



Narrative-based boardgames as tools for sense-making, communication and inclusion

Project Leader: João Léste
2021 - 2022



LINC
Design

Laboratório
Linguagem,
Interação &
Construção
de sentidos



Narrative-based boardgames as tools for sense-making, communication and inclusion - **The Team**



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in tabletop games



Juliana Bittencourt

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development of critical
thinking and media literacy



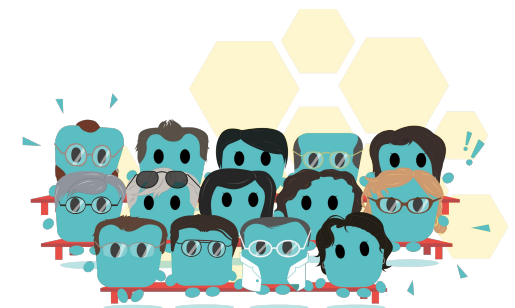
Lucas Brazil

LINC-Design – PUC-Rio
Master in Design, PhD
Student, and Coordinator
of the Maria Dolores toy
library where he
researches games from
Brazilian popular culture



Jackeline Farbiarz – Project's Supervisor at PUC-Rio

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Narrative-based boardgames as tools for sense-making, communication and inclusion – **Background and Goals**



Projects and Goals and Objectives

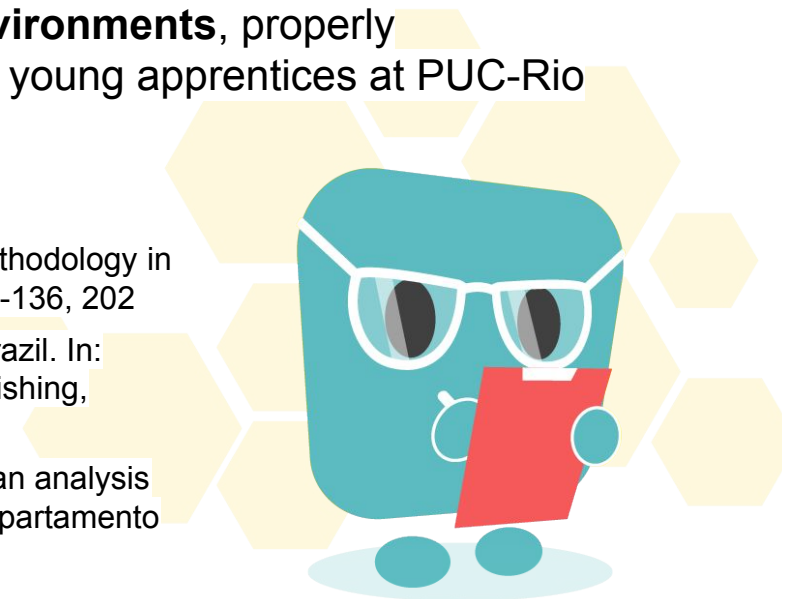
- **Encourage** young apprentices to feel included in PUC-Rio's spaces
- **Stimulate** staff, students and professors at PUC-Rio to be more welcoming to you parrentices
- **Support** the NEAM (Institute of Studies and Action for Minors – PUC-Rio)

Hypotheses

- Playing narrative-based boardgames will help participants **develop** communication skills
- Playing narrative-based boardgames will encourage participants to form **deeper** and more **meaningful bonds**
- Those deeper bonds will help **fostering** more **welcoming environments**, properly **integrating** the young apprentices at PUC-Rio

Examples of previous works

- **XAVIER, G.; FARBIARZ, J.; FARBIARZ, A.** The Gamerama experience as a game design methodology in the education of Brazilian university students. ESTUDOS EM DESIGN (ONLINE), v. 28, p. 127-136, 202
- VASCONCELLOS, M.; **DIAS, C.**; CARVALHO, F. BRAGA, R.; **XAVIER, G.** Health Games in Brazil. In: Vincent G. Duffy. (Org.). Lecture Notes in Computer Science. 1ed.: Springer International Publishing, 2019, v. 11582, p. 457-472.
- **LÉSTE, J.**; MONT'ALVÃO, C. The Informational Ergonomics of Tabletop Games' Rulebooks : an analysis on informational hierarchy and organization. Rio de Janeiro, 2021. 160p. Master's Thesis – Departamento de Artes e Design, Pontifícia Universidade Católica do Rio de Janeiro.



Project keywords: board game, social learning, informal learning...

