

Press Release

**“Thammasat-Banpu Innovative Learning Program” Officially Launches Its Season 2,
Holding an Intensive Training Camp to Equip 14 Finalist Teams
with On-Site Community Study and Design Thinking Skills**



The second season of “Thammasat-Banpu Innovative Learning Program,” a collaboration between Banpu Public Company Limited and Faculty of Learning Sciences and Education (LSED), Thammasat University, has been officially launched with the commitment to developing young innovators to create board games that reflect and give solutions to social issues. The program has recently held the Module 1 Training Camp to implement the Design Thinking skills for board game development to the 14 finalist teams of young innovators, coached by top board game gurus and LSED faculty on **October 15-18, 2019** at SC3 Building, Thammasat University.

Mrs. Udomlux Olarn, Senior Vice President – Corporate Communication, Banpu Public Company Limited, a co-founder and fund supporter of “Thammasat-Banpu Innovative Learning Program” from the beginning of the program’s first season, said, “The social issues that the 14 finalist teams of young innovators have addressed are remarkable. It’s impressive that they are aware of the situation surrounding them and are committed to finding out the solutions with their creativity and knowledge acquisition. At the Module 1 Training Camp, the teams are trained with knowledge crystallization and principles of board game design to

integrate with each team's local social issue. In addition, they could sharpen life skills, especially the responsibility and commitment, the two attributes Banpu believes to make the youth matured and enable the positive change to the society."

Another co-founder and project director, **Associate Professor Anuchat Puongsomlee, Ph.D., Dean of Faculty of Learning Sciences and Education at Thammasat University**, stated, "I would like to give encouragement to all the teams nationwide who have gone through a number of tests and become the 14 finalists. Our 4-day training have provided the participants the first-hand experience to integrate board game and society designing. Working in the real settings with the systematic and innovative thinking are the lively in-depth learning process that enables the young innovators to develop both entertaining and educating board games for social causes. From now on, many of our young minds might find board game design difficult, or feel discouraging, but we are confident that the result at the end of the program will demonstrate their real potentials."



The Module 1 Training focused on the basic skills of board game development in various aspects. This understanding will enable the young innovators to complete their creation in the future. The professors from Faculty of Learning Sciences and Education at Thammasat University and board game

gurus coach the finalist teams in the 4-day intensive training session with exercises in the on-site community study and thinking process in accordance with the educational board game design principles. Additionally, the participants had the opportunities to share their experiences with the special guest, DJ Phuek – Pongsatorn Jongwilas of EFM, in a discussion session. Being aware of various social issues from his working routine, he shared, "As an alumnus of Thammasat University, I am glad and honored to be sharing what I have learned throughout my weekly radio program and the social issues that I have the in-depth discussion with the affected individuals. Ideas from the finalist teams of "Thammasat-Banpu Innovative Learning Program" are overlooked, yet interesting. From the ideas, I hope to see further development in the form of board games that build the social issue awareness in their community."

The 4-day Module 1 Training that “Thammasat-Banpu Innovative Learning Program” catered is exceptional. The young talents have accomplished the missions including the community study, the principles of general and educational board game design, and board game prototype development. In addition, they



have learned from the innovators of the program's first season about their educational board game development experience. Also they had opportunities to discuss and exchange their opinions for better understanding on game creating strategies and structure with the project's famous gamer coaches.

Although this is the first training camp of the Program's second season, the 14 finalist teams are brimming with fun and variety sets of knowledge. Please follow up with the teams' innovative board game design project that will enable the positive change to the society in “Thammasat-Banpu Innovative Learning Program” via Facebook Fanpage: @tu.banpu.

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About Banpu Public Company Limited

Banpu Public Company Limited is a leading integrated energy solutions company in the Asia Pacific operating three core groups of businesses – energy resources, energy generation, and energy technology – in ten countries: Thailand, Indonesia, China, Australia, Lao PDR, Mongolia, Singapore, Japan, the United States of America and Vietnam.

“Learning is the Power of Change and Development”

Banpu's CSR and other social-oriented activities are based on the firm belief that "learning is the power of change and development" for people and society by emphasizing the promotion and development of continued “learning” among young people and communities in a number of ways. Banpu supports sustainable development of communities and society through a variety of learning opportunities for both individuals and teams, ranging from daily real-life experiences both in- and outside the classroom, to hands-on practice that enhances capabilities and skills.

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