



ONLINE LIBRARY COLLECTION OF HILIGAYNON URBAN LEGENDS

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Abstract

This study aimed to develop an Online Library Collection of Hiligaynon Urban Legends that will greatly benefit the province of Negros Occidental and its people, the Negrenses. The researcher used the Qualitative Approach as the main guide to the entire research and in achieving the main objective of the project. The researcher conducted an interview in gathering the data. The gathered data are then analyzed, transcribed, and translated from Hiligaynon to English. Incremental Model was used as the method in developing the system. This development could provide information to all Negrense about the Urban Legends located in a particular city through publishing their urban legends stories online and this can help promote the tourism in the province of Negros Occidental. The overall system functionality was conducted with a total of 15 respondents and the results of the assessment in terms of Mean Range was 4.49 or equivalent to High interpretation. This means that the developed system is feasible to use. It is recommended to further gather more interesting urban legends around the province of Negros Occidental.

Keywords: Online Library, Hiligaynon, Urban Legends, Negrense, Tourism

Introduction

Every place has their own unique urban legend stories that can fascinate people. These narrative of events in different places were either known a long time ago that grandparents might have heard of them when they were kids or so new that it only came out in the last few years. They're normally chilling, mysterious, scary, and often disturbing 'real life' stories (Robson, 2015). They usually happen to someone who is well-known to a certain place, or it could be a friend of a friend, or a distant family member. Urban Legends doesn't only exist in our own places but all over the world. They're the modern version of folklore - myths and legends of olden times (6 scary urban legends from around the world, 2022).

In the province of Negros Occidental, many different exciting stories were not being acknowledged by most of the Negrense for it was just buried in the history of all the cities around Negros. Some may tend to forget the legends or stories in their places for some reasons that it is neither written, recorded nor given much attention and value.

With the aforementioned reasons, the researcher conducted a study on developing a prototype that will help publish urban legend stories that were concealed in the history of different places in the province of Negros Occidental. This study is intended to all Negrense who are interested to all the different untold stories around the province and to everyone wants to know and explore all the Hiligaynon stories. This will be published online, and this will greatly benefit the Province of Negros Occidental in boosting its Tourism over the web.

With this, different spots and places around the province will be posted and introduced online through their fascinating stories.

This Online Library Collection of Hiligaynon Urban Legends have major function of downloading stories in two different languages (Hiligaynon and English). The user must register on the website by filling out registration form for them to download the stories in a pdf format. The administrator can view statistics of the downloaded and viewed stories online. The website also offers a gallery which includes some famous landmarks and beautiful spots of Negros Occidental and it also has a map feature which allows the user to view how many stories were collected within a particular place. For entertainment, this website has a Fun Quiz which allows the user to answer questions related to Negros. The administrator can add and edit stories, category, and location on the website. The admin can also view and print report of the following: list of users, list of stories and list of downloaded stories.

The notion of digital society reflects the results of the modern society in adopting information and communication technologies whether at home, work, education and even in recreation (Digital Society, n.d.). Publishing is one such industry which has entered the digital era to make reading more convenient to people (Harman, 2018). With the rising number of tech-savvy people, reading stories online or eBooks is now a modern trend to everyone. It is a boon to all to all readers for it is convenient and information can be obtained without leaving their own space (Evdenden, 2020).

Methods

Research Approach

The researcher used the Qualitative Approach as the main guide for the entire research. An interview was conducted from individuals living from different places within the Province of Negros Occidental

who has the knowledge about their own Urban Legends. The researcher then gathered, documented, and reviewed all the information.

Systems Development Methodology

The researcher used the Incremental Model as the method in developing the system. This model was used to get the expected output of the study. Incremental technique allows the developer to develop the system in an incremental manner or through iteration. Its process starts with a simple implementation of a subset of the software requirements.

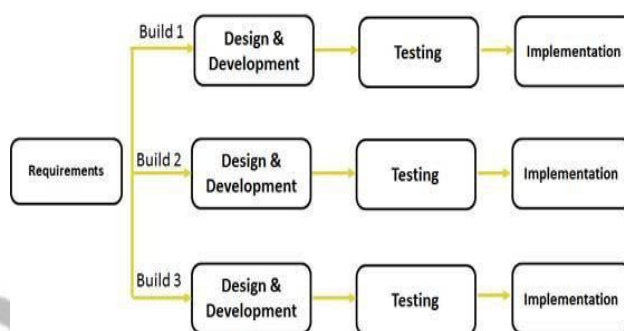


Figure 1.0 Incremental Model

The following are the steps followed by the researcher using the Incremental Model.

Requirement Phase

In this phase, the researcher conducted an interview and gathered data from different cities within the province of Negros Occidental to meet the needs of Online Library Collection of Hiligaynon Urban Legends. Data has been gathered, reviewed and transcribed.

Design and Development

In this phase, the developer created a draft of the entire system including the forms, databases, interfaces, and the plans on how to create the system. Designing the layout and analyzing all the processes were also involved in this phase. After the design phase has been done and completed, the developer used a suited software to use for the development of the system and started the development period. The development phase means building the system or implementing what are the specified iterations on the system.

Testing

To find out if the system meets all the requirements and specifications, the developer tested the codes for bugs as well as the whole functionalities of the system.

Review Phase

After testing, the researcher reviewed and evaluated the system to ensure that full functionalities were done. Some recommendations and suggestions were also made in this phase.

