

Learning media for online safety in the form of a card game.

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Problem





Integrating game and cybersecurity knowledge.

A game that provides players with knowledge about cybersecurity.

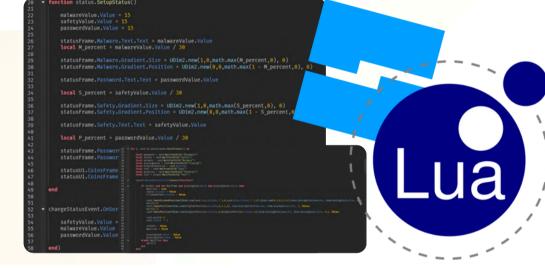
Framework

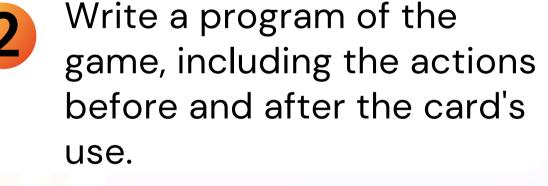


Design the game, how to play, cards interface, Lobby

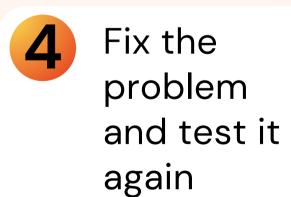


Test it and find a glitch from tester.





