ABSTRACT

The GeoMe: an educational Mobile Application in Geometry was tested at Saint Catherine Academy. Poblacion, Mambusao, Capiz from October 2017 to November 2018. The general objective of the study was to develop GeoMe: An Educational Mobile Application in Geometry and determine its acceptability. Specifically, it aimed to create an educational mobile application that would help students gain interest in learning geometry; design an educational mobile application that would enhance the student's ability and skills through geometrical drills; develop an educational mobile application that could help and guide the students who have difficulty in solving problems in geometry: and determine its acceptability in terms of appearance, content. design. efficiency. and its operating performance. The developed system included the topics and concepts taken from the book entitled "Geometry: textbook for 'Finn, Year" by Bernabe, De Leon and Jose-Dilao (2002) and additional references limo internet websites and geometry calculator. The researchers used the Unity and C# programming language in developing the system while Paint and Photoshop C'S6 was used in photo editing. The respondents of the study were forty-four (44) Grade 10 students from Saint Catherine Academy Poblacion, Mambusao, Capiz and seven (7) IT Experts from Capiz State University Mambusao Satellite College, Mambusao, Capiz. The instrument used was in the form of questionnaire adopted from the study of Rayot et al. (2015) to determine the acceptability of the system in terms of appearance, design, content. efficiency and operating performance. GeoMe: an educational mobile application in Geometry was interpreted to be "Highly Acceptable" in terms of appearance. design, content. efficiency. and operating performance