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JOHN B. LACSON COLLEGES FOUNDATION MOLO-INC.
Business Department
Iloilo City

A DEVELOPED TIME-IN AND TIME-OUT SYSTEM FOR GAME CUBE
INTERNET CAFÉ AND ITS EFFECTIVENESS AS
PERCEIVED BY THE CUSTOMERS

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A Thesis Presented to the
Faculty Members of the Business Department
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In Partial Fulfillment of the
Requirements for the Degree
Bachelor of Science in Information Technology

by

Romeo F. Flores

Cynah Roides B. Gayatgay

Cheryle D. Mata

Ritchel E. Lebuna

Keithly S. Legislador

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APPROVAL SHEET

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Romeo F. Flores
Cynah Roides B. Gayatgay
Cheryle D. Lata
Ritchel L. Lebuna
Keithly S. Legislador

Approved by the Thesis Committee:




MS. IREEN MUZONES, Adviser



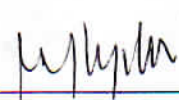
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MS. MA. CRISTINA PORCADILLA, Member



REX P. FLEJOLES, MSCS
Program Head, BSIT



GLENITO L. PADON, Ed.D.
Dean, Business Department

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Abstract

This descriptive-evaluative type of research was conducted to determine the effectiveness of a developed Time-In and Time-Out System for Game Cube Internet Café as perceived by the customers. The respondents involved in this study were the 20 customers of the Game Cube Internet Café. The researcher designed questionnaire was used in the data gathering. In analyzing the data gathered the mean and the t-test were used. Specifically, the study sought to answer the following questions: (1.) What is the profile of customers of Game Cube Internet Café as to gender, age, and type of user? (2.) What is the level of effectiveness of a developed Time-in and Time-Out system of Game Cube Internet Café as perceived by the customers when taken as a whole and when they are categorized as to gender, age, and type of user? (3.) Are there significant differences in the perceptions of the customers on the effectiveness of a developed Time-In and Time-Out System of Game Cube Internet Café when they are categorized as to gender, age, and type of user? The findings were: (1.) As to

"gender", of 20 customers, 11 were males while 9 were females. As to "age" the results of the study revealed that 9 were young, while 11 were old. With regards to the "type of users" findings showed that, 12 customers availed of "gaming" services, while 8 customers availed of "surfing" services. (2.) Whether as an entire group or grouped according to gender, age, and type of users, the customers perceived the system to be very effective. (3.) No significant difference existed among the customers' perception on the effectiveness of a developed Time-In and Time-Out System of Game Cube Internet Café, when they are categorized as to gender, age, and type of users. Based on the mentioned findings, it was concluded that a developed Time-In and Time-Out System for Game Cube Internet Café was very effective.