GAME



ECOJUSTICE

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GAME



Product developed for the Master's Degree in Health and Environmental Sciences Teaching

UniFOA - University Center of Volta Redonda

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2022







Game Content

The ECOJUSTIÇA Digital Game presents cases of environmental disasters that occurred in Brazilian territory and abroad, its social and environment impacts, in a contextualized way with several disciplines of the Law Course such as: Environmental Law, Human Rights, Constitutional Law and Procedural Law. Many issues of the game address these disasters and their repercussions on the most vulnerable populations, through the study of some public civil actions (class actions) filed by the Federal Prosecution Service as well as the Public Defender's Office. Thus, students can learn the theme of environmental racism and contextualize it with the legal procedure under way that aim to guarantee compensation and protection to the poorest populations, indigenous, black and quilombola.

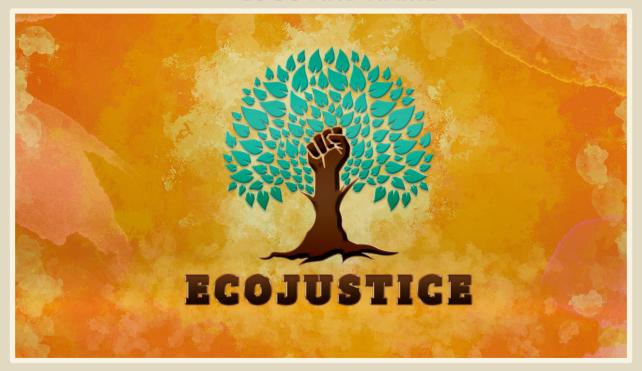
The questions of the game also deal with the history of the beginning of the Environmental Justice Movement in the USA and the main actors in the struggle for the democratic distribution of environmental risks.

Game Goals

The game deals with the structural and civilizing character of the environmental crisis aiming to raise awareness of the importance of political, economic, social and even ethical transformations in order to guarantee the right of all to the safe, healthy and productive environment, avoiding that certain portions of society excluded from the processes of political participation and at an economic disadvantage support more effectively the effects of environmental damage.

The central idea of the teaching product is to promote critical environmental education from an interdisciplinary perspective, through gamification, based on the concept of Environmental Justice/Racism with a view to the development of competencies related to the analysis of distributive ecological conflicts and their interface with the training not only of legal operators but also of all citizens.

LOGO AND NAME



Source: Created by designer Pedro Vieira Lustosa - 2021

The choice of the game's name was based on the following reasons: the prefix "eco" whose etymology, derived from the Greek word *oikos*, means "house", is also found in the word ecology, which is based on the provisions of Abbagnano (2007, p.309)¹, the specialty of biology that studies "the relations between the living organism and its environment"; or that studies "the relations between man as a person and his social environment, which is part of sociology" (p.298). The word justice, which originates from the Latin word Justitia, can be used with various meanings, and, in the screen case, "justice is taken care of as ethical and essentially social conduct" (VENOSA, 2007, p. 215)². Thus, the term "eco-justice" reflects the struggle for social justice and equality of environmental rights.

Having defined the nomenclature, the logo was produced, based on the fusion of the movements that gave rise to environmental justice. The logo features the clenched fist, which symbolizes the struggle for civil rights, and which translates the international activist movement *Black Lives Matter*, being represented by the trunk of the tree, which in turn, represents the environment.

- 1. ABBAGNANO, N. Dictionary of Philosophy. 5th ed. São Paulo: Martins Fontes, 2007
- 2. VENOSA, S. DE S. Introduction to the Study of Law: first lines. São Paulo: Atlas, 2007

GENERAL INFORMATION ABOUT THE GAME

1st	It is a digital game and quiz game model
2nd	The game can be accessed through a web application
3rd	The questions of the game deal with the theme of Environmental Justice contextualized with various branches of law.
4th	Can be played individually or in a group
5th	Group Play: up to 05 players
6th	Before the start of the match the player chooses his character
7th	The game has 5 (five) Levels
8th	In all levels, timers were inserted setting a timelimit to answer the questions, which varies according to the complexity of the questions.
9th	At the end of each level will be displayed the ranking of the group

PRESENTATION OF THE CHARACTERS



Source: AdobeStock Program - 314053939 - 2021

Five characters were created for the game that would represent legal professionals whose attributions are directly or indirectly related to the defense of the environment, which are:

- College Professor
- Environmental Attorney at Law
- Federal Police Chief
- Public Defender
- Federal Prosecutor

The creation of each of them sought to observe social diversity, thinking about racial, gender, age and person with disabilities - PwD, with a view to representation with students from social segments.

CHARACTERS AND THEIR ATTRIBUTIONS

The following images present each of the characters with some information about their functional assignments.



Source: AdobeStock Program - 2655877083-01 - 2020

Attorney at Law

An environmental Attorney at Law can provide legal advice in the area of the environment, issue opinions, monitor administrative processes of environmental licensing and environmental violations, and participate in civil and criminal lawsuits linked to environmental legislation.



Source: AdobeStock Program - 247414344-01 - 2020



Source: AdobeStock Program - 265678611-01 - 2020

Public **Defender**

She has the legal prerogative to offer public civil actions in the collective defense of needy citizens. This instrument can be carried in several areas of law - such as Health, Housing. Urbanism. **Environment** and Consumer Protection. She has also functional concluded competence to agreements like Conduct Adjustment Term to ensure that such demands are resolved without the need for legal proceedings.



