

Enigma: A Board Game As A Potential Tool For Biochemistry And Microbiology Learning And Integration

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Biochemistry and microbiology is a basic discipline for many graduation courses of the biomedical area, such as Medicine, Odontology and Biomedicine. The abstract concepts of these sciences turn out to be a major difficulty for the learning/teaching relation in the classes. Nevertheless, alternative strategies used inside or outside the classrooms could also make learning results better. In 2008, Odontology students from FTC prepared games based on biochemistry and microbiology and presented them in groups. Our group developed a game based on a classic board game known in Brazil as Perfil[®], which was called Enigma. The objective of the game is to reach the end of the board by moving a piece through it. To move your piece on the board you have to discover enigmas written on card. You can ask for up to 20 clues to your opponent to discover the enigma. For each clue given you lose a point and your opponent earns one, so that after you guess correctly, you get to move your piece on the board a number equal to 20 minus the clues you were given. The preparation and presentation of this and other games was used as means of evaluating students development in microbiology and biochemistry, but also improved understanding and integration of such areas. Teachers and students acknowledged Enigma as a good game for increasing their experience in the basic areas.