

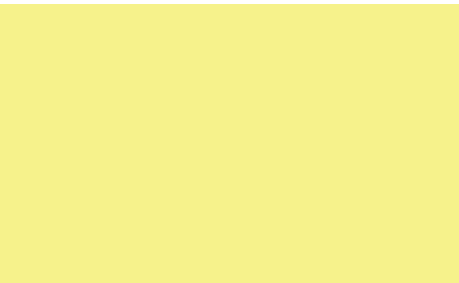
# CENTRO DE JOGOS ELETRÔNICOS

Orientadora: Ana Amélia de Paula  
Acadêmica: Millena Gabryela Serbêto Courte

“Os cenários são a essência de um jogo, em conjunto com os personagens; portanto, definir de que forma o espaço do jogo irá se desenvolver, em paralelo à história, é de grande importância para o desenvolvimento de um jogo.”

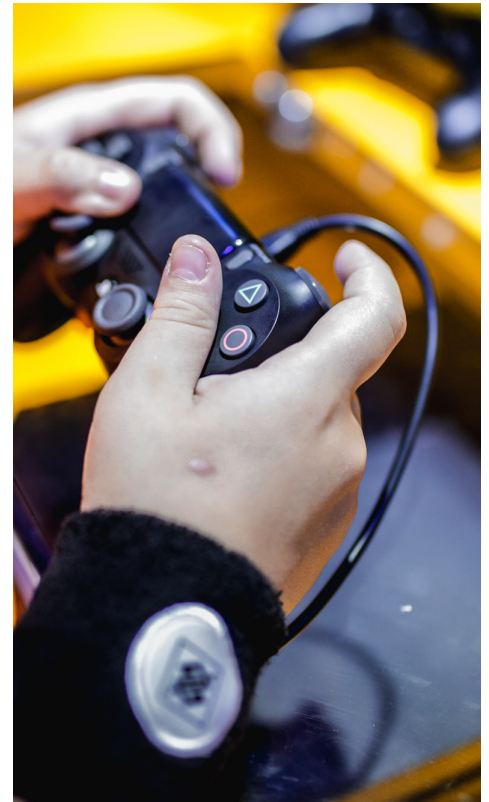
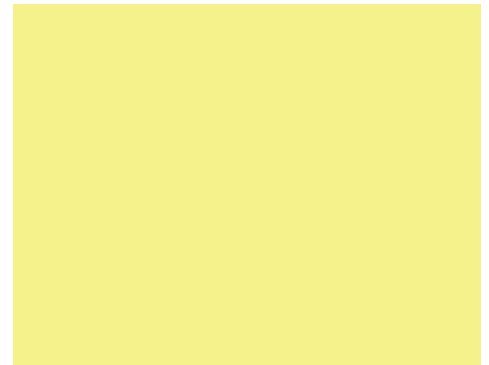
(ARRUDA, Eucídio. 2013.)