Source: AdobeStock Program - 247423585-01 - 2020



HOW TO ACCESS THE GAME?

By link:

quizgameenglish.justicaambiental.com.br





After the opening vignette is displayed, a panel will appear to choose the character.



When it comes to GROUP PLAY, before choosing the character, one of the players must click the blue SHARE MATCH button in order to obtain the link that will be sent to the other players who will participate in the match. The player who sent the link can, after sending, select your character. All other players join the game through the new link forwarded. In INDIVIDUAL PLAY, simply choose one of the characters with one click and the match begins.

Then comes the vignette starting the match: "Here we go! Good luck."

IMAGE OF THE VIGNETTE OF START OF MATCH



Source: Created by designer Pedro Vieira Lustosa - 2021

After the vignette "Here we go!" begins the first level of the game



ECOJUSTICE GAME LEVELS

Level 1

Level with 10 questions related to the attributions of the characters contextualized with the theme Environmental Justice.

The player, even if he misses, will move on to the next question.

The player should score only one of the assertive

At this level the player will be entitled to two attempts per question.

Non-knockout Level

Level 2

10 questions

The player, even if he misses, will move on to the next question.

The player should score only one of the assertive.

At this level the player will be entitled to two attempts per question.

Non-knockout Level

Level 3

10 questions

The player, even if he misses, will move on to the next question.

The player should score only one of the assertive.

At this level the player will be entitled to two attempts per question.

Non-knockout Level

Level 4

10 questions

The player, even if he misses, will move on to the next question.

The player should score only one of the assertive.

The player will be entitled to two attempts in just two questions.

KNOCKOUT Level. To participate in the last Level:

- 1) In INDIVIDUAL PLAY the player must succeed in 60% of the 04 levels.
- 2) In GROUP PLAY all players in the group must succeed in 60% of the 04 levels. At the end, the members' scores will be displayed.

Level 5

Last Level

10 questions

The player, even if he misses, will move on to the next question.

The player should score only one of the assertive.

To win the ECOJUSTIÇA Game: All players in the group must succeed in 60% of this last Level.

Images of game level change vignettes



Source: Created by designer Pedro Vieira Lustosa - 2021



Source: Created by designer Pedro Vieira Lustosa - 2021

Images of game level change vignettes



Source: Created by designer Pedro Vieira Lustosa - 2021



Source: Created by designer Pedro Vieira Lustosa - 2021

Images of the game over's vignettes



Source: Created by designer Pedro Vieira Lustosa - 2021



Source: Created by designer Pedro Vieira Lustosa - 2021

Final ranking



Source: Created by designer Pedro Vieira Lustosa - 2021

LIST OF ANSWERS

First Level						
QUESTION	College Professor	Federal Prosecutor	Environmental Attorney at Law	Public Defender	Federal Police Chief	
	ANSWER	ANSWER	ANSWER	ANSWER	ANSWER	
1	D	С	D	A	С	
2	В	В	С	D	В	
3	С	С	С	С	В	
4	С	В	С	D	С	
5	В	С	В	D	D	
6	С	В	A	С	A	
7	С	В	С	В	В	
8	С	С	С	A	С	
9	С	D	С	A	В	
10	С	D	C	С	D	

Second Level		
QUESTION	ANSWER	
1	A	
2	В	
3	С	
4	С	
5	В	
6	D	
7	С	
8	В	
9	A	
10	D	

Fourth Level				
QUESTION	ANSWER			
1	A			
2	С			
3	D			
4	С			
5	С			
6	D			
7	С			
8	С			
9	D			
10	С			

Third Level		
QUESTION	ANSWER	
1	D	
2	В	
3	D	
4	D	
5	С	
6	A	
7	В	
8	A	
9	В	
10	D	

Fifth Level		
QUESTION	ANSWER	
1	A	
2	В	
3	D	
4	A	
5	С	
6	A	
7	D	
8	D	
9	С	
10	D	

Learn more about the product authors



Professor Dr. Adilson Pereira

PhD in philosophy - Ethics Area - UGF/RJ, Master in Philosophy, Ethics Area. Postgraduate in History of Philosophy UGF/RJ. Degree in Philosophy - UNIFAI/SP. MBA in HR and Marketing - UGF, College Professor at FAETEC/RJ, Professor in the Professional Master's Degree in Teaching Health Sciences and Environment - UniFOA. Experience as College Professor in the area of Health (Medicine, Nursing and Physical Education), in the legal area (Law School). In addition to the teaching experience in Postgraduate Courses in the Area of Health, Law, Management and Education.

Taciana Santos Lustosa

Master in Teaching in Health Sciences and Environment at UniFOA. Postgraduate in Civil Procedural Law from Cândido Mendes University. Postgraduate in Labor Law from from Cândido Mendes University. Law Degree from the Fluminense Federal University. Federal Public Servant of TRT/RJ in the position of Judicial Officer. She was Attorney of the Municipality of Barra Mansa. She was a University Professor at the Law Colleges of UNIFOA and UGB - Geraldo Di Biase University Center.



