SERIOUS GAMES AS A MEANS OF HUMANIZING LEARNING
TECHNOLOGIES

R.C.R. dos Santos, L. Mancia, K. de Geus, A. Miquelin, S. Ribeiro Junior, S. Scheer,
Universidade Federal do Paraná, Curitiba, PPGMNE, Brasil ricardo.santos@ufpr.br

As novel technologies are incorporated in training and learning contexts, new possibilities arise in both classroom-based and distance learning. However, the possibility of dehumanization of the process must be considered. The pupil and the teacher are separated both through time and space, with the medium itself playing a major role in the process. In addition to the sensation of isolation felt by the pupil, the tutor may also experience a lack of motivation due to the lack of feedback from the students. In this work, the use of gamification will be discussed as well as the use of serious games as a means to prevent such alienation and to promote the humanization of the process as a whole. To address this issue, the application of gamification techniques may be used to promote a desired set of attitudes rewarded applying game-like mechanics, hence, promoting a positive feedback. Additionally, game design practices may enhance the whole experience, as it provides a player-centric method for thinking the process, and this experience to be enjoyable. Should such experience not be focused primarily in fun, the game is defined as a Serious Game. For a game to be successful, it must provide an experience to the player while creating an active community around it, with active communication between the participants. Taking into consideration these theories, it may be possible to create an environment in which alienation and isolation are severely reduced or even mitigated, merely by taking into consideration the human factor inherent to the system.

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