# NOVO JOGO



JOGADOR

JOGO



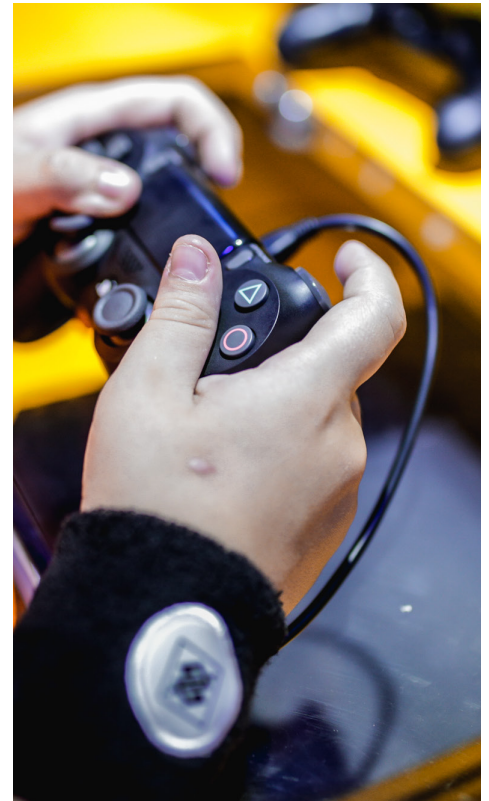
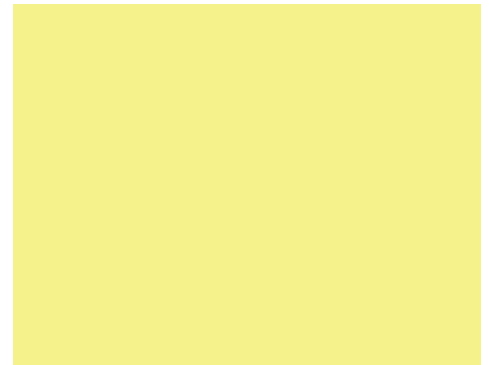
# NOVO JOGO



JOGADOR

JOGO 

RELAÇÃO  
COGNITIVA



# NOVO JOGO

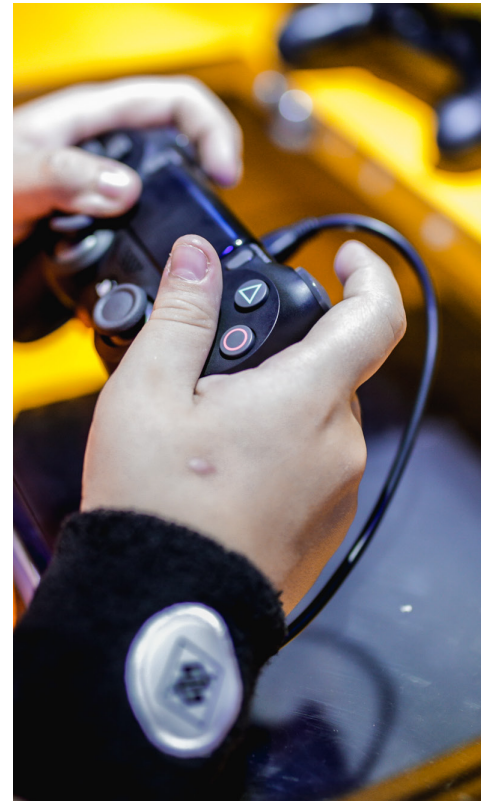
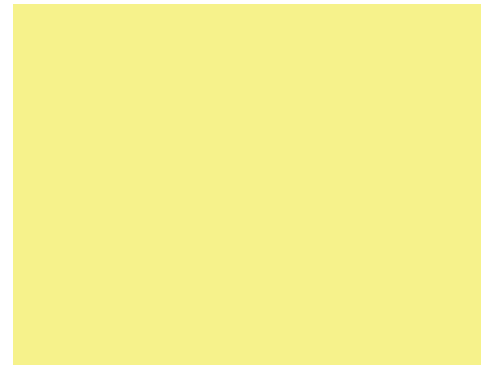


