

WEST VISAYAS STATE UNIVERSITY
COLLEGE OF EDUCATION
GRADUATE SCHOOL
Iloilo City

GAMIFICATION: A PEDAGOGICAL TOOL IN MTBMLE
FOR EARLY CHILDHOOD LEARNERS

A Dissertation Presented to the
Faculty of the Graduate School
College of Education
West Visayas State University
Iloilo City

In Partial Fulfillment
of the Requirements for the Degree
Doctor of Philosophy in Education
(Curriculum Development)

by

Rosie Jane Puig Siosan

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Abstract

This study aimed to design, develop and evaluate an Interactive Word Game on the level of acceptability of the system based on the criteria on content, instructional quality, technical quality, presentation and organization and accuracy and up-to-datedness of information. The Analysis, Design, Development, Implementation, Evaluation (ADDIE) Model was used in the development of this study. Analysis of the context was made prior to the designing of the interactive word game through an analysis of the curriculum content, ICT landscape, Teacher's ICT Needs Assessment, Parent's Assessment of their Child's Use of Digital Devices and Learner's Use of Mobile Phone. Data from the analysis and stages stipulated in the SDLC model were used in the development of the interactive word game named *iTudlo* and validated by experts. The effect in the implementation of the word game showed that there is a significant difference in the spelling skills of the pupils as indicated in the higher mean score of the posttest after pupils' exposure to *iTudlo*. Furthermore, the evaluation of the Interactive word game resulted in a *Very Acceptable* rating from the IT Experts. Moreover, the *iTudlo* was observed to be effective in providing pupils with a fun learning material and a gamified classroom based on the results of the Focus Group Discussion. With the positive evaluation of the application, *iTudlo* as a tool is not devoid of possible enhancements.

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GRADUATE SCHOOL
Iloilo City

TABLE OF CONTENTS

	Page
Title Page	i
Approval Sheet	ii
Acknowledgment	iii
Abstract	x
Table of Contents	xii
List of Tables	xvi
List of Figures	xviii
List of Appendices	xix
Chapter	
1 INTRODUCTION TO THE STUDY	1
Background of the Study	2
Theoretical Framework	8
Constructivism	8
Game-Based Learning Theory	10
Cognitive Theory of Multimedia Learning	13
Play Theory	14
Behaviorism Theory	16
Statement of the Problem	22
Definition of Terms	24

WEST VISAYAS STATE UNIVERSITY
COLLEGE OF EDUCATION
GRADUATE SCHOOL
Iloilo City

	Delimitation of the Study	27
	Significance of the Study	28
2	REVIEW OF RELATED LITERATURE	30
	K to 12 Curriculum in the Philippine Context	31
	Mother Tongue Based Multilingual Education (MTBMLE)	32
	Why First Language is Important	34
	Orthography in Mother Tongue	38
	Spelling, Why is it Important?	41
	Gamification in Education	46
	Game-Based Learning	50
	Word Game	54
	TPACK and Its Importance to Instructional Design	57
	ICT Learners or iLearners	59
	Mobile Learning (M-Learning)	62
	ICT in Early Childhood Education	67
	Health Issues and Effects of ICT on Children	69
	Healthy Digital Use of ICT	71
	Summary	74
3	RESEARCH DESIGN AND METHODOLOGY	77
	Research Design	77
	Research Participants	78

WEST VISAYAS STATE UNIVERSITY
COLLEGE OF EDUCATION
GRADUATE SCHOOL
Iloilo City

Research Instruments	78
Research Procedure	81
Software Development Life Cycle as Design Model	86
Software Design	88
Data Analysis	93
4 RESULTS AND DISCUSSIONS	94
The Parameters in the Development of the Interactive Word Game	94
Curriculum Content	94
ICT Landscape	95
RA 10533, Enhanced Basic Education Act	96
Hiligaynon Orthography	98
Mother Tongue Curriculum Guide for Grade III	99
Teacher's Needs Assessment in ICT	100
Parent's Assessment of their Child's Use of Digital Devices	107
Learners' Use of Digital Devices	112
SDLC as Software Development Process Model Design	111
Development of <i>iTudlo</i> , an Interactive Word Game in Mother Tongue	114
Evaluation of <i>iTudlo</i> as an interactive Word Game in Hiligaynon	168
Implementation of the Word Game	172
Pretest Results of the Spelling Skills of the Pupils	173

