Research report: development of a digital educational board game

K. S. R., Mattos[1], A., Oliveira[1], J. L., Silveira[1],
C. A., Passos[3], A. T. S., Oliveira[3], V., Land[3],
A. C. E., Santo[1], A. C., Mol[1,2], A. P. L., Siqueira[1, 2]
e-mail: cpassos.cp2@gmail.com,
ana.legey@pq.cnpq.br,cotelli.andre@gmail.com,
mol@ien.gob.br

[1] Unicarioca; Bolsista PCI - IEN
[2] LabRV, IEN
[3] Colégio Pedro II

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Nowadays the educational system has been lacking batter dynamics therefore subduing the stimuli it could have on the young minds there are populating our schools [1, 2]

Viewing that some subjects present an outdated curriculum, which can be not easy to understand, and considering that they can based on traditional aspects without contextualization that causes a certain lack of interest, this paper intends to propose a game that could be used by teachers as a tool for teaching [3]. For that purpose, the game engine Unity was used. Developed entirely with the tool, the game was thought to have a generic environment making it possible to encompass many different school subjects.

The coding also took place in the engine, as it has its own coding tool, the Monodevelop, which supports C#, used in this game, JavaScrip, and Boo. With the intention of having a generic game that could be used by as many different areas as possible, could abet the students and that could assist the teacher to root the knowledge in its pupil's minds idea of the old board game was brought forward. Currently known as "*Jogo de Tabuleiro Educacional*" (Figure 1) the game is in its final stage, containing versions that vary in size, making it possible for the educator or student to make use of the game even with little time in their hands. In its testing stage, "*Jogo de Tabuleiro Educacional*" was tested in events at the college where it has been developed, and will be presented in a federal school in Rio de Janeiro soon.
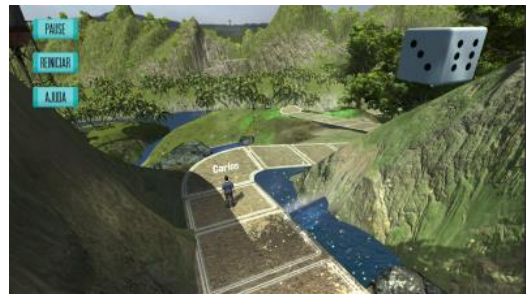

Figure 1 Game Scenario

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