JOGADOR

JOGO

RELAÇÃO  
COGNITIVA

RELAÇÃO  
PSICOLÓGICA



# NOVO JOGO



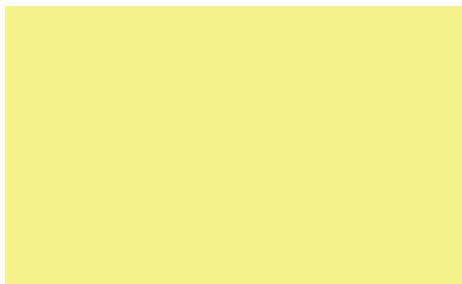
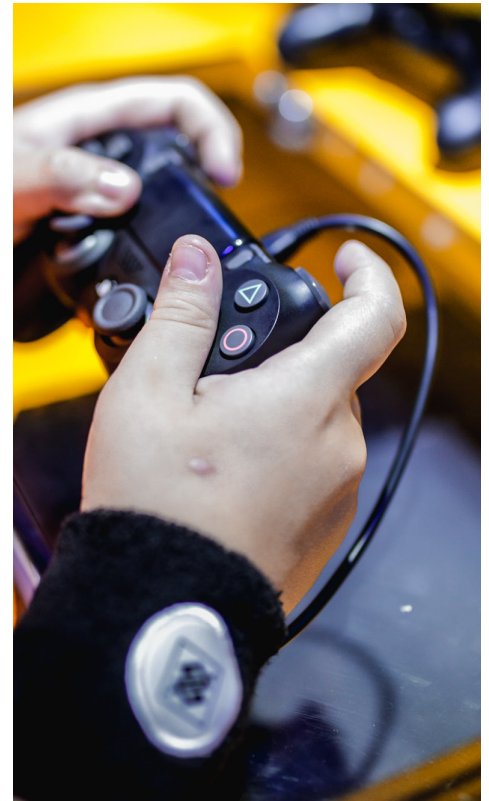
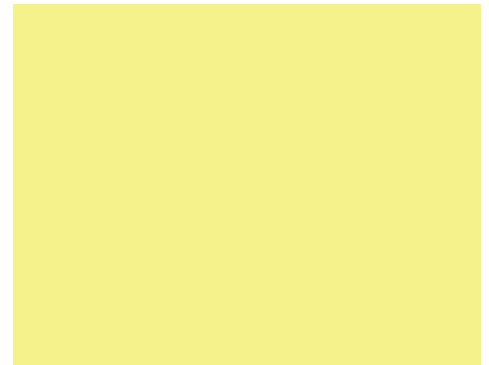
JOGADOR

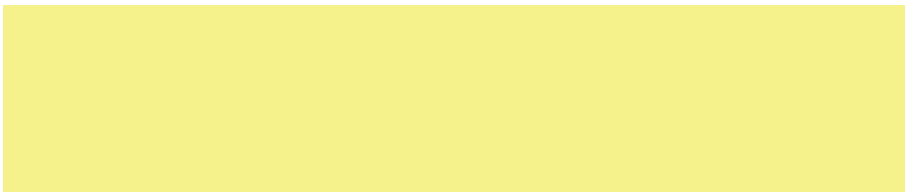
