



Development of an Online Training Management System Integrating Artificial Intelligence Tools and Gamification Concepts for Teachers Under the Ministry of Education



Research Background

This research develops an existing Moodle-based teacher training system to improve its effectiveness by adding two key components:
1) AI Chatbot and 2) Gamification

Goal: To motivate teachers to complete the course and achieve genuine skill development

Research Objectives

01 To develop an online training management system integrating artificial intelligence tools and gamification concepts for teachers under the Ministry of Education.

02 To investigate the satisfaction with the use of the online training management system that integrates artificial intelligence tools and gamification concepts for teachers under the Ministry of Education.

Methodology



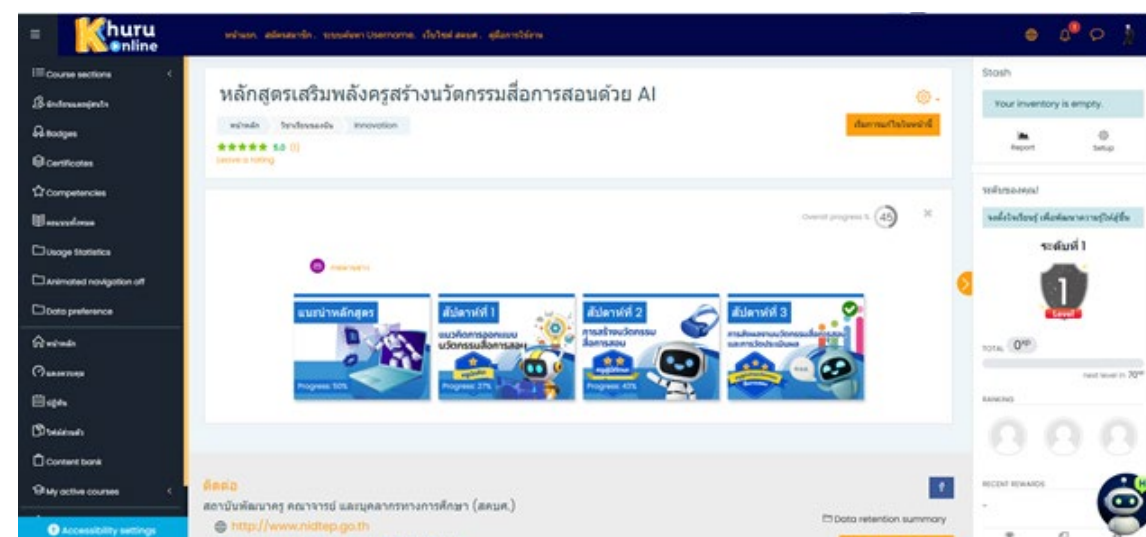
Participants

Teachers under the Ministry of Education in the Nakhon Pathom Primary Educational Service Area Office 1, who voluntarily participated in the training program. A total of 100 participants were selected using volunteer sampling during June–July 2025.



Research Instruments

- Online training management system integrated
- Assessment form for the quality
- Satisfaction questionnaire



Data Analysis

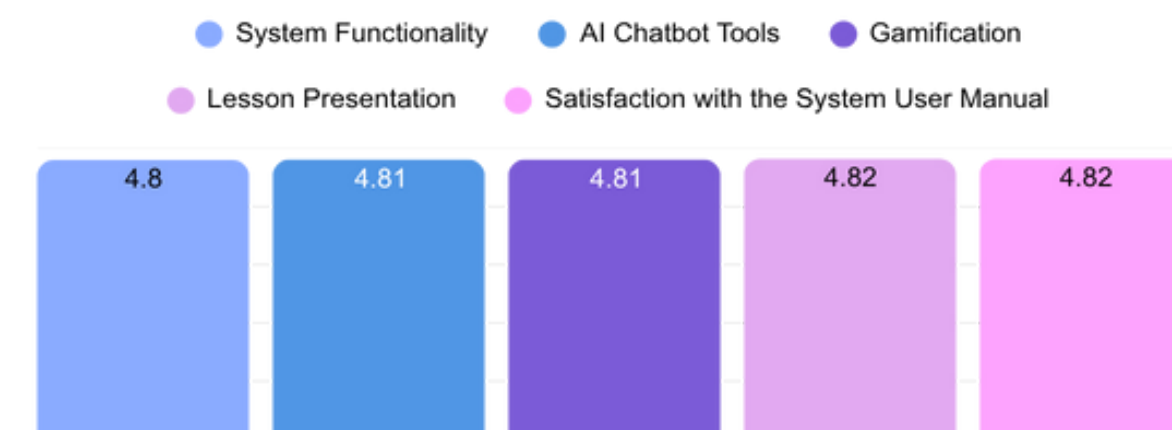
- Mean
- Standard deviation
- Content analysis

Results

Part 1: Results of the Development of the Online Training Management System

The overall evaluation of the system quality was rated at a very good level ($M = 4.83$, $SD = 0.37$).

Part 2: Results of the Study on Trainees' Satisfaction



The overall satisfaction evaluation was rated at the highest level ($M = 4.81$, $SD = 0.39$).