Development of Software for Biochemical Evaluation and Mentoring Complement in the Distance Learning

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Distance learning have grown in importance due to the ability in eliminate time and geographical problems, significantly increasing the transmission of knowledge, and it dissemination. The games are included as complementary methodology for distance education, as tool to stimulate thinking and memory in a playful way. The use of computer games in the learning has emerged of the need to facilitate the teaching-learning process. These games can be used for consolidation of learning, motivating students to assimilate the information in a different and innovative way. The objective of this study was to develop an educational game for assistance in the biochemistry learning. The game was developed in the RpgMakerXp program to perform the editing script RGSS (Ruby Game Scripting System) and create an etching system switches to operate the game events. The "graphical database" used was RTP RGSS RTP 1.02, with additions of some RTP graphics packages, known as Phoenix Kiera RTP. The questions were compiled and grouped by topic to facilitate the learning setting, thus enabling the application of assessments using the same system. The game was successfully used as complementary activity for students of biochemistry in the UniAnhanguera, UFG, UEG.

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