



2018 HAWAII UNIVERSITY INTERNATIONAL CONFERENCES

STEAM - SCIENCE, TECHNOLOGY & ENGINEERING, ARTS, MATHEMATICS & EDUCATION

JUNE 6 - 8, 2018 PRINCE WAIKIKI, HONOLULU, HAWAII

CASE STUDY ON THE DEVELOPMENT OF BOARD GAME FOR THE PROMOTION OF FOOD EDUCATION

SONODA, RYOTO

TOYAMA, MASAO

FACULTY OF SOCIAL SYSTEMS SCIENCE

CHIBA INSTITUTE OF TECHNOLOGY

NARASHINO, CHIBA

JAPAN

Mr. Ryoto Sonoda

Prof. Masao Toyama

Faculty of Social Systems Science

Chiba Institute of Technology

Narashino, Chiba

Japan

**Case Study on the Development of Board Game for the
Promotion of Food Education**

Abstract

The purpose of this study is to present a case study of board-game development that aims to promote food education. Many scientists agree that board games have positive effects in terms of advancing children's sociality and personality and that they are useful for acquiring knowledge. Therefore, there is an argument for using board games in education. In this study, we created a prototype of a board game to promote food education.