



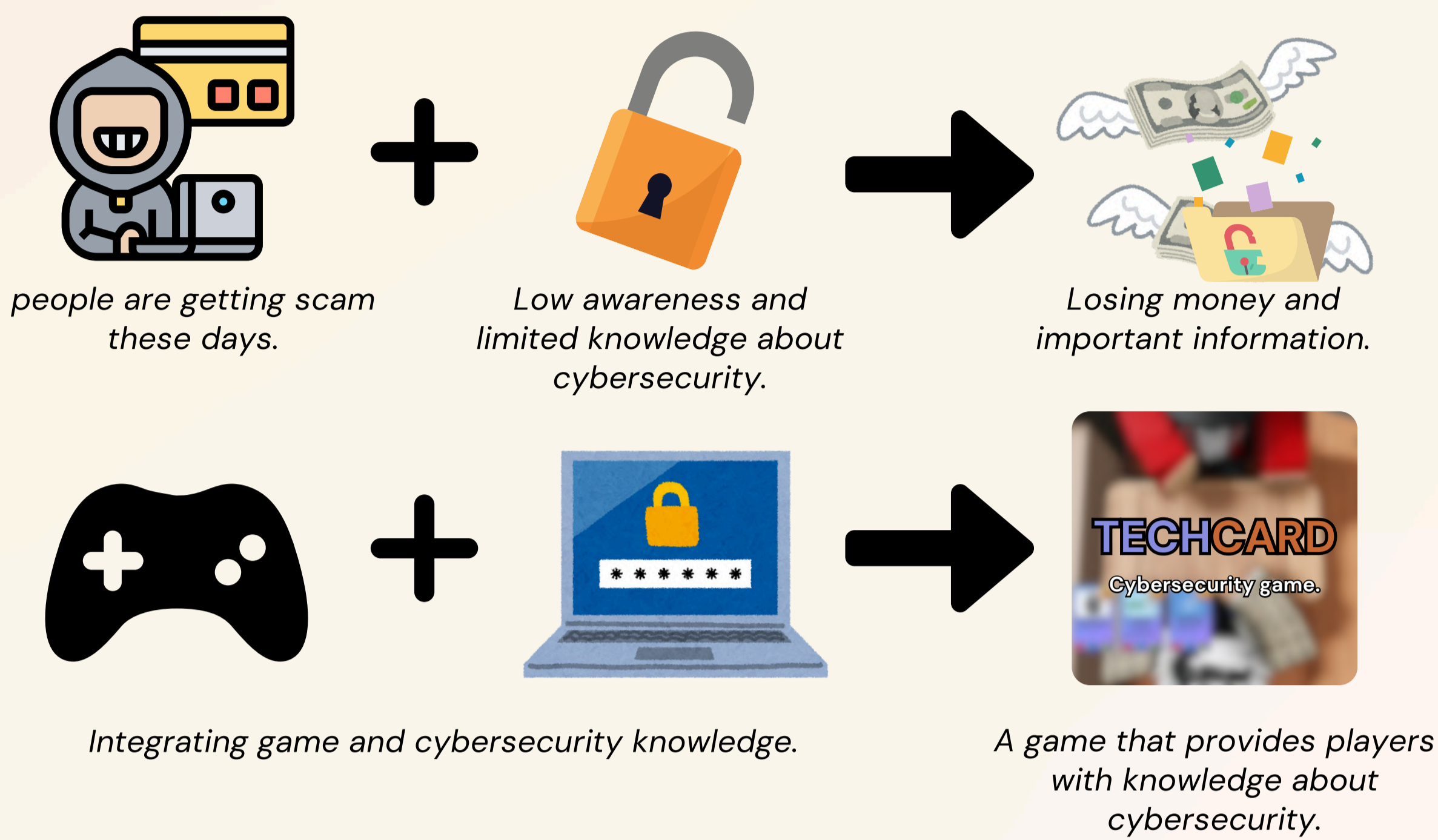
Learning media for online safety in the form of a card game.

