

## The Result of Using Board Game for Enhancing the Active Citizen of the Undergraduate Students

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**Abstract :** The purpose of this study was to study the experimental result of using board games for enhancing the active citizen of the undergraduate students. The research methodology of this study was the quasi experimental research. The sample was 30 undergraduate students that were chosen by the purposive sampling. The instruments were board games for enhancing the active citizen and the questionnaire for measuring the active citizen levels. The result of the mean difference test was found that there were statistically significant differences at the .05 level ( $t = 2.028$ ,  $p = 0.047$ ) between before and after using board game for enhancing the active citizen of undergraduate students.

**Keywords :** active citizen, board game, learning innovation, undergraduate students

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