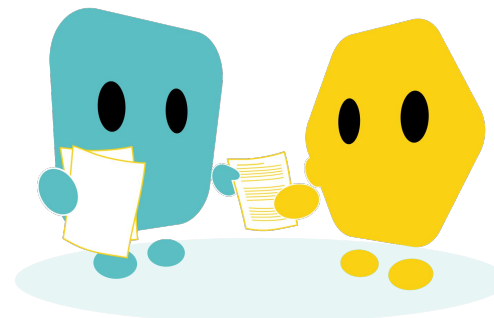
Narrative-based boardgames as tools for sense-making, communication and inclusion - Methodology

References and Methods

- Bardin – Content Analysis;
- Lüdke; André – Qualitative research in education;
- YPAR – Youth Participatory Action Research;
- Galápagos Jogos – Intelligence-development through tabletop games
- Devir – Development of the "Brazil's National Base for Common Curriculum" skills through games



Pages of Galapagos Jogos' catalogue detailing the advantages of playing games, as well as the types of intelligence they develop

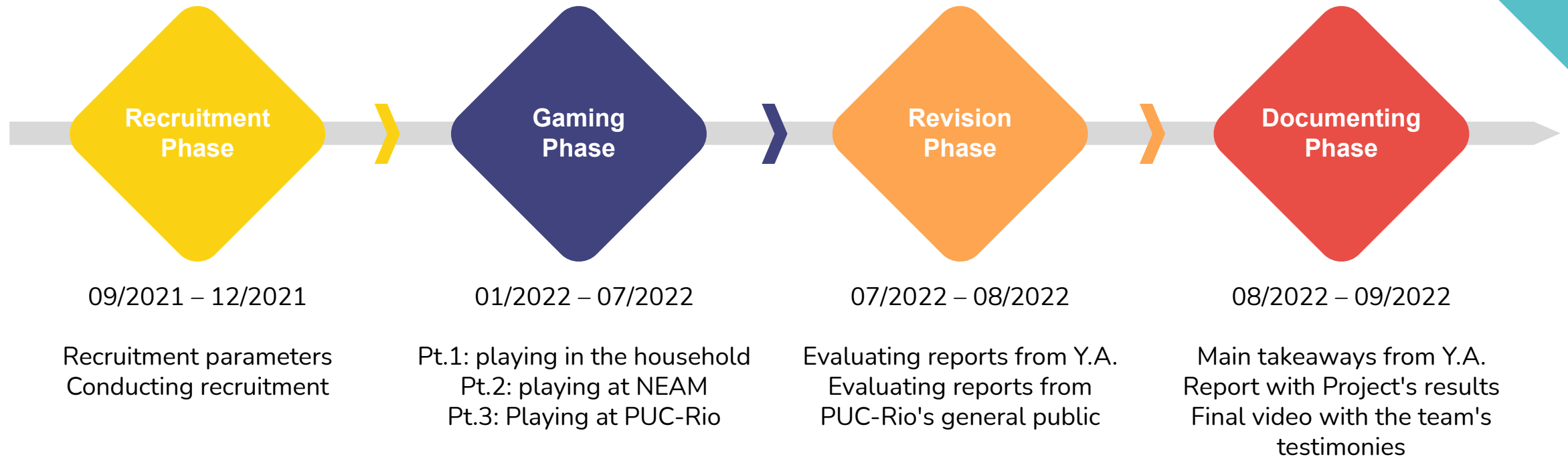


Narrative-based boardgames as tools for sense-making, communication and inclusion - **Budgeting**

- 1) **Narrative-based games:** acquiring the selected games.
- 2) **Equipment:** buying notebooks, cameras and other relevant equipment.
- 3) **Participant's Safety:** buying PPEs for each participant, including reusable masks and face-shields
- 4) **Participant's Transportation:** considering they are underprivileged young adults and transportation costs in Rio de Janeiro are at an all-time high
- 5) **Participant's Nourishment:** considering they are underprivileged young adults and the food costs at PUC-Rio are incompatible with their economic realities



Narrative-based boardgames as tools for sense-making, communication and inclusion - **Schedule and Results**



With this project, we hope to help better integrate young apprentices in the academic environments at PUC-Rio. For this reason, our expected results are:

- 1) Young apprentices will truly feel part of PUC-Rio's academic environment, encouraging them to, perhaps, apply to be students there
- 2) The project will help develop a more welcoming culture to NEAM's young apprentices, encouraging staff, students and professors to engage with them in more meaningful ways

Merci !