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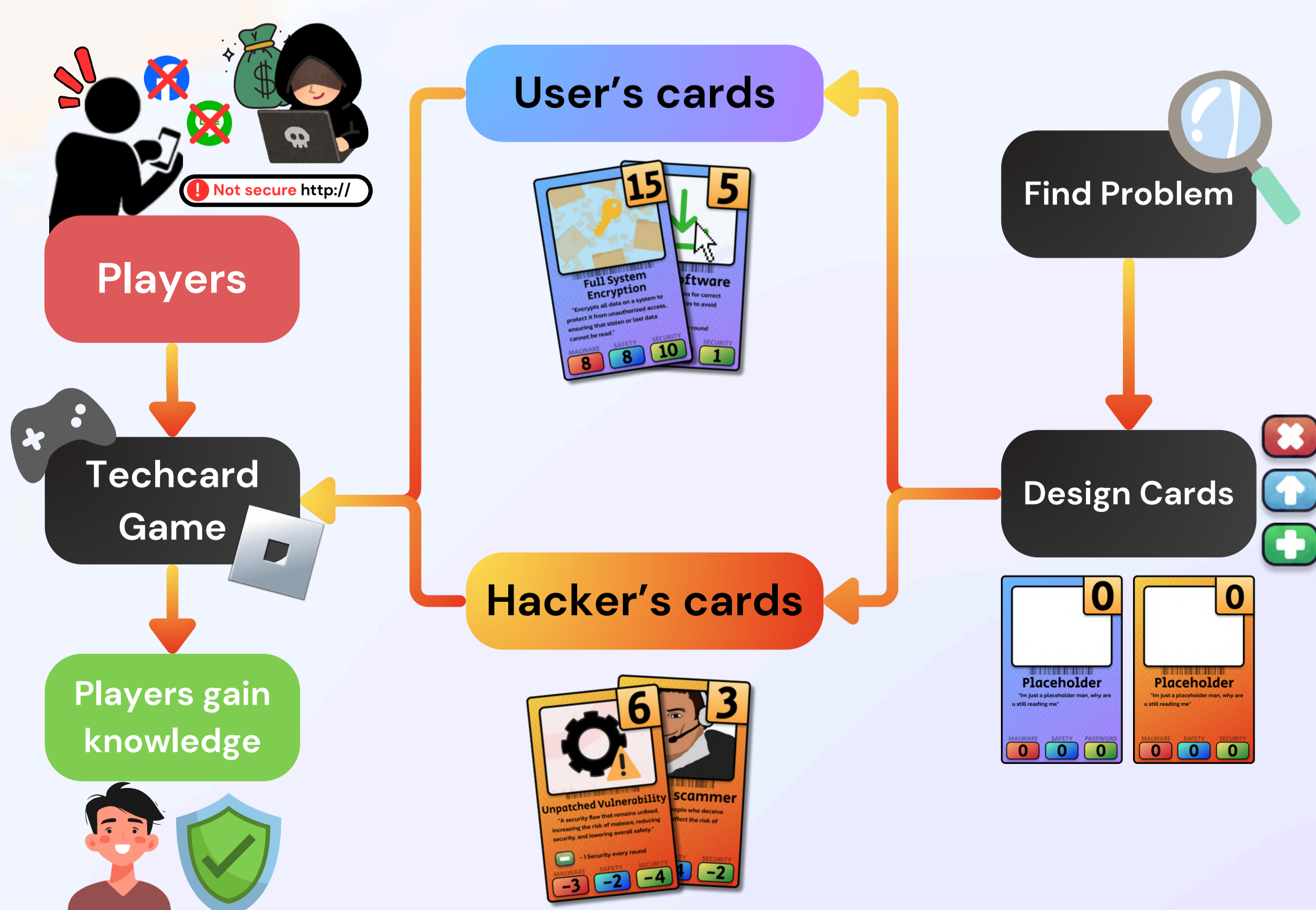
Problem



