



St. Bridget College, College Department

**KIDDIE DROID: AN ANDROID READING GAMES FOR ST. BRIDGET  
COLLEGE KINDERGARTEN PUPILS**

**A Capstone Project**

**Presented to**

**The Faculty of the Information Technology Program**

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**Of the Requirements for the Degree in**

**Bachelor of Science in Information Technology**

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### EXECUTIVE SUMMARY

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This capstone project entitled **"Kiddie Droid: An Android Reading Games for St. Bridget College Kindergarten Pupils"** is designed and developed by the proponents to produce a collaborative system that will be used by St. Bridget College Elementary – Kindergarten Teachers and Pupils. This system will help the Kindergarten teachers in handling their students with the use of collaborative and interactive learning through tutorials and games. The teachers will now be able to easily let their pupils gain knowledge with fun and excitement. The pupils can have their accounts on the game provided that it will be supervised by the teacher in charge.

The interface of the system is created with the use of Java Programming Language through an Android platform via Eclipse JUNO v7.1.2. Sony Vegas was used to correctly correlate the dubbing process of the audio to the video.





Photoshop was also used to manipulate, resize and edit pictures to create an appropriate design for each interface. The system has greater advantage over traditional way of presenting lessons by the teachers and a good way of building the bond and ease of student – teacher relations.

This project documentation started by means of giving some related ideas or insights about the traditional way of teaching used by the teachers in St. Bridget College Elementary – Kindergarten Department. Through this information, the proponents generalized its project context, purpose, objectives and the scope and limitations of making the proposed system.

The related literature and other systems developed by other proponents are discussed and served as guide and a run through for the proponents. The proponents gathered information from several resources, or documentations which are related or the same that parallels with their project being developed. Defining the different terms that is encountered throughout the whole study is also clearly stated for understanding.

The proponents also used a representation of the organizational chart and workflow diagram. Organizational chart of the Elementary department, and the workflow diagram of the system. The proponents clearly shows the complete diagram of the people involved with its responsibilities for the system developed.

Throughout the study, the proponents clearly discuss and show the requirement specifications which will use a certain type of device, basically an Android device as a main requirement of the system. Creation of different diagrams and visually representing the requirements analysis and design of the software is clearly depicted. The proponents also conducted a survey for a set of respondents to finish this documentation. With this survey, the respondents that the results reveal a strong agreement on the use of the "Kiddie Droid: An Android Reading Games for St. Bridget College Kindergarten Pupils" in the categories of reliability with an average weighted mean of 3.66 or 91.5%, content with an



average weighted mean of 3.68 or 92% and accessibility with an average weighted mean of 3.65 or 91.42%.

The system is intended to ease and convenience, efficient and effective collaboration of the teachers in presenting their reading lessons to their pupils. Through this study, the teachers will have more fun and interactive way of letting their pupils enjoy their discussions as a class. This system will become of great help to all the teachers of the kindergarten department in managing, presenting their lessons in class.





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**Cabadin, Kriz Jerome L.**

**Cueto, Sharmaine Mae C.**

**Gutierrez, Emelyn L.**



### DEDICATION

To our Parents, friends and colleagues, for the continued support as one.  
To our Capstone adviser, who keeps pushing us to the limit in order for us to  
achieve what is best.

And to the one and only God Almighty, for keeping our faith burning with desire  
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## CHAPTER I

### THE PROBLEM AND ITS BACKGROUND

#### Introduction

Educational games are explicitly designed with educational purposes or which have incidental educational value. Educational games are games that are designed to teach people about certain subjects, expand concepts, reinforce development, understand a historical event or culture, or assist them in learning a skill as they play.

By enabling pupils to continue to play through levels, competitive learning can be encouraged using repetition, rewards and challenges. According to Royle(2008) educational games are games designed with specific curriculum objectives in mind and have been developed to support the practice of factual information. According to Prensky(2001), an educational game is designed to teach humans about a specific subject and skill. As educators, the government and parents realize the psychological need and benefits of gaming on learning as this educational tool has become mainstream. An interactive game that teaches us goals, rules, adaptation, problem solving and interaction represents a story. They give people the fundamental needs of learning by providing enjoyment, passionate involvement, structure, motivation, ego gratification, adrenaline, creativity, social interaction and emotion.

