iSEA: A Mobile Based Learning Application for History and Culture Knowledge Enhancement for the ASEAN Region

Authors : Maria Visitacion N. Gumabay, Byron Joseph A. Hallar, Annjeannette Alain D. Galang

Abstract : This study was intended to provide a more efficient and convenient way for mobile users to enhance their knowledge about ASEAN countries. The researchers evaluated the utility of the developed crossword puzzle application and assessed the general usability of its user interface for its intended purpose and audience of users. The descriptive qualitative research method for the research design and the Mobile-D methodology was employed for the development of the software application output. With a generally favorable reception from its users, the researchers concluded that the iSEA Mobile Based Learning Application can be considered ready for general deployment and use. It was also concluded that additional studies can also be done to make a more complete assessment of the knowledge gained by its users before and after using the application.