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CASE STUDY ON THE DEVELOPMENT OF SUGOROKU FOR THE PROMOTION OF FOOD EDUCATION

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Abstract

The purpose of this study is to present a case study of sugoroku development that aims to promote food education. Sugoroku is a game in which players roll dice to advance pieces placed on the game board on which the picture is drawn according to the number on the dice so that it approaches the goal. In this study, we created a prototype of sugoroku to promote food education.