

ANTROPOLOJOGO

THE MANUAL

2023

ANTROPOLOGO

Federal University of Rio de Janeiro - UFRJ
Florestan Fernandes Sociology Teaching Laboratory - LabES
LAB ESCOLA 3D - Rio DESIS Lab

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DIGITAL ANTROPOLOJOGO

Created by **Grupo Argonautas do Subúrbio**, it was produced between 2020 and 2021 as an assignment for the Social Sciences Teaching Practice subject, lectured by Professor Julia Polessa Maçaira, for the Social Sciences Degree course of the Federal University of Rio de Janeiro - UFRJ. It is a videogame that, through the retro visual identity keen to gaming classics such as Super Mario Bros, allows the Sociology teachers of Primary Education to present some aspects of the anthropologist study work, revise Sociology contents and broaden perspectives on the role of the social scientist. With this game, students will be able to learn Anthropology in a playful way while being aware about the importance of the Museu Nacional.

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Sponsorship



Partnerships



Support



The Antropolojogo wouldn't be possible without the effort of everyone involved. Our thanks!

HI, STUDENT!

We from LAB ESCOLA 3D, with the Florestan Fernandes Sociology Teaching Laboratory - LabES, are very proud to present to you the physical reimagining of the Antropolojogo, a fun way to learn more about the vast field of Anthropology. In this game, you take on the role of one of eight great anthropologists, paving a path full of challenges, while answering several questions about this particular area of study and gambling with luck to be favored, always avoiding unwanted setbacks. All the while passing through famous places in the city of Rio de Janeiro until you reach the final destination: the great Museu Nacional. We hope you have lots of fun!

THE ANTROPOLOJOGO COMES WITH

- 01 board
- 01 manual
- 02 dice
- 04 pawns
- 08 Anthropologists Cards
- 09 Bad Luck Cards
- 10 Luck Cards
- 12 Meeting of Waters Cards
- 35 Field Notebook Cards

When scanned, the [QR CODE](#) on the board gives you access to a digital version of this manual and further information!

GOOD STUDIES!

GETTING THE GAME READY

After opening the Antropolojogo bag, choose a large and comfortable place to place the board, so that all players can play effortlessly. Place the pile of Field Notebook and Luck/Bad Luck cards in the designated space on the right side of the board.

- Choose someone to be the game's mediator, who will be responsible for leading the round, asking the questions, checking the answers and ensuring a good game experience. (It could be your teacher).
- The mediator must separate the cards deck into three piles: Field Notebook, Luck/Bad Luck and Meeting of Waters, placing the first two on the board and the third under his possession.
- Each player or team must choose their pawn, representing a pair of great anthropologists. Choose one of them to be your representative.



2 to 4 players or teams



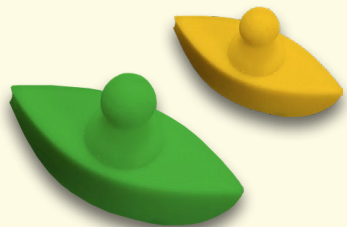
Estimated game time: 30 minutes

HOW TO WIN

The goal of the game is to advance through the spaces, answering questions each round until you reach the end of the path, represented by the Museu Nacional. The first player/team to reach the final space wins and the game ends.

THE PAWNS

Considering all four players/teams, the game has four pawns available, each of them representing a canoe paddled by an anthropologist during his fieldwork.



THE CARDS

LUCK/BAD LUCK

This deck is specific to the Luck/
Bad Luck spaces which grant you
a random bonus or penalty.

Thematic context of the card

Was I lucky or unlucky?



LUCK



BAD LUCK



THE QUESTIONS

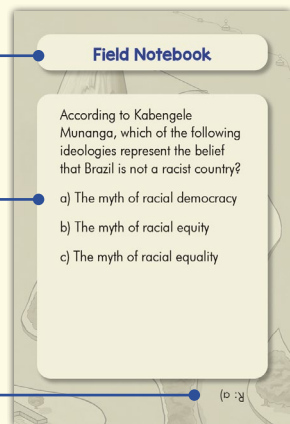
FIELD NOTEBOOK: Multiple choice
and true/false questions spread
across the board.

MEETING OF WATERS: Harder
questions specific to the spaces on
the shortcuts paths.

Type of question

The question and
its alternatives

The answer (upside down)



HOW TO PLAY

The game is based on rounds, each of which involves the player rolling the dice and moving the canoe to a question or luck/bad luck card space. The player/team's skill to answer the questions correctly, as well as its luck, will cause advances or setbacks in the famous waters of both Carioca and Maracanã rivers.

