

Formação para as mídias com o jogo digital como metodologia de pesquisa: o caso do Game Comenius

The goal of the Game Comenius production is to investigate how a digital game can teach teachers and undergraduates to use the media in the classroom. The methodology was based on the serious game design and the offer of workshops for testing and evaluating the game with the target audience. The partial conclusions indicate that it is challenging to create an educational game that proposes innovative pedagogical practices with media and when playing and suggesting improvements to the game, players can expand their media literacy.

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