## INTERACTIVE BIBLE STORY FOR CENTRAL PHILIPPINE UNIVERSITY- PRIMARY LEVEL

A Capstone Project

Presented to

The College of Computer Studies

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## ABSTRACT

As a Christian institution, Central Philippine University Elementary School has included in its curriculum the Christian Education (CE) subject to enable pupils to be knowledgeable of the Bible. With the current method that the teachers use to deliver the subject to their classes, the proponents have identified problems such as short attention span of pupils during class discussions, the need for the teacher and the substitute teacher to prepare visual aids, and the use of worn out Bible story books. The purpose of this study is to provide an electronic medium to be used by teachers in delivering CE to their class. Another aim is to retain the pupil's attention throughout the discussion, and to assist substitute teachers in cases where the class adviser is not around. After conducting an interview with the principal and teachers of the school and after determining the possible solution to the problem, the proponents made a design and implemented it using ActionScript and Microsoft Visual Basic programming language. The researchers used the iterative approach, specifically the Rational Unified Process(RUP), because each iteration contains well-defined objectives and produces a partial working implementation of the final system. The success of this study could increase the way Computer Based Learning (CBL) is used in universities and other institutions. The use of the system will improve the children's comprehension and retain their attention span throughout the class discussion. The use of an electronic medium enables flexibility in the delivery of the lecture content by the teachers. Based on the facts stated previously, the proponents conclude that the proposed system will be a big improvement over the existing manual system because it is computer-based and can therefore maximize the pupil's learning capacity.