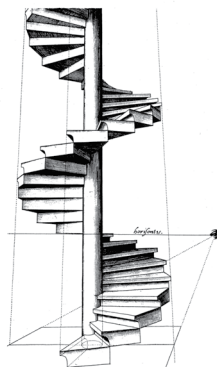




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PATRIMONIO ARQUITETÔNICO, DESIGN E EDUCAÇÃO: O JOGO E O DESENHO DIGITAIS COMO FERRAMENTAS NA EDUCAÇÃO PATRIMONIAL

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ABSTRACT

This paper talks about a digital game as part of the extension research: “*Architectonic heritage, design and education: development of Playful Interactive Systems (educational games in digital media)*” and is part of the work developed by the Research Group N.ELAC from IAU-USP. It is intended to emphasize the concept of game as a transmitter of culture and knowledge and to discuss, in this context, the potentiality of digital game and representation as tools for the assimilation of the architectural heritage. For that purpose, a “seven errors game” was developed, with hand-made digital draws, related to the architectural set of Fazenda Santa Maria do Monjolinho, heritage interest of São Carlos. The purpose is to apply the game to students of public schools of the city. This paper presents the theoretical foundation and the development of the ludic object itself, from its conception and images designing, to its first application.



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