

# Escola Americana do Rio de Janeiro Extra Edition

View from Block 7

Home Page - Latest News

## From Our School Divisions

September 06, 2013

*Andrea Buffara, Middle School*

### Scalable Game Design at EA

SERG (Semiotic Engineering Research Group), part of the Human-Computer Interaction of the Informatics Department at PUC-Rio, develops the Scalable Game Design Brasil Project – SGD-Br, jointly with a team of researchers from the University of Colorado - Boulder. SGD-Br investigates the teaching and learning of Computational Thinking at Brazilian 'partner schools.' This semester, EARJ will continue to be SERG's partner in SGD-Br and all 8th grade students, under the supervision of Mr. Tim Shirk, will learn game design/simulations with the AgentSheets technology.

AgentSheets is proprietary technology, commercialized by AgentSheets, Inc. (located in Boulder, Colorado). Its purpose is to support the design and development of games and simulations by children, teenagers and adults. During the project, students, monitors and teachers will use licensed AgentSheets software available at one of EARJ's computer labs, without any cost or fee. Additional live documentation Web technology developed by SERG, PoliFacets, will be combined with AgentSheets during project activities. It will be freely available for authenticated users (i. e. students and monitors) through the Internet. By using PoliFacets, students will be able to examine and explore a variety of facets of games developed using AgentSheets, which can enrich their understanding and use of games/simulations rules and components.

SERG's research team will follow and support project activities at EARJ, offering technical support and help with the use of AgentSheets or PoliFacets. They will also collect qualitative or quantitative data extracted from various teaching and learning activities such as analysis, exploration, and didactic appropriation of the technologies being used. Investigation of this data will advance their knowledge and give them guidance towards new types of systems that might be developed and implemented in order to achieve the best possible fit with the Brazilian context with respect to the teaching and learning of Computational Thinking. EARJ plays a particularly important role in their research given that it is an excellent representative, in Brazilian territory, of the cultural context where AgentSheets was produced and for which it was primarily designed. With a better understanding of such context, they expect to be able to propose and develop the necessary adaptations for an efficient use of this technology in Brazilian national schools.

It is a privilege to be able to participate in this research project with PUC. Student's will have the opportunity to develop computational thinking skills which are considered to be skills of the 21st century!

#### Learn more about the Project:

Scalable Game Design - Brasil: <http://www.sgd-br.inf.puc-rio.br>  
 Scalable Game Design: <http://scalablegamedesign.cs.colorado.edu/wiki>  
 Semiotic Engineering Research Group: <http://www.serg.inf.puc-rio.br/>  
 PoliFacets: <http://www.serg.inf.puc-rio.br/polifacets>

[Return](#)

[Calendar of Events](#)

[Setor Brasileiro](#)

[Athletics](#)

[Power School Parents](#)

[2013-14 Calendar](#)

[Weather Center](#)

[EA on facebook](#)

[Visit our Webpage](#)

Editor: [caren.addis@earj.com.br](mailto:caren.addis@earj.com.br)

Graphic & Web Designer: [carol.carvalho@earj.com.br](mailto:carol.carvalho@earj.com.br)

Escola Americana do Rio de Janeiro — Gávea: 55 21 2125-9000 — Barra 55 21 2495-2485 — Macaé 55 22 2773-5156