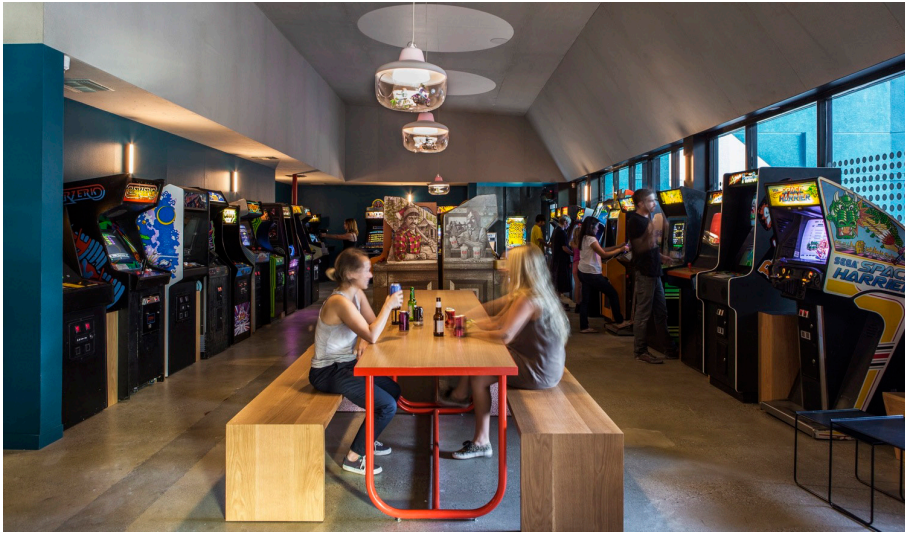
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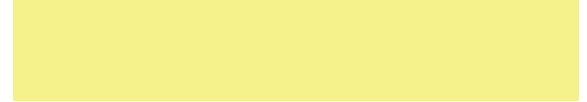
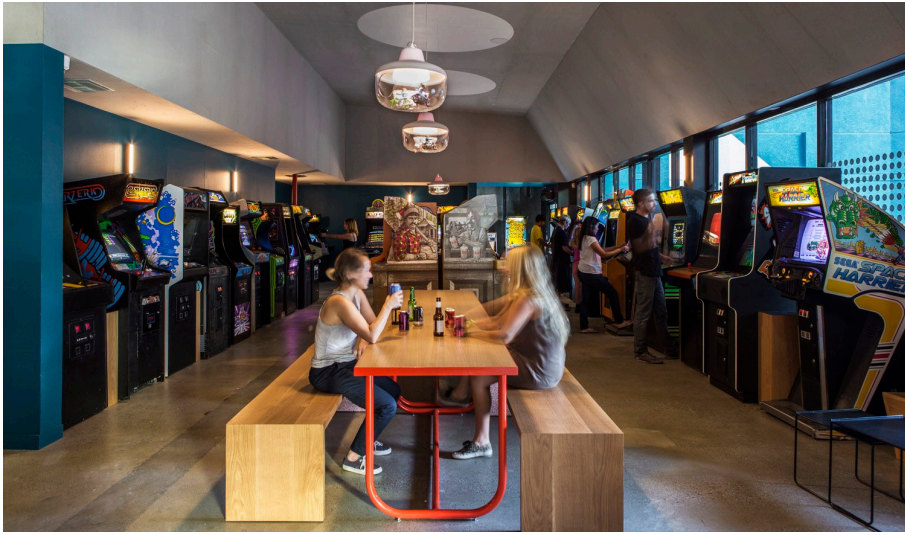
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COGNITIVA

