

ABSTRACT

The study was conducted in Capiz State University from July 2016 to March 2016. The respondents were the selected students from Bachelor of Science in Agriculture of the said school.

“SYNONYMS QUIZZER” was designed and developed at Capiz State University, Pontevedra Campus using the Prototyping Model. The objectives were the following: design and develop an educational game for android users; determine the acceptability level of SYNONYMS QUIZZER by the respondents, when grouped as a whole in terms of the following: a. appearance, feature and visual quality; b. user interface simplicity and intuitiveness; c. ease of use and learning curve; d. documentation and supplementary materials; e. assessment of software usability and satisfaction.

The SYNONYMS QUIZZER program was developed using Stencyl. It is an educational game for android users. The android users are allowed to play the game and view their score, while developers can add, edit, and delete the questions with in the game.

To determine the acceptability of the design, a descriptive research is used. The researchers used an adopted questionnaire to gather data from chosen respondents.

Results showed that the system generally accepted by the user.