5 VERY ACCEPTABLE	4 ACCEPTABLE	3 FAIR	2 NEEDS IMPROVEMENT	1 POOR	STUDENT'S INDIVIDUAL SCORE				
Subject Mastery (x8)	Student discusses the subject with enough information, provides supporting	Student discusses the subject with enough information and supporting	Student discusses the subject with enough information.	Student discusses the subject with very minimal details during the	Student has no subject mastery at all.	1	2	3	4	5
						5	5	5		
Ability to Answer Questions (x6)	Student can answer all questions about the subject and can explain thoroughly.	Student can answer most questions about the subject.	Student can answer some questions about the subject.	Student can answer few questions about the subject.	Student cannot answer any question about the subject.	1	2	3	4	5
						5	5	5		

<b>Delivery (x2)</b>	Student shows very excellent gestures and expressions to convey ideas.	Student shows very good gestures and expressions to convey ideas.	Student shows good gestures and expressions to convey ideas.	Student shows gestures and expressions that needs improvement	Student show poor gestures and expressions to convey ideas.	1	2	3	4	5
						<b>5</b>	<b>5</b>	<b>5</b>		
<b>Verbal and Non Verbal Ability (x2)</b>	Correct grammar, pronunciation, choice of words and use of the English	Correct grammar, pronunciation, choice of words and use of the English	Correct grammar, pronunciation, choice of words and use of the English	Correct grammar, pronunciation, choice of words and use of the English	Correct grammar, pronunciation, choice of words, and use of the	1	2	3	4	5
						<b>4</b>	<b>4</b>	<b>4</b>		
<b>Grooming (x2)</b>	Student wears formal attire and appears professional, well	Student appears professional and decent.	Student is well-groomed and in corporate attire.	Appearance is unprofessional but attempts have been made to look	Appearance is unprofessional.	1	2	3	4	5
						<b>5</b>	<b>5</b>	<b>5</b>		
<b>TOTAL</b>						<b>98</b>	<b>98</b>	<b>98</b>	<b>0</b>	<b>0</b>



Dr. Kirk Alvin S. Awat

*Signature Over Printed Name*

# **ORAL MOCK DEFENSE INDIVIDUAL GRADE SHEET**

**IT0039 - IT PROJECT MANAGEMENT**

## **PROJECT INFORMATION**

**GROUP NAME**

**MLLF**

**PROJECT TITLE**

**E-Plushie: Textile Waste Turned Plushies**

**ORAL DEFENSE DATE | TIME | VENUE**

**June 28 2021, 1pm-2pm, Google Meet**

## **COMMENTS**

-Revise the content of the PPT. Have a bulleted list instead of paragraph

-Divide the discussion of each section of each chapter

-In chapter 1, add the discussion of your fishbone diagram. Establish the reason why you are doing the project

-In chapter 2, list the sources and just discuss your synthesis. You may want to have a comparative table for the existing similar titles

-In chapter 3, focus your discussion on your diagrams (DFD, Use case)

-prepare a sample survey

ffplg-								
Project Adviser								
<i>Signature Over Printed Name</i>								



**Project Management Proposal Defense CHECKLIST**

Group Name  
Course  
Proposed Capstone Title

**MLLF**  
**BSIT with specialization in Web and Mobile Applications**  
**E-PLUSHIE: TEXTILE WASTE TURNED CUSTOM-MADE PLUSHIES**

Document Parts	Status / Compliance		Remarks
	YES	NO	
TITLE PAGE			
COPYRIGHT PAGE			
APPROVAL AND ACCEPTANCE SHEET			
MENTOR'S ENDORSEMENT FORM			
ACKNOWLEDGMENT			
TABLE OF CONTENTS			
LIST OF TABLES			
LIST OF FIGURES			
LIST OF ABBREVIATION			
ABSTRACT			
1 INTRODUCTION			revised
1.1 Purpose and Description			
1.2 Project Context			
1.3 Objectives			
General Objectives			
Specific Objectives			
1.4 Scope and Limitation			
1.5 Significance of the Study			
1.6 Conceptual Framework (IPO Model)			
1.7 Definition of Terms			
1.7.1 Technical Terms			
1.7.2 Operational Terms			
2 REVIEW OF RELATED STUDIES			
2.1 Related Literature (no subsection for Local and Foreign)			Revised
2.1.1 Topic 1			
2.1.2 Topic 2			
etc			
2.2 Related Studies (no subsection for Local and Foreign)			
2.2.1 Topic 1			
2.2.2 Topic 2			
etc			
2.3 Related Systems			
2.3.1 First System (include an image of the interface with detailed discussion of the features of the system)			
2.3.2 Second System...			
etc			
2.4 Synthesis(synthesize literature, studies, similarities of the system then justify, compare and contrast the systems regarding existing features to some systems then justify why			

