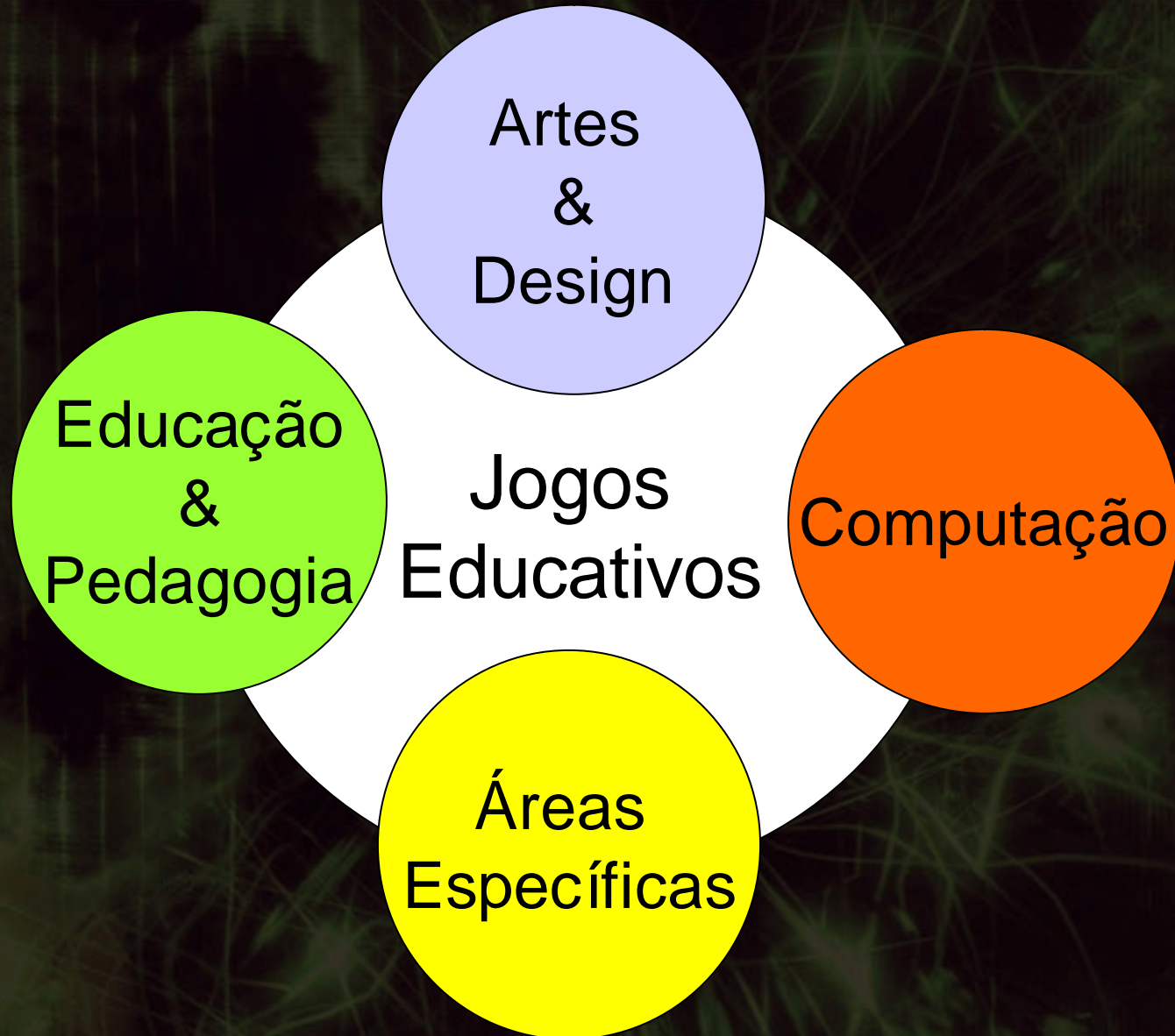


Rede Brasileira de Jogos Educativos

ou, Rede Brasileira de Educação Interativa

Motivo de criação da rede



Proponentes da Rede

Dulce Marcia Cruz – UNISUL / Instituto VIAS

Eduardo Augusto Riccioppo

Esteban Walter Gonzalez Clua - PUC-Rio

Filomena Maria G.da S. Cordeiro Moita – UEPB

Jacques Duílio Brancher - URI - Campus de Erechim

Kátia Cilene Neles da Silva - CEULM/ULBRA - UNIP Manaus

Lázaro Emanuel Souza Fonseca - UNEB

Lynn Rosalina Gama Alves - UNEB/FVC

João Ricardo Bittencourt - UNISINOS

Maurício Nunes - UNESP - Rio Claro (SP)

Odette Mestrinho Passos - UEA

Romero Tori - Senac-SP / Interlab-USP

Rudimar Luís Scaranto Dazzi - Universidade do Vale do Itajaí - UNIVALI

Atuações imediatas

- **Consolidação da rede**
 - Conhecimento mútuo;
 - Tornar a rede conhecida;
- **Eventos**
 - I Seminário educação e comunicação construindo novas trilhas
 - SBGames;
 - Workshop de jogos educativos no SBIE (SBC)
- **Definições de Atuação**
- **Criação de canais de comunicação**

