



This game is licensed by Creative Commons, offering a standardized way to grant public permission to use a designed work based on copyrights.



MESTRADO  
PROFISSIONAL  
ENSINO EM CIÊNCIAS  
DA SAÚDE E DO MEIO AMBIENTE

# BETO

*e o seu cão spike*  
no combate a Leishmaniose 

*and his dog spike*  
in the fight against Leishmaniasis 



**BETO and his dog Spike Against Leishmaniasis** is a product of a Master's degree presented in the form of a game created in 2020 by Carlos Roberto Rodrigues Teixeira and Carlos Alberto Sanches Pereira, working as a teaching resource designed to broaden basic education students' knowledge about Leishmaniasis studies, forming citizens engaged with the disease's control and case mitigation.

## Game Dynamic:

The game has 30 (thirty) colourful board spaces, sequentially in blue, green and red colours. The colours allow the game to be played individually, in pairs or in groups, being playable either in Portuguese or in English.

When the game is experienced in groups, the colours give the opportunity (according to teaching facilitator's criteria) of being used to promote interactivity between the players. Therefore, it is recommendable to split the number of players in three groups, identifying each group by one of the colours, i.e., blue group, green group and red group.

To assure a systematized knowledge production, the game only allows the student to progress to the next board space after getting the right question from the previous space, i.e., the student must pass through all the game board spaces.

The game was structured with questions that grasp Basic Education knowledge and promote interdisciplinarity, whilst it stimulates and drives the student for Leishmaniosis learning from the disease's concept understanding, to its vectors, reservoirs, etiologic agents, evolutionary cycles, forms of diseases, diagnosis, treatment, prophylaxis, culminating in awareness and socioenvironmental education proposals for the fight against Leishmaniosis.

During the game, in each question's screen there's always one correct alternative. All the other displayed alternatives are completely incorrect or show some kind of mistake inserted in the answer.

If the chosen alternative is incorrect, the game displays a corrective message allowing the student to return to the question screen to review its answer and to choose the alternative believed to be correct.

For each incorrect alternative, a different corrective message shows up indicating the mistake and stimulating the student to try again looking for the right answer.

If the chosen alternative is correct, a screen is displayed informing that the answer is right and, in the same screen, new information is displayed regarding to the subject, broadening the student's knowledge about the question's proposed objective regarding Leishmaniosis.

As a way of learning reinforcement, previous subjects reviews are displayed during the game, strengthening the teaching and allowing the student the opportunity to solve any eventual persisting doubt.

After the student gets the last game question correctly (i.e. question number 30), the game is directed to the last board space screen containing an icon, suggesting the student to click on it to end the game. By clicking on this option, the game is redirected to a new screen, containing a congratulatory text and stimulating the student to become a knowledge multiplier. In this same screen, the student has the option to replay the game or to leave it.