Framework

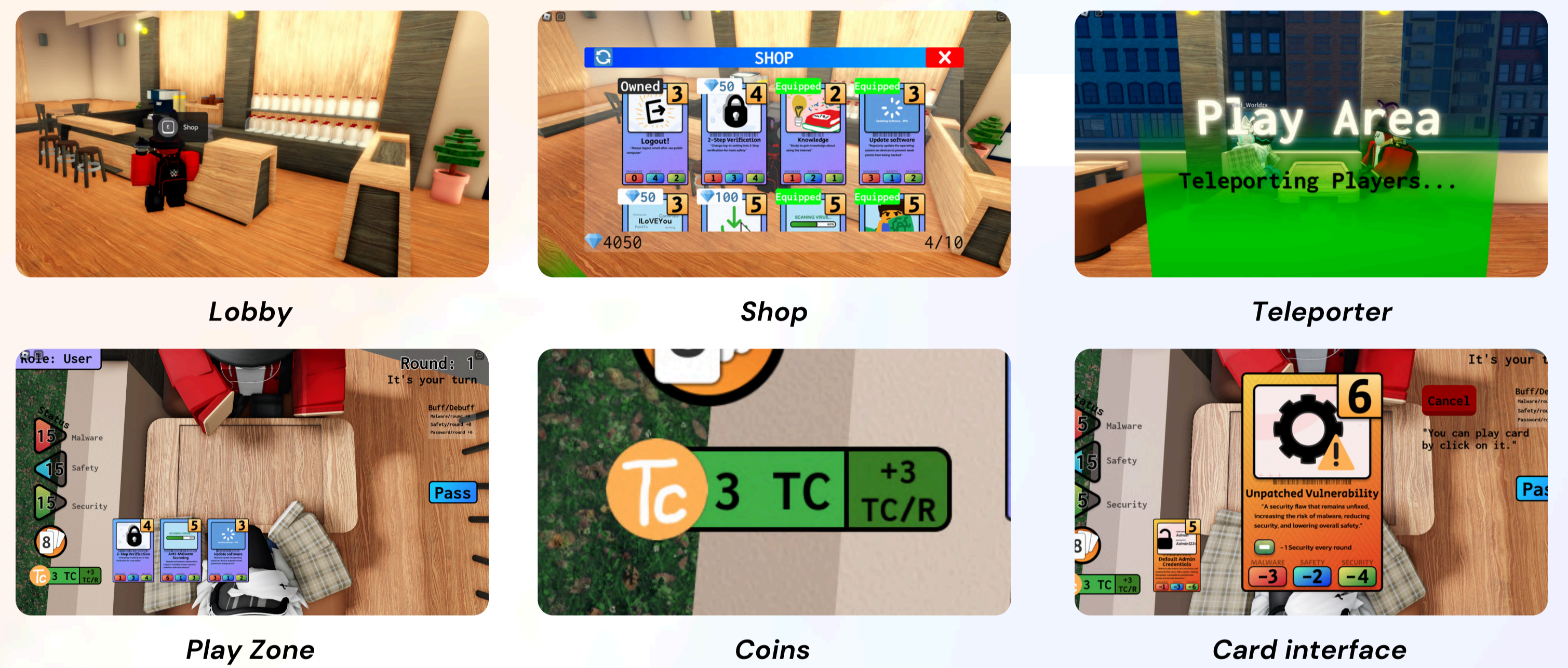


Flowchart



Finding

Game interfaces

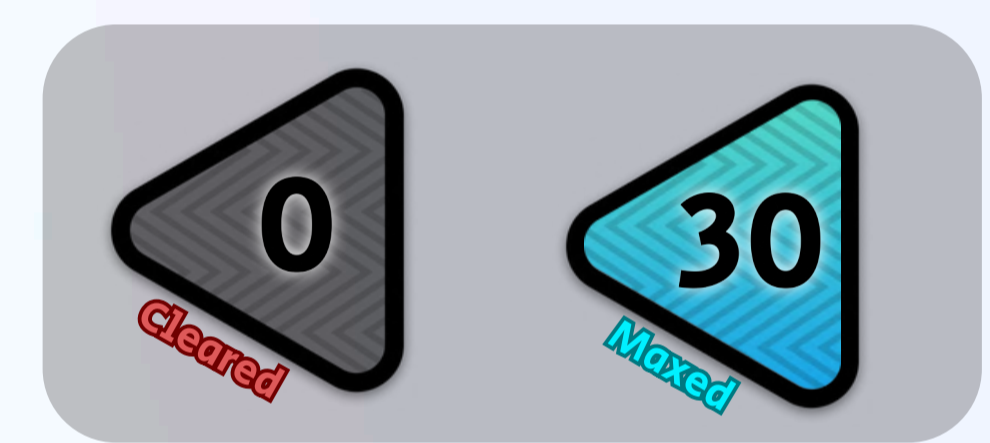


How to play

- 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.
- After selecting the customisable card deck, players can go to the lobby to meet with other player & teleport to the **Play Server**.
- Once players join the Play server, they will receive 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



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

- 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

Forum	Ratings					Average
	Unsatisfied (1)	Bad (2)	Alright (3)	Good (4)	Excellent (5)	
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

- Game Quality is at 4.24(max 5), which is **"Good"**
- 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

- <https://devforum.roblox.com>
- <https://youtu.be/Vq16Wm4IVZk?si=Bwh4QbTlwiftlhZV>
- <https://www.youtube.com/watch?v=NfpnpA1KMnQ&list=PLtMUa6NIF10dfhmgI23R9EPmrBrWe7Pcs>