



Save MURIQUI: the construction of a game as a pedagogical resource - a case study

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Gamification is the use of games mechanics and dynamics, such as rewards and user rankings, to improve motivation and learning in formal and informal educational contexts. What is proposed with the use of gamification in education is students engagement, greater productivity; reduction of the monotony of tasks and increasing dynamism in pedagogical proposals. At school, texts and books need to be placed in contexts of interaction where the world and other people respond. It takes motivation to learn and to engage in learning. The game offers an immediate feedback, and its power of involvement and concentration, linked to the challenges it proposes has the ability to restructure and formulate concepts. This research aimed to understand the concept of gamification and its applicability in education. This is a case study, developed with 31 students enrolled in the 3rd period of a Pedagogy Course, in a private institution of higher education, located in the municipality of Campos dos Goytacazes, RJ. The research with a qualitative and exploratory approach involved a literature review and a field research. For data collection, standard techniques were used, such as participatory observation and online questionnaire from the surveymonkey platform. The research enabled the development of a prototype of an online educational game called “Save the Muriqui”, presented as a classic board game, built on the “Tabletopia” platform, favoring the interaction of teachers and students, in a virtual teaching and learning space. The project presented itself as an interdisciplinary and integrated educational tool, from the connection of the learning objectives of the disciplines of Construction of Knowledge of Natural Sciences, Construction of Knowledge in Social Sciences and Professional Training III. The development of this research in the educational field contributed significantly to the advancement and innovation in relation to the knowledge of the teaching and learning processes considering the use of gamification in schools, in order to make it more meaningful, attractive, dynamic and effective.

Keywords: Motivation. Interdisciplinary. Learning. Dynamism.

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