THE START OF EACH ROUNDS

The first thing the players will do is answer a question.

- IF THEY ANSWER CORRECTLY, roll the dice and move the number of spaces they got.
- IF THEY ANSWER INCORRECTLY, they will not be able to roll the dice nor to move

THE BOARD

- It features 50 SPACES and TWO SHORTCUTS.
- Among those 50 spaces, there are SIX Luck/Bad Luck ones.
- TWO Missed a Turn spaces.
- ONE Pick a Player to Move Forward space.
- ONE Pick a Player to Move Back space.

THE ICONS ON THE SPACES

The following spaces are scattered along the board, each one of them represented by an icon related to its function in the game, them being:



Luck/Bad Luck



Pick a Player to roll the dice and Move Forward



Missed a Turn

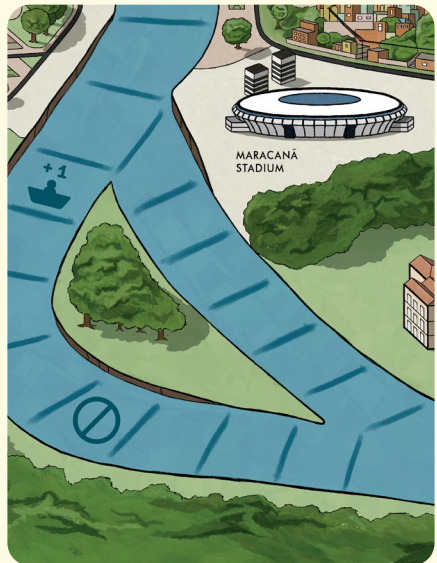


Pick a Player to roll the dice and Move Back

SHORTCUTS

At two specific points along the path, players will come across a fork, where they will have the following options:

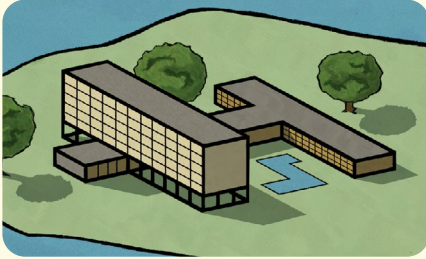
- TAKE THE SHORTEST WAY (*shortcut*), which has its own deck of questions, whose *increased difficulty*, requires greater understanding of Anthropology.
- TAKE THE LONG WAY, which has the regular deck of questions just like the other spaces of the board.



- While moving spaces, when passing by a shortcut, the player has the option of completing his remaining number of spaces through it.
- If the player chooses to take the shortcut, he must answer the questions of the "Meeting of Waters", card pile, the difficulty of which is higher.
- The six spaces of both shortcuts prevent the player from going through them without answering, at least, a higher difficulty question.
- Players on the shortcuts ARE IMMUNE to the effects of the "Pick a Player to Move Forward" e "Pick a Player to Move Back" spaces, meaning, they can't be picked by an opponent to either move forward or move back any spaces WHILE being on the shortcut.

LET'S CHECK OUT THE MAP!

UFRJ CAMPUS - ILHA DO FUNDÃO



Founded in 1953

Hosts 48 courses

 **UFRJ's Rectorate Building**
Fundão

The main campus of UFRJ, the University City, comprises numerous buildings to house faculties, libraries, laboratories, a university hospital, museums, student residences, university restaurants, as well as open areas with football fields, rugby, hockey, an athletics track, and an Olympic-sized swimming pool. In total, the area encompasses 4,266,095 square meters established after land reclamation united eight islands.

UFRJ CAMPUS - PRAIA VERMELHA



Founded in 1949

Hosts 10 courses

 **Palácio Universitário**
Urca

Built to house the Pedro II Hospice, which was established in 1852 as the first specialized hospital for mental illness treatment in Brazil, the palace is now one of the buildings on the Praia Vermelha campus. It served as the first headquarters of UFRJ on the site in 1949, amidst a lengthy effort to revitalize the previously abandoned building. It was declared a national heritage site by the National Institute of Historic and Artistic Heritage (Iphan) in 1972.

