



Enhancing Learning Achievement on E-Cigarettes among Grade 10 Students through Social Media Tools and Tangible E-Cigarette Model, Satthasamut School, Thailand

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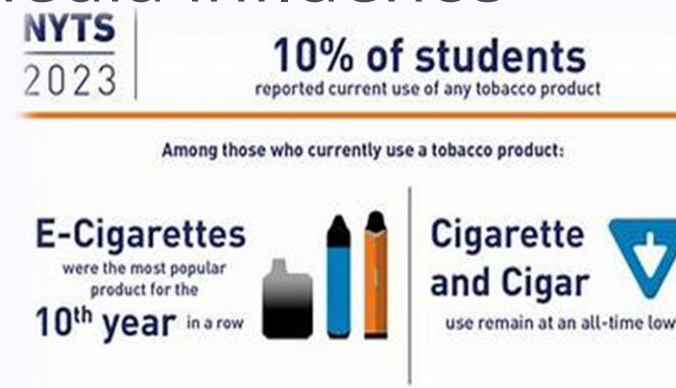
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E-Cigarette Challenge in Thailand



- ❖ E-cigarette use among Thai adolescents represents a **critical public health** concern that:
 - Adversely impacts physical and mental health
 - Disrupts school environments
 - Hinders academic performance

- ❖ Despite government measures through the Ministry of Education and OBEC, access to **e-cigarettes remains prevalent among youth** due to social media influence and lack of awareness.



Learning Theory



"A tangible educational model of the e-cigarette, dissected version of a real **vaping device**, served as a powerful visual and hands-on tool."

This approach aligns with Kolb's (1984) experiential learning theory, which emphasizes the role of active participation in shaping **cognitive and emotional learning**.

The integration of digital tools supports findings from Smith & Jones (2022) and WHO (2023) on the effectiveness of real-world **tools and digital platforms** in enhancing health-related learning outcomes among adolescents.





Research Objectives

(1) Develop Innovations

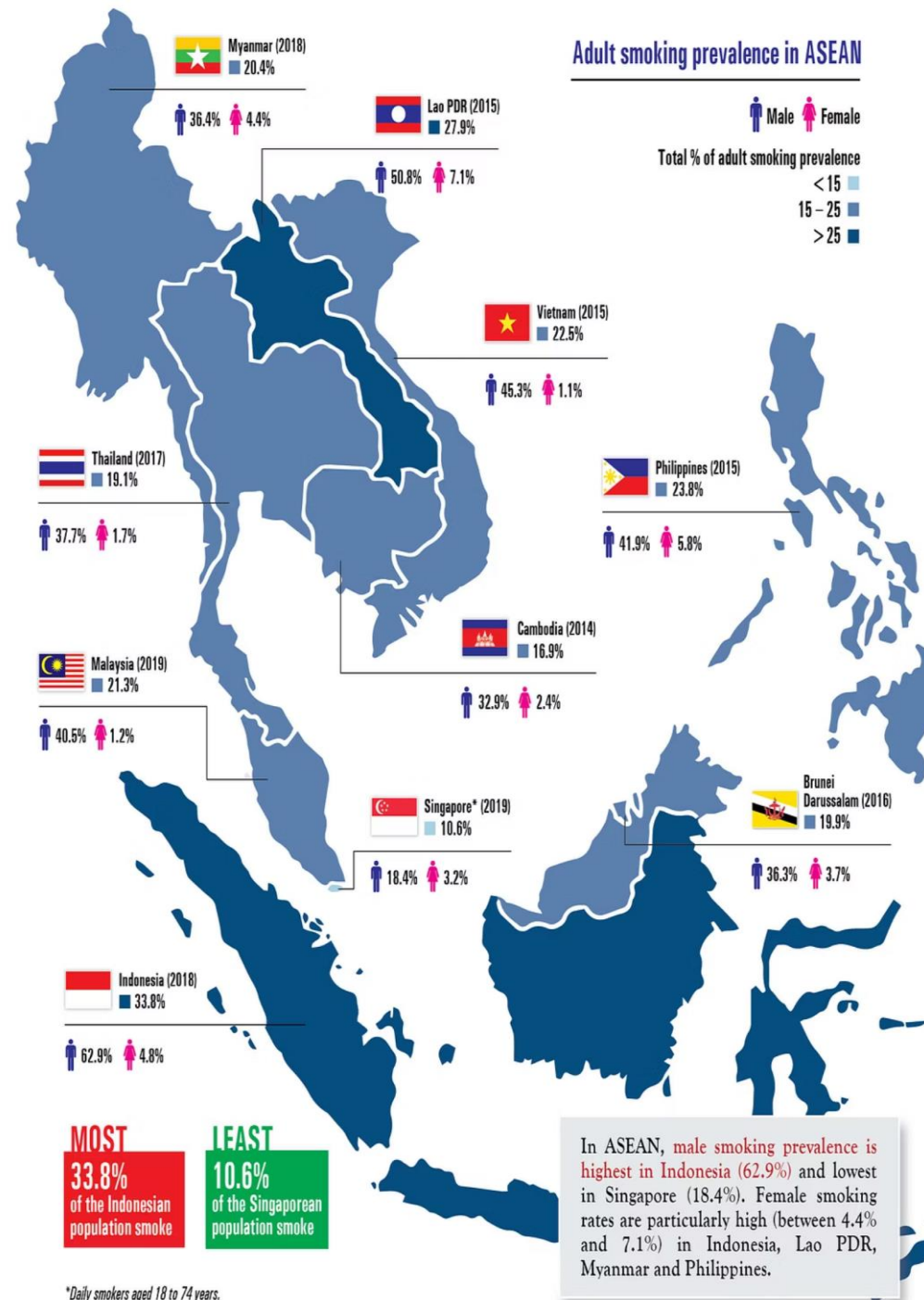
Create instructional innovations integrating social media tools and tangible e-cigarette model