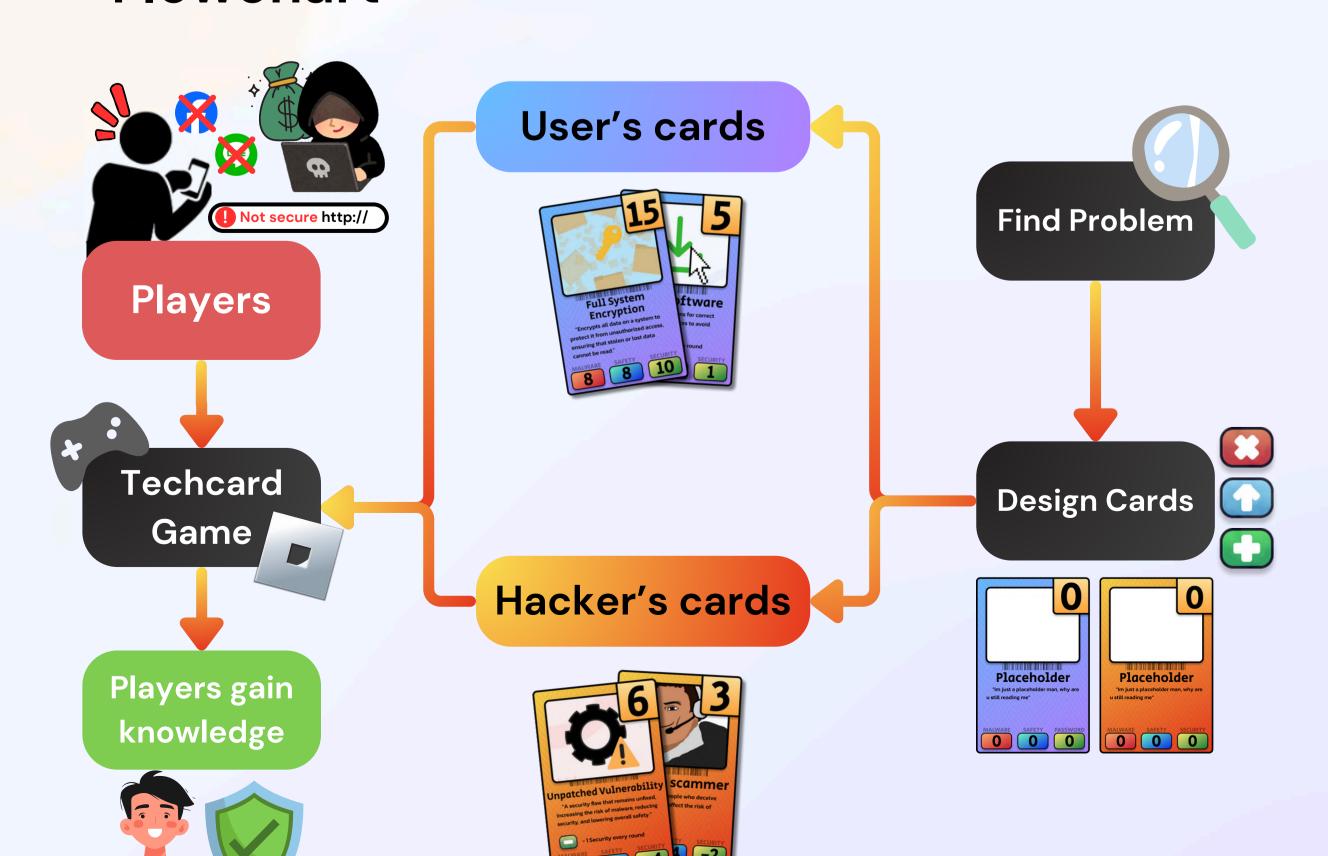






Summarize the effectiveness of the game's operation and whether it meets expectations.

Flowchart



Finding

Game interfaces



SHOP

SHOP

SHOP

Shop the state of the stat

Shop



Lobby

Round: 1
It's your turn

Buff/Debuff
Nalware

15 Safety

Passord/round 10

Passord/round 10

Play Zone

3 TC +3
TC/R

Teleporter

It's your

Safety

Security

Security

Security

To accurity flaw that remains unfixed, locreasing the risk of malware, reducing security, and lowering overall safety.

15 TC/R

TC/R

Security

Card interface

Coins

How to play

- 1) Once the player enters the game, they will be able to buy and equip cards from the shop for both the User and Hacker sides.
- 2) After selecting the customisable card deck, players can go to the lobby to meet with other player & teleport to the Play Server.
- 3) Once players join the Play server, they will recieve 3 main stats: Malware, Safety, and Security

The win condition are as follows:

- Hacker must clear 2 out of 3 stats
- User must max out 2 out of 3 stats

30

*When a stat is maxed or cleared, it is locked and cannot be changed for the rest of the game.

4) Additionally, players will have TechCoins, the in-game currency they receive every round, which includes an interest system. The game also introduces a Round Counter, Buff/Debuff system, Card Counter, and Pass System.

Result

	Ratings					
Forum	Unsatisfied (1)	Bad (2)	Alright (3)	Good (4)	Excellent (5)	Average
1. Game Quality						
1.1 Easy to understand game mechanics	0	1	10	8	11	3.97
1.2 Fun to play	0	1	6	13	10	4.07
1.3 General designs	0	0	2	12	16	4.47
1.4 Software correctness	1	2	2	8	18	4.43
	Total average					4.24
2. Content Quality						
2.1 The content is useful	0	2	6	14	8	3.93
2.2 The content is correct	0	1	6	9	14	4.20
2.3 Players can apply the knowledge to the daily life.	1	2	4	11	12	4.03
Total average						4.05
Average including 2 categories						4.15

"After the developers have completed the creation of the Learning media for online safety in the form of a card game, a sample group of 30 students from PCSHSL Grade 11, was randomly selected to play and evaluate the game, with results as shown in the following table."

The averages

- 1.Game Quality is at 4.24(max 5) , which is "Good"
- 2.Content Quality" is at 4.05(max 5), which is "Good"

Conclusions

In summary, the development of the game "Learning media for online safety in the form of a card game." has allowed players to enjoy themselves while gaining knowledge about online risks. The game's quality and content were rated as good, thanks to its gameplay mechanics and the information within the cards.

References

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- https://youtu.be/Vq16Wm4IVZk?si=Bwh4QbTIwiftIhzV
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