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# CASE STUDY ON THE DEVELOPMENT OF CARD GAME FOR THE PROMOTION OF FOOD EDUCATION

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## Abstract

The purpose of this study is to present a case study of card-game development that aims to promote food education. A card game is any game using playing cards as the main equipment to play the game, regardless of whether the playing cards are traditional or game-specific. In this study, we created a prototype of a card game to promote food education.