



**Designing a Board Game for Self-Confidence Awareness Using the
Kummara Game Design Process**

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TURNITIN PLAGIARISM RESULT

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What do the results in Figure 1 tell about the long-run inflation process?
 The long-run inflation process during periods of the market's searching for inflation increases the inflation targeting mechanism's effectiveness relative to a standard but fairly deep discount, most likely to be provided as follows: long-run inflationary adjustment is not required.

Figure 1 presents the results of the regression analysis conducted on the perceived safety of the environment.

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Shouldn't you be in bed?

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ABSTRACT

This study aims to design an educational board game titled “Cublak-Cublak Suweng” for adolescent self-confidence awareness. The game integrates elements of traditional Javanese life with social interaction mechanics to create a fun and reflective learning experience. A mixed methods approach was employed, combining qualitative and quantitative methods through observation, interviews, and questionnaires. The findings show that students became more active in communication, more confident in expressing their opinions, and more engaged during the gameplay sessions. Student feedback also indicated that the board game encouraged participation and had strong potential as a culturally based educational tool to support students’ personal development.

Keywords: *self-confidence, board game design, educational board game.*

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