

Sorawit Silbutra 2006: Learning Achievement on Computer Role-playing Game for Practising “Reading for Main Idea” for Mathayomsuksa 1 Students. Master of Education (Educational Technology), Major Field: Educational Technology, Department of Educational Technology.

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The objectives of this research were: 1) to efficiency of computer role-playing game for for practising “Reading for Main Idea” for Mathayomsuksa 1 Students by using the standard criteria 80/80; 2) to compare the learning achievement of boy and girl Mathayomsuksa 1 students who learn by computer role-playing game for practising “Reading for Main Idea”; and 3) to study the satisfaction from computer role-playing game for practising “Reading for Main Idea”.

The sample was 30 male and 30 female grade six students of U-thong School in Suphan Buri Province in the second semester of academic year 2005. The instruments in this research were 1) computer role-playing game for practising “Reading for Main Idea”; 2) satisfaction questionnaire from computer role-playing game for practising “Reading for Main Idea”. The data were analyzed by mean, standard deviation and t-test.

The results showed that 1) the efficiency of computer role-playing game for practicing “Reading for Main Idea” was 84.33/84.33 which was higher than the intended criterion of 80/80; 2) learning achievement between boys and girls who learned by computer role-playing game for practising “Reading for Main Idea” was not different at the significance level of .05.; and 3) the students were satisfied at the highest level in the case study of computer role-playing game for practising “Reading for Main Idea”.

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