Mobile or computer educational games are games designed to balance subject matter with game play and the ability of the player to retain and apply certain subject matter to the real world. It motivates children to learn with enjoyment and pleasure. It is helpful in advancing pupil learning that can be measured through pupils' behavior.

Android Reading Games or Reading Games is a collection of fun games and activities. Reading regularly is very beneficial for kids of all ages. Reading helps develop spelling, vocabulary, comprehension and grammar.





Reading is an action or skill of reading written or printed matter silently or aloud. It is an Interpretation, or making meaning of a print or document. Incorporating reading to games is a vital step to make listeners and viewers become more interested in the lesson or topic being taught.

### **Project Context**

The capstone project entitled "KIDDIE DROID: An Android Reading Games for St. Bridget College Kindergarten Pupils" is a project that focuses on the application of android interactive games to be integrated in the classroom to have an educative tool or medium in teaching the subject Reading. This project was conceptualized and developed last July 2013 and is expected to be complete until the end of October 2014.

The project would be a great help to teachers and pupils in the teaching-learning activities. It would enhance the pupils' capabilities in learning while enjoying the games provided for the lessons, lessen their boredom during class hours, improve their reading comprehension and motivate them to participate in the class discussion.

The project is intended for the elementary department of St. Bridget College, mainly the kindergarten level. The proponents aim to implement it to help and ensure interactive delivery of lessons to the kindergarten pupils. With this application the teachers may have the time to bond and interact well with the pupils.

### **Purpose and Description**

The capstone project entitled "KIDDIE DROID: An Android Reading Games for St. Bridget College Kindergarten Pupils" purpose is to improve the present teaching method of teachers to kindergarten pupils through an interactive and educational games that are aligned with the pupils' reading subject.



The project aims to integrate interactive games in the reading subjects of kindergarten pupils in order to have an enjoyable and engaging activity and for pupils to be motivated during class hours.

**The Teachers.** The project aims to determine the capability of interactive games to motivate pupils and improve their learning in the class. Cooperation and assistance of teachers of reading subjects is essential to integrate the games in the subject class. Teachers can determine the performance of pupils as they use this project.

**The Pupils.** The project can be used to solve the issues of poor or weak comprehension and understanding in reading subject among the kindergarten pupils. The pupils involved in the implementation and usage of the said project would benefit much.

### Objectives

The capstone project entitled "KIDDIE DROID: An Android Reading Games for St. Bridget College Kindergarten Pupils" aims to develop, implement and integrate the project in classrooms to aid the pupils and the teachers in teaching pupils.

Specifically, this capstone project aims to:

1. provide teachers an additional teaching aid to be used during class hours.
2. improve current teaching method in reading subject of pre-kindergarten pupils of St. Bridget College Batangas.
3. help pupils to easily understand the lessons in their reading subject through mobile educational application.
4. provide interactive reading games and tutorials that will improve pupils' comprehension and will make kindergarten pupils learn in their reading subjects
5. bring enjoyment while learning through educational games.





### Scope and Limitations

The capstone project entitled "KIDDIE DROID: An Android Reading Games for St. Bridget College Kindergarten Pupils" is focused on the design, development and implementation of games that will be used by teachers as a medium or alternative tool in teaching pupils.

The developers provide games aligned with the reading subject. Other subjects are not covered in this project. The teachers play the role of assisting pupils on how to play the games. The games are only functional in a device with android platform.

The application KIDDIE DROID contains interactive games and tutorials in relation to the android reading games for kindergarten. This activity provides the pupils a new way of learning their subject through interactivity.

The proponents with the help of the teachers of the kindergarten department formulated these interactive lessons to be presented to the children. The lessons that the teachers will teach will require interactivity which the application KIDDIE DROID will provide.