Atuações a médio prazo

- Colaboração em pesquisas
- Propostas e execuções de projetos (FINEP, CNPq, etc.)
- Aproximação do MEC, secretaria de educação a distância
- Aproximação com a indústria
- Encontros periódicos (anuais / semestrais)
- Divulgação de artigos
- SETI / Participação em eventos internacionais

Atuações a longo prazo

- Mapeamento e aproximação de redes de outros países;
- Implantação de projetos na rede pública
- Projetos de grande porte
- Aproximação com publicadoras
- Desenvolvimento de Frameworks
- Criação de laboratórios e centros de desenvolvimento em parceria com a indústria

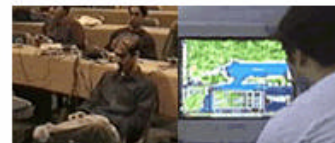
Atuações a bem mais longo prazo



Tem alguém parecido conosco?

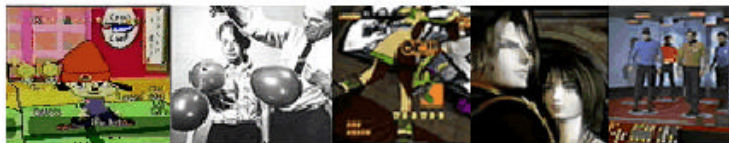
Games-to-Teach Project

Next-generation educational media
for math, science, and engineering education.



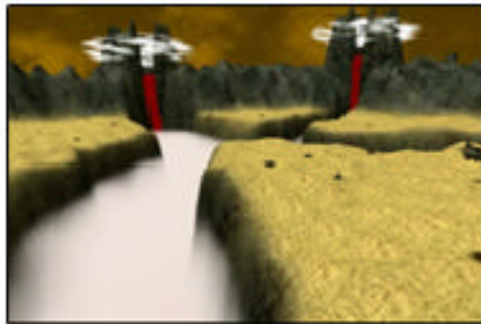
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The *Games-to-Teach Project* is a partnership between MIT and Microsoft to develop conceptual prototypes for the next generation of interactive educational entertainment. In our first year, we developed conceptual frameworks of games for math, science, and engineering education. This year, we are developing prototypes of two of these titles for testing and developing five more conceptual frameworks of games in the Humanities and Social Sciences. Directed by MIT's Program in [Comparative Media Studies](#), *Games-to-Teach* is funded as a part of [Microsoft iCampus](#) and supported by the [Learning Sciences and Technologies Lab](#) at Microsoft Research.



Henry Jenkins, Director of Comparative Media Studies, and Randy Hinrichs, Group Research Manager for Learning Science and Technology within Microsoft Research serves as Principal Investigators of an interdisciplinary team of faculty, staff, and students from the humanities, sciences, math, and engineering.

MICROSOFT RESEARCH
University
Relations



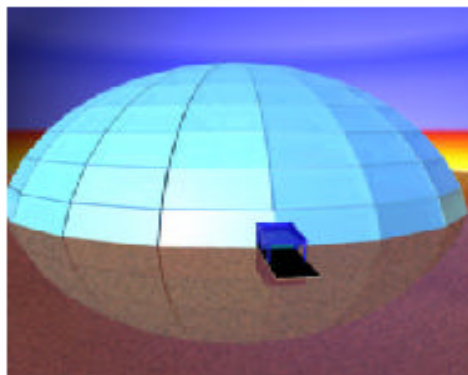
Hephaestus

Massively
Multiplayer
XBox Online
Mechanical
Engineering



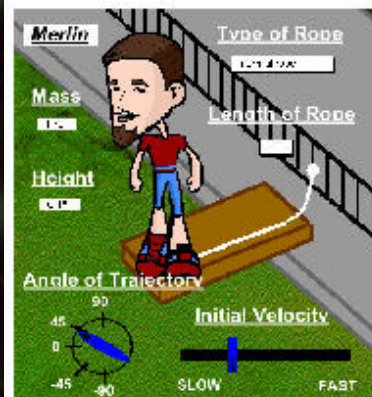
Environmental Detectives

Environmental
Engineering
Investigation
Handheld PC



Dreamhaus

Sim Design Tool
PC
Structural
Engineering



Extreme Sports Tycoon

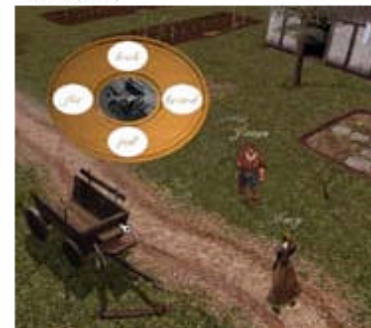
Introductory
Algebra / Physics
Strategy
PC / Xbox Online



Daedalus' End

Civil Engineering
Engineering Ethics
Multi-Player
PC / Xbox Online

History



Revolution

American History
Multiplayer RPG
PC