you need to incorporate those features, discuss your own unique feature then justify)			
3 METHODOLOGY			
<p>3.1 Requirements Specification</p> <p>3.1.1 Operational Feasibility (FDD)</p> <p>3.1.2 Technical Feasibility</p> <p>3.1.2.1 Hardware Requirements</p> <p>3.1.2.2 Software Requirements (discuss separately software that will be used for deployment and software that will be used for design and development. Insert a table containing the software used, what version will be used/specs and how will they be used in the design and development of the system)</p> <p>3.1.3 Schedule Feasibility (Gantt chart should start from Jan 2021 – Apr 2022)</p> <p>3.1.4 Economic Feasibility</p>			
<p>3.2 Project Design</p> <p>3.2.1 System Architecture</p> <p>3.2.2 Context Diagram</p> <p>3.2.3 Level 1.0 DFD</p> <p>3.2.4 Use CASE</p> <p>3.2.5 System Flowchart</p> <p>3.2.6 ERD</p> <p>3.2.7 User Interface Design (create user interfaces of the modules of the system including the home page and home screen for web and mobile app respectively)</p> <p>Note: listed diagrams are recommended for wma/da/smmba</p>			
3.3 Project Development Model ( <i>Scrum methodology/SDLC</i> )			
3.4 Software Testing ( <i>Alpha and Beta testing</i> )			
3.5 Software Evaluation Model			
3.6 Data Gathering			
3.7 Sampling Technique ( <i>Sampling Technique</i> )			
3.8 Respondents of the Study(include who will participate in the study, how many respondents(sample size), determine did you get the sample size)			
3.9 Statistical Treatment ( <i>Frequency Distribution, Arithmetic Mean, Likert Scale</i> )			
Appendices			
• Group / Client Profile			
• Letter of Changes (*if applicable)			
• Letter to Client			
• Transcript of Interview			
• Mentoring Commitment Form			
• Progress Report 1-8			
• Complete Wireframe			
• Title Defense Grade Sheet (SYSAD)			

Approved by:



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**Dr. Kirk Alvin Awat**  
Project Adviser

Noted By:

---

**Mr. Jay-ar P. Lalata**  
Course Adviser

**PROJECT MANAGEMENT FOR DA [ITPMR103]**  
**ADVISER'S CHECKLIST**

Group Name	<b>THISISUS</b>		
Group Members	<b>ANDAL, JUSTINE FRANCIS</b> <b>MIRANDA, JONATHAN ELISHA</b> <b>PILI, CARLOS</b> <b>SANICO, FINA EDRIENNE</b>		
Project Title	<b>Buboy at ang mga Larong Pinoy</b>		
Mentor	<b>Mr. Archie Jacinto</b>		
Panelists	HEAD PANEL <b>Mr. Juan Cruz</b>	MEMBER PANEL 1 <b>Ms. Juana dela Cruz</b>	MEMBER PANEL 2 <b>Mr. Pedro Agustin</b>
Date Submitted	[leave this blank]		
Time Submitted	[leave this blank]		

<input checked="" type="checkbox"/>	Particulars
	Three (3) Ring bound documents with Appendices
	Approval Sheet
	Mentor's Checklist
	Mentor's Certification Form
	Defense Gradesheets
	Document Labels

Document Label: to be cut-out and pasted an inch below at the top-center of the ring-binded document

GROUP PROFILE		HEAD PANEL	MEMBER PANEL 1	MEMBER PANEL 2
Group Name	<b>THISISUS</b>			
Project Title	<b>Buboy at ang mga Larong Pinoy</b>			
Mentor	<b>Jacinto, Archie</b>			
Defense Date / Day	<b>December 06, 2012 (Thursday)</b>			
Defense Time	<b>13:00-15:00</b>			
Defense Venue	<b>T702B</b>			

Label for Member Panel 1

GROUP PROFILE		HEAD PANEL	MEMBER PANEL 1	MEMBER PANEL 2
Group Name	<b>THISISUS</b>			
Project Title	<b>Buboy at ang mga Larong Pinoy</b>			
Mentor	<b>Jacinto, Archie</b>			
Defense Date / Day	<b>December 06, 2012 (Thursday)</b>			
Defense Time	<b>13:00-15:00</b>			
Defense Venue	<b>T702B</b>			

Label for Member Panel 2

GROUP PROFILE		HEAD PANEL	MEMBER PANEL 1	MEMBER PANEL 2
Group Name	<b>THISISUS</b>			
Project Title	<b>Buboy at ang mga Larong Pinoy</b>			
Mentor	<b>Jacinto, Archie</b>			
Defense Date / Day	<b>December 06, 2012 (Thursday)</b>			
Defense Time	<b>13:00-15:00</b>			
Defense Venue	<b>T702B</b>			