

THE ATTITUDES OF THREE SELECTED SECTIONS OF CENTRAL PHILIPPINE
UNIVERSITY FOURTH YEAR HIGH SCHOOL STUDENTS
TOWARDS COSTUME PLAYING

A Research Paper

Presented to

The Department of Languages, Mass Communication and Humanities

Central Philippine University

Iloilo City

In Partial Fulfillment of the Requirements in English 323

(Research Paper in English Language and Literature)

By

Carmela E. Quiatchon

March 2014

THE ATTITUDES OF THREE SELECTED SECTIONS OF CENTRAL PHILIPPINE
UNIVERSITY FOURTH YEAR HIGH SCHOOL STUDENTS
TOWARDS COSTUME PLAYING

Carmela E. Quiatchon

ABSTRACT

This study investigated the attitudes of the fourth year high school students of Central Philippine University towards costume playing. A one shot survey was used in conducting this research. The questionnaire was composed of two parts: Part I asked about personal data and Part II asked about interests towards anime, manga, and attitude towards costume playing. Three out of nine sections were selected based on the academic standing of the students. The total number of respondents is 72 or 67.2% of the target population. The findings reveal that majority of the students in the three selected sections are males, Roman Catholics, live in subdivisions, and belong to nuclear families. They are in the expected school age of 16 years old, and majority of their parents are college graduates with their mothers as housewives and their fathers as seafarers. They prefer to speak Hiligaynon, their mother tongue rather than other languages. They are financially secure with parents who can support their needs whether related to their academics or not, and they do not consider cosplayers as weird people nor do they think that getting involved in costume playing will make them famous. Students belonging to Newton, Mars, and Venus sections are aware of anime, manga, and cosplay, but are not that interested in them. Based on these findings it can be concluded that the anime craze does not interest all fourth year high school students and its appeal is not universal. The

proliferation of online games, modern gadgets, parental prohibition, and their graduating status may have influenced this general attitude of disinterest in costume playing.