WEST VISAYAS STATE UNIVERSITY
COLLEGE OF EDUCATION
GRADUATE SCHOOL
Iloilo City

Posttest Results of the Spelling Skills of the Pupils	174
Evaluation of the Effect of the Word Game on the Spelling Skills of the Pupils before and after the Intervention	175
Experiences of Pupils, Parents, and Teachers in the Use of <i>iTudlo</i>	176
5 SUMMARY, CONCLUSIONS, IMPLICATIONS, AND RECOMMENDATIONS	183
Summary	183
Conclusions	192
Implications	195
Recommendations	199
References	203
Appendices	220

WEST VISAYAS STATE UNIVERSITY
COLLEGE OF EDUCATION
GRADUATE SCHOOL
Iloilo City

LIST OF TABLES

Table	Page
1 Teacher's Response on the Availability and Use of ICT Facility	101
2 Teacher's ICT Training Needs	102
3 Gamification as a Strategy in Teaching	103
4 Use of Mobile Phone	104
5 Student's Mother Tongue and Introduction of an Interactive Learning Material in the Teaching of the Mother Tongue	105
6 Frequency of Teachers' Use of ICT	106
7 Availability of Gadgets at Home	107
8 Knowledge on the Use of Digital Devices	108
9 Mobile Phone Access	109
10 Child's Knowledge in Mother Tongue	110
11 Frequency of Mobile Phone Usage	111
12 ICT Equipment Used for Teaching and Learning	112
13 Gamification in the Classroom	113
14 Mobile Phone in Learning	113
15 Hiligaynon Speakers	114
16 Learners' Frequency of Mobile Phone Usage	115
17 Hardware Specification	122
18 Software Specification	123

WEST VISAYAS STATE UNIVERSITY
COLLEGE OF EDUCATION
GRADUATE SCHOOL
Iloilo City

19	Juror's Rating of the Word Game	169
20	Level of Spelling Skills of the Pupils before the Intervention	174
21	Level of Spelling Skills of the Pupils after the Intervention	175
22	Significant Difference in the Level of Spelling Skills of the Pupils	176

WEST VISAYAS STATE UNIVERSITY
COLLEGE OF EDUCATION
GRADUATE SCHOOL
Iloilo City

LIST OF FIGURES

Figure		Page
1	Taxonomy Alignment for Gaming	11
2	ADDIE as a Framework of the Study	20
3	Procedure of Implementation	84
4	SDLC Using the Waterfall Model	87
5	Development Tools	89
6	Architectural Design	91
7	Flow Chart of the Word Game	93
8	Use Case Diagram	124

WEST VISAYAS STATE UNIVERSITY
COLLEGE OF EDUCATION
GRADUATE SCHOOL
Iloilo City

LIST OF APPENDICES

Appendix	Page
A Evaluation Form for Non-Printed Materials	221
B Letter to the Validators of the Instrument	227
C Letter to the Validators of the Interactive Word Game	229
D Letter to the Parents of the Participants	231
E Letter to the Teacher Respondents	233
F Letter to the Teacher Facilitator	235
G Letter to the School Principal of the Respondents	237
H Pretest/Posttest	239
I Teacher's Needs Assessment in ICT	248
J Parent's Questionnaire	252
K Pupils' Questionnaire	255
L Documentation	258

WEST VISAYAS STATE UNIVERSITY
COLLEGE OF EDUCATION
GRADUATE SCHOOL
Iloilo City

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WEST VISAYAS STATE UNIVERSITY
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205

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213

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WEST VISAYAS STATE UNIVERSITY
COLLEGE OF EDUCATION
GRADUATE SCHOOL
Iloilo City

218

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