

## ABSTRACT

**Barrios, Antonio Jr. C., De Juan, Nicole Joshua M., Lizada, John Fritz V., and Oroceo, Geno B.,** Capiz State University, Mambusao Satellite College, Poblacion, Mambusao, Capiz **“PepeQuiz: An Educational Game about the Life and Works of Rizal”**

Adviser: **Judith L. Vista**

The study was conducted at Capiz State University Mambusao Satellite College, Poblacion Proper, Mambusao, Capiz, to create a PepeQuiz: An Educational Game about the Life and Works of Rizal for 2nd-year college students. Specifically, this study aimed to create an educational game to enhance the knowledge of the students about the Life and Works of our National Hero, Dr. Jose Rizal; design a system that could provide Learning and entertainment to the students; develop an educational experience through the development of this System; and determine the acceptability of the PepeQuiz: An educational game about life and Works of Rizal in terms of appearance, design, content, efficiency, and operating system.

In this study, the researchers use the water life cycle model to develop the PepeQuiz: An educational game about the Life and Works of Rizal. The study's respondents were ninety (90) students who were randomly selected, composed of second year students at Capiz State University Mambusao Satellite College and six (6) faculty professors.

Results revealed that PepeQuiz could amuse the students and improve their thinking skills. Additionally, PepeQuiz was acceptable regarding functional suitability,

maintability, performance efficiency, compability, reliability, usability, security, and portability when taken as an entire group.