EXPERT EVALUATION OF A SERIOUS GAME FOR THE PROMOTION OF CHILD HEALTH

L.M.M. Fonseca¹, J.D. Dias¹, S.H. Zem-Mascarenhas²

¹ University of São Paulo (BRAZIL)
² Federal University of São Carlos (BRAZIL)

Abstract

It is noticed the need to use different strategies to achieve health education, especially those focused on children, such as games. Therefore, the objective of this study was to develop and assess a serious game on healthy eating and physical activity to promote health and tackle childhood obesity. It was a descriptive, applied and methodological study. For the development of the serious game, the following steps were taken: conceptualization, pre-production with the development of the game documentation, prototyping, production and assessment of the computer and health experts. As results, a prototype has been developed up to beta version. The game was positively assessed both in terms of gameplay and mechanics, and in relation to the content presented, standing out as a powerful strategy for health promotion. The information from the assessment phase contributed to the settings in the software in order to make it available in the future for the target population of this research. It was concluded that the game has great educational potential and the expert assessments showed that it is considered suitable for future application to children and become an available technological teaching resource for use in schools and health facilities.

Keywords: Pediatric Nursing, Obesity, Video Games, Educational Technology.