(2) Compare Learning Achievement

encompassing knowledge, attitudes and support the cessation of e-cigarette use among Grade 10 students before and after implementation of the program

(3) Assess Satisfaction

Examine students' satisfaction toward the e-cigarette learning program



Research Methodology



Research Design

Pre-experimental one-group pretest-posttest design with 40 Grade 10/2 students at Satthasamut School

Instruments

Health safety lesson plan, social media tools such as Kahoot, Quizizz, PowerPoint, Canva, TikTok, and **tangible e-cigarette model**

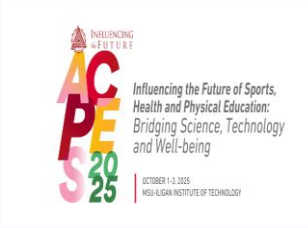
Assessment

15-item multiple-choice test on Quizizz platform and satisfaction questionnaire
Google Forms

Implementation

4-hour learning program (one lesson per week over 4 weeks)





+ Innovative Educational Tools

Gamified Learning

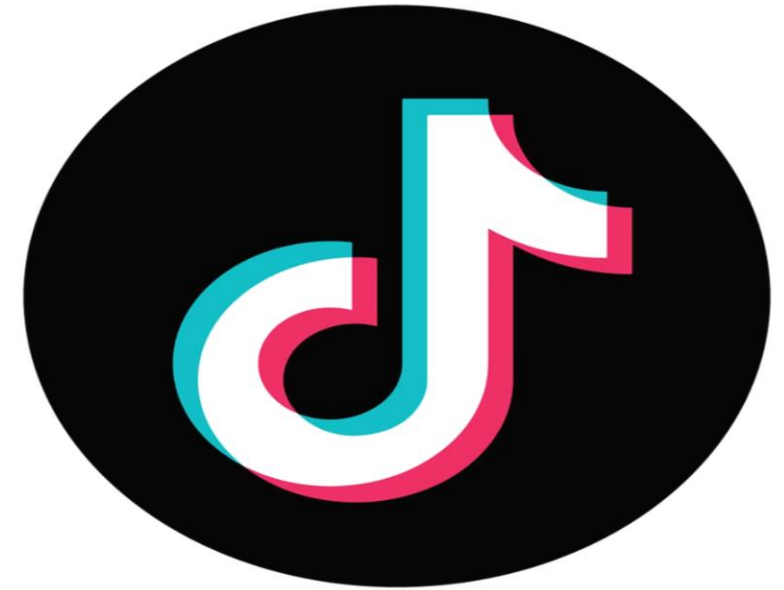
Kahoot and Quizizz platforms engaged students through interactive quizzes and competitions.

🎵 Social Media Campaigns

TikTok campaigns empowered students to create and share anti-e-cigarette messages.

💖🚭 Tangible E-Cigarette Model

Dissected version of a real vaping device served as a powerful visual and hands-on learning tool.



Learning Achievement Results



	N	\bar{X}	S.D.	t	P
Pretest	40	12.78	1.94	5.73	0.00*
Posttest	40	13.85	1.44		

* $P < .05$

Table showed that post-test scores were significantly higher than pre-test scores, demonstrating the effectiveness of the integrated approach.



Student Satisfaction Results



4.85/5

Learning Content

Students rated content as highly beneficial

4.83/5

E-Cigarette Model

Tangible model rated as highly effective educational tool

4.74/5

Overall Satisfaction

Highest level of satisfaction with the entire program

Students particularly appreciated the usefulness of content, creative class activities, TikTok campaign effectiveness, and the tangible e-cigarette model.



Key Findings



Enhanced Learning

Significant improvement in knowledge, understanding, & attitudes toward e-cigarette prevention



High Engagement

Social media tools and tangible models fostered active participation and creativity



Behavioral Change

Encouraged students' intention to quit vaping through practical content



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Conclusion & Implications



Effective Approach

Instructional innovations integrating digital platforms and tangible models significantly enhanced students' learning outcomes related to e-cigarette risks

Student Satisfaction

Highest level of satisfaction reported, particularly with content relevance, active learning opportunities, and TikTok campaigns

Educational Implications

Educators should consider integrating digital media & tangible tools in health education to foster greater student engagement, critical thinking, and long-term behavioral change

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Thank You

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