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Paper presented at the 1<sup>st</sup>. International Symposium on Open Educational  
Resource: Issues for Globalization and Localization  
April 11-13, 2011 –Utah State University  
Logan, Utah USA

# Multiculturalism and collaborative construction of digital tales

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# PROATIVA

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- Group for research and development of Interactive environments and Learning Objects;
  - Design and implement LO
  - Conduct research with use of LO with students
  - Professional development for teachers on the use of technology;

# PROATIVA



The screenshot shows the PROATIVA website interface. At the top, the logo and name 'PROATIVA' are displayed, along with the tagline 'grupo de pesquisa e produção de ambientes interativos e objetos de aprendizagem'. Below this, the date and time are shown: 'Día madrugada Segunda-Feira, 11 de abril de 2011 10:57'. A navigation menu on the left includes links for 'Proativa', 'Membros', 'Objetos de aprendizagem', 'Publicações', 'Projetos', 'Contato', and 'Área restrita'. The main content area features three images: a group photo of the team, a 3D simulation of a red ball on a green field, and a photograph of a person in a laboratory setting. Below the images, the text reads: 'O Grupo de Pesquisa e Produção de Ambientes Interativos e Objetos de Aprendizagem – PROATIVA teve início em 2001 com o projeto ALGEBRA INTERATIVA, sob a coordenação do professor Dr. José Ares de Castro Filho. Atualmente, o grupo conta com a participação de alunos das mais diversas áreas e tem por objetivo desenvolver objetos de aprendizagem (atividades multimedial, interativas, na forma de animações e simulações que têm a ideia de quebrar o conteúdo educacional disciplinar em pequenos trechos que podem ser reutilizados em vários ambientes de aprendizagem), bem como realizar pesquisas sobre a utilização desses objetos na escola, como forma de melhorar o aprendizado dos conteúdos escolares.'

<http://www.proativa.virtual.ufc.br/>

# Problems

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- Culture is in everything;
- How can we highlight culture in LO?

# Estrategias

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- Design LO with Cultural Affordances;
  - Goal - Highlight culture instead of hiding it;
  
- Design LO in a collaborative way;
  - Involve students from different culture in the process;
  - Similar to Participatory Design (Druin, 1999).

# Steps

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- Finding schools with different cultures;
  - Different countries, states or cities;
  - Rural x Urban Schools;
- Connecting students using Technology
  - Chat;
  - Webconference;
  - E-mail.

# Steps

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- Content: Children's Tales
  - Teachers propose a general Plot (theme);
- Students decide on the:
  - Script;
  - Scenarios;
  - Characters;



# Steps

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- Students drawings are scanned or done in the computer;
  - Paper, pencil, paint, brush;
  
- Development team
  - Edit;
  - Add sounds and effects
  - Publish on the web;

# Tales developed

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## Me Perdi em me achei no Brasil (I got lost and found in Brazil)

- ❑ 4th grade students from Fortaleza, Brazil and Villejuif, France;
- ❑ Partnership with [www.contosinterativos.com](http://www.contosinterativos.com)
- ❑ 10 meetings
- ❑ Proposed Theme – A French who got lost in Fortaleza
- ❑ Brazilian students – studied a French artist – Fernand Ledger
- ❑ French Students – Studied Xilogravura



ME PERDI E ME  
ACHEI NO BRASIL

<http://www.youtube.com/watch?v=v6xYUUUziAU>

# Tales developed

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## Brincando no Brazil (Playing in Brazil)

- ❑ 4th grade students from Fortaleza;
- ❑ Partnership with USU exchange students
- ❑ 10 meetings
- ❑ Proposed Theme – Americans who come to Fortaleza and want to play
- ❑ Brazilian students – studied some americans





<http://www.youtube.com/watch?v=yQ8aEF85iJE>

# Conclusions

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- Students can contribute in the creation of LO;
  - The tale created has coherence;
- Students valued more their own culture as a result of the process
  - They argued about using elements which are typical from their culture;



# Further developments

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- Refine the methodology;
- Find or develop web based tools and environments that allowed a more active role of students in the design and development process;
- Conduct experiences in the One Laptop per Student Project (UCA).

# Thanks

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# Questions & Comments

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