

ABSTRACT

The Foodventure: Mobile Game for Food Technology was developed from April 2022 to July 2023. The general objective of the study was to develop Foodventure: Mobile Game for Food Technology. Specifically, it aimed to create an educational mobile game that could provide knowledge for Food Technology students; design an educational mobile game that could enhance cognitive skills; develop an educational mobile game that could help students in reviewing their lessons; and determine the acceptability of the developed system using the ISO 25010 standards. The researcher used Android Studio and Java Programming Language in developing the system while PicsArt was used in photo editing. The respondents of the study were Food Technology students and six (6) IT experts from Capiz State University-Mambusao Satellite College, Mambusao, Capiz. The instrument used was in the form of questionnaire or the ISO 25010 standards to determine the acceptability of the system in terms of functional suitability, maintainability, performance efficiency, compatibility, reliability, usability, security, and portability. Foodventure: Mobile Game for Food Technology was "highly acceptable" in terms of functional suitability, maintainability, performance efficiency, compatibility, reliability, usability, security, and portability.