Learning Kruskal's algorithm, Prim's algorithm and Dijkstra's Algorithm by board game

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Abstract

This paper describes the reasons about why it is beneficial to combine with graph theory and board game. Forbye, it also descants three graph theories: Dijkstra's, Prim's, and Kruskal's minimum spanning tree. Then it would describe the information about the board game we choose and how to combine the game with before-mentioned three graph theories. At last, we would account for the advantage of combining with these three graph theories and the game specifically.

Keyword：Graph theory, board game, Game based Learning