SOURCE: Information about the campuses - [planodiretor.ufrj.br / ifcs.ufrj.br](http://planodiretor.ufrj.br/ifcs.ufrj.br)
Information about the Museu Nacional - museunacional.ufrj.br

UFRJ CAMPUS - CENTRO



Founded in 1968

Hosts three courses



The Institute of Philosophy and Social Sciences (IFCS) is situated in a historic building in Rio de Janeiro, a place that has welcomed generations of intellectuals dedicated to advancing science and advocating for societal change. Today, the Institute of Philosophy and Social Sciences can already be considered one of the most important institutions in the field of the so-called human sciences, with an increasingly significant and substantial production.

MUSEU NACIONAL



Founded in 1818

**It had a collection of
20 million items**



Established by D. João VI and incorporated into UFRJ in 1946, the Museu Nacional celebrated its 200th anniversary in 2018, the year it suffered a devastating fire that consumed its structure and collection. Its exhibitions are a result of the institution's history and the excellence of its research and teaching activities, fulfilling the primary purpose of knowledge production and dissemination in the fields of natural and anthropological sciences.

THE RIVERS THAT SHAPE THE PATH

CARIOCA RIVER



Meaning of the name:

- bush chain house
- acari house
- white man's house

*the term "Carioca" is considered a mystery, making it difficult to reach a concrete conclusion

4,3 km long

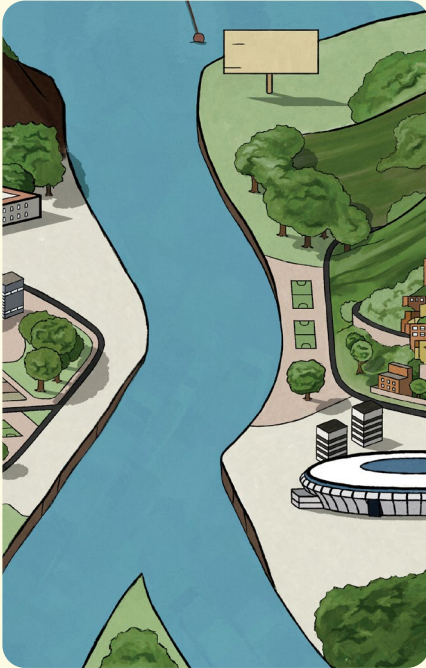
**Water source:
Floresta da Tijuca**

Mouth: Guanabara Bay

For a long time, this river, with its crystal clear waters, was the most important of the region, being the one that supplied drinking water to the pioneering Europeans who reached the Guanabara Bay, in the same way that it already supplied the native population. Trails and paths, like Catete's (origin of the current neighborhood located in the South Zone of the city), would arise due to the need to find water suitable for consumption at its source or at its mouth. Old documents report that the Carioca River was much larger and along its course, canoes headed inland, bringing products from the farms located in Vale das Laranjeiras. The river's mouth with the sea, where Praia do Flamengo is today, served as a source of supply to the vessels that, after the arrival of the Portuguese in 1500, due to the absence of a port, dropped their anchors in the Guanabara Bay. Hence its name: Aguada dos Marinheiros (Sailors' Watering Hole).

SOURCE: Information about the Carioca River - multirio.rio.rj.gov.br / riodejaneiroaqui.com
Information about the Maracanã River - meioambiente.culturamix.com / dicio.com.br / Dos Mananciais
Para as Freguesias: a distribuição da água no espaço urbano do Rio de Janeiro no decênio 1850-1860

MARACANÃ RIVER



Meaning of the name:

- tupi-guarani for “similar to a rattle”
- it is the name of Maracanã-guaçu, a green macaw

7 km long

Water source: Maciço da Tijuca/Morro do Sumaré

Mouth: Canal do Mangue

It's located between the neighborhood of Tijuca, Alto da Boa Vista and Santo Cristo. The bird that gave the river its name was once found in abundance along its banks, which is no longer the case today due to high levels of water pollution, even in the stretch up to the Usina neighborhood, which is now clean. However, herons from the zoo can be seen in the river feeding. Channelized in the year 1851, the Maracanã River supplied the Engenho Velho parish, serving as the primary water source for Tijuca. During this time, there was no use of pumps or any other instrument to facilitate the service, as the system operated by gravity, meaning the force of the water's descent. Nowadays, the river demonstrates its power during heavy rains in the form of floods, affecting the surrounding neighborhoods. These floods are caused by reduced water flow capacity due to decreased space and impermeable soil, leading to an increase in water volume and overflowing.

Let's embark on an adventure towards the Museu Nacional!

Position your canoes at the port of Rio and get your backpacks ready for this anthropological journey!

Our socials



Contact us :)

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