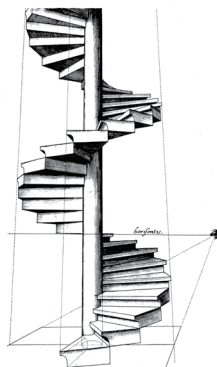




ASSOCIAÇÃO DOS PROFESSORES DE
DESENHO E GEOMETRIA DESCRITIVA
Escola Artística Soares dos Reis
Rua Major David Magno 139
4000-191 PORTO PORTUGAL

GEOMETRIAS & GRAPHICA 2015
1, 2 , 3 . Outubro / October . 2015



ASSOCIAÇÃO BRASILEIRA
DE EXPRESSÃO GRÁFICA
EGR - CCE - UFSC
Campus Universitário
88.040-970 FLORIANÓPOLIS/SC BRASIL

LIVRO DE RESUMOS / BOOK OF ABSTRACTS

03.10.2015 MANHÃ / MORNING

ARTIGO 063 / PAPER 063

(Apresentado em Português / Presented in Portuguese)

PROJETO GRÁFICO DE UM JOGO ELETRÔNICO PARA EDUCAÇÃO INFANTIL DE SURDOS

Adriana Vaz, Andrea Faria Andrade, Francine Aidie Rossi,
Universidade Federal do Paraná, Brasil

ABSTRACT

The game developed by Canteri aimed the literacy of deaf children with average age of six years. The methodology applied in the game used the concept of semantic triad. This paper presents the result obtained by the improvement of the graphical interface of the game, regarding composition and visual perception of the game's images as a whole. The method applied was (1) analysis of each game screen in order to define the necessary changes and (2) application of the modification in each game screen. The main concepts used were simplicity, visual unity and balance as defined by Arnheim, Dondis and Kandinsky. The results indicate that the new graphical interface reach its goals, i.e., the development of an instructional game appropriated to the needs of the users profile, through a simple and balanced visual composition.



www.aproged.pt/geometriasegraphica2015.html

www.aproged.pt/geometriasegraphica2015en.html

UNIVERSIDADE LUSÍADA DE LISBOA
Rua da Junqueira, 188-198
1349-001 LISBOA PORTUGAL