System's Interface Design

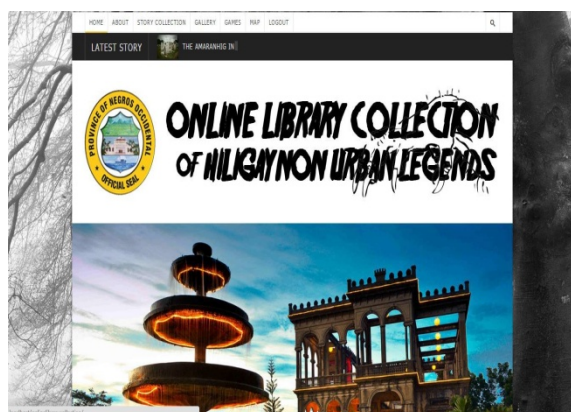


Figure 2.0 Home Page

Figure 2 shows the home page of the system. There are tabs presents which are; Home, About, Story Collection, Gallery, Games and Log in. These tabs will help the user navigate the website. When scrolled down, the user can view the categorized and latest stories uploaded in the system.

System's Evaluation Form

The System Evaluation Form was used as one of the data gathering instrument for this study. The questionnaire composed of twenty-four criteria using McCalls' software quality standards. The main purpose of the questionnaire is to assess the overall function of the system. The questions were structured using the Likert format. In this questionnaire, five choices are provided for every criterion. The choices represent the degree of agreement each respondent has on the given question.

The scale was used to interpret the total responses of all the respondents for every survey question by computing the weighted mean:

Mean Range	Interpretation
4.50 – 5.00	Very High
3.50 – 4.49	High
2.50 – 3.49	Average
1.50 – 2.49	Low
0.50 – 1.49	Very Low

The Likert survey was the selected questionnaire type as this enabled the respondents to answer the survey easily. In addition, this research instrument allowed the research to carry out the quantitative approach effectively with the use of statistics for data interpretation.

System's Testing

All units and forms were tested to ensure the complete performance of the system. The researcher also tested the efficiency and appearance of the system in three of the most popular browsers. The OLCHUL was successfully running in three browsers and met the hardware and software needs. These were done to ensure the efficiency of the system.

The researcher used the Alpha Testing method. Alpha testing method is a preliminary software field test carry out by a team of users to find bugs that were not found previously through other tests. The testing involves simulating a real user environment by carrying out task and operations of the actual user might perform.

Results and Discussion

The System Evaluation Form was conducted to assess the overall function of Online Library Collection of Hiligaynon Urban Legends. A total of 15 respondents were asked to participate in System Evaluation Form survey. After gathering all the completed System Evaluation Form from the respondents, total response for each item was obtained and tabulated. In order to use the Likert-scale for interpretation, weighted mean to represent each criteria were computed. Below are the

interpretations for every criteria:

Table 1. System's Evaluation Result

Criteria	Mean Range	Interpretation
1. Auditability – keeping the record of standard so that you can locate the origin of specific features that appears on reports.	4.73	Very High
2. Accuracy – meeting the user's need and having a clear statement of what is required.	4.67	Very High
3. Commonality – the degree to which standard, interfaces, protocols and bandwidth are used.	4.53	Very High
4. Completeness – building a representation of requirements that can be accessed of correctness and consistency.	4.33	High
5. Conciseness – the compactness of the programs in terms of line of code.	4.60	Very High
6. Consistency – a sound structure which is free from logical defects.	4.6	Very High
7. Observability – system states and variables are visible or queryable during execution, all factors affecting the output is visible.	4.73	Very High
8. Operability – the ability of the system to operate with almost no downtime.	4.33	High
9. Security – referring to the availability of mechanism that control or protect programs and data.	4.27	High
10. Self-Documentation – as the degree to which the source code provides meaningful documentation.	4.47	High

11. Simplicity – the degree to which the program can be understood with less difficulty.	4.53	Very High
12. Software System Independence – degree to which the program is independent of nonstandard programming language features, operating systems characteristics, and other environmental constraints.	4.67	Very High
13. Traceability – the ability in tracing a design representation or actual program component back to requirements.	4.33	High
14. Training – as the degree to which the software assists in enabling new users to apply the system.	4.47	High
15. Controllability – defined as an exercise of authority or dominative influence.	4.73	Very High
16. Data Commonality – an attribute of the software that provides the use of standard data representations and structures.	4.40	High
17. Decomposability – as a large entity separated into component or basic units.	4.40	High
18. Error Tolerance – the ability of the system to repair any damage data.	4.33	High
19. Exception Efficiency – an attribute of software that provides for minimum execution processing time without decrease in functionality.	4.33	High
20. Expandability – the degree to which the system can be modified or improved.	4.60	Very High
21. Generality – the breadth of potential application of program components.	4.47	High
22. Hardware Dependence – having a free hand over the way in which the system is implemented.	4.47	High

23. Instrumentation – user defined functions which the agent calls at a different time.	4.40	High
24. Modularity – a mechanism for splitting software into dependent modules and grouping together items that have some mutual affinity.	4.47	High

Table 1 shows the System’s Evaluation Result Form which shows a High interpretation. The overall assessment in terms of Mean Range is 4.49 or equivalent to High. This means that the system is feasible to be used.

Conclusion

The developed system is beneficent to all the people in Negros Occidental, as well to the whole province. And, to everyone who is interested about the urban legends specifically to the Hiligaynon stories. The system is informative, user-friendly, and fun to use.

Recommendations

Further research may be conducted to gather more interesting urban legends to the whole province of Negros Occidental.

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