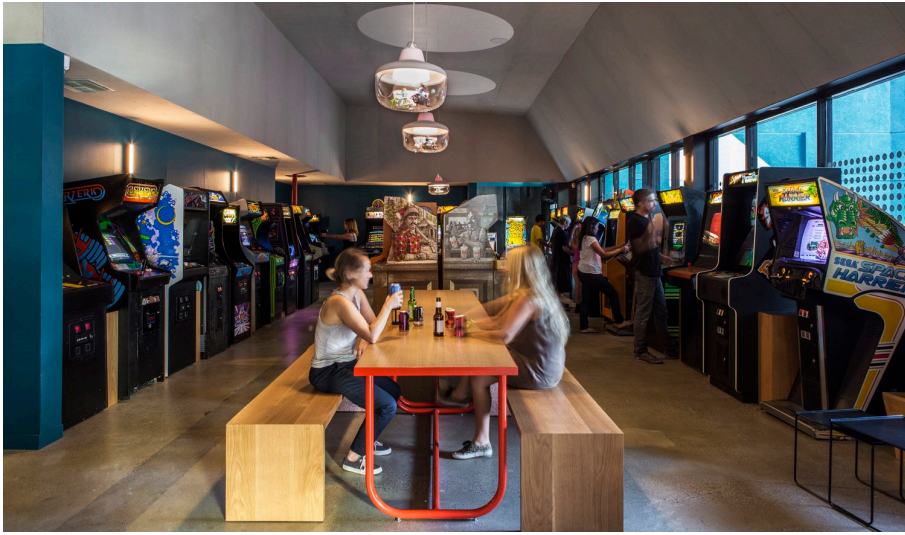
RELAÇÃO  
PSICOLÓGICA

RELAÇÃO  
EMOCIONAL

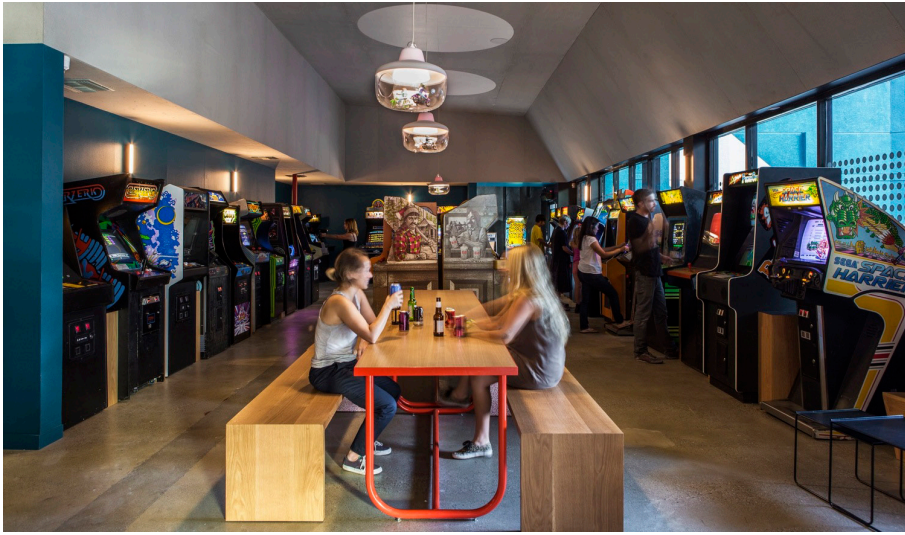












# NÍVEL I



## ESCOLA DE DESENVOLVIMENTO DE JOGOS ELETRÔNICOS

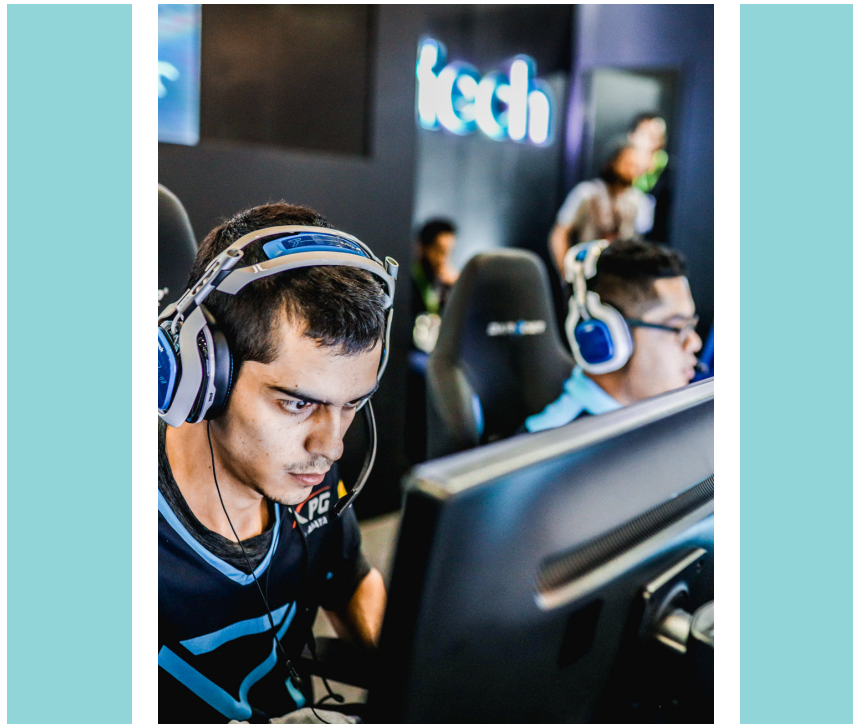




## ESCOLA DE DESENVOLVIMENTO DE JOGOS ELETRÔNICOS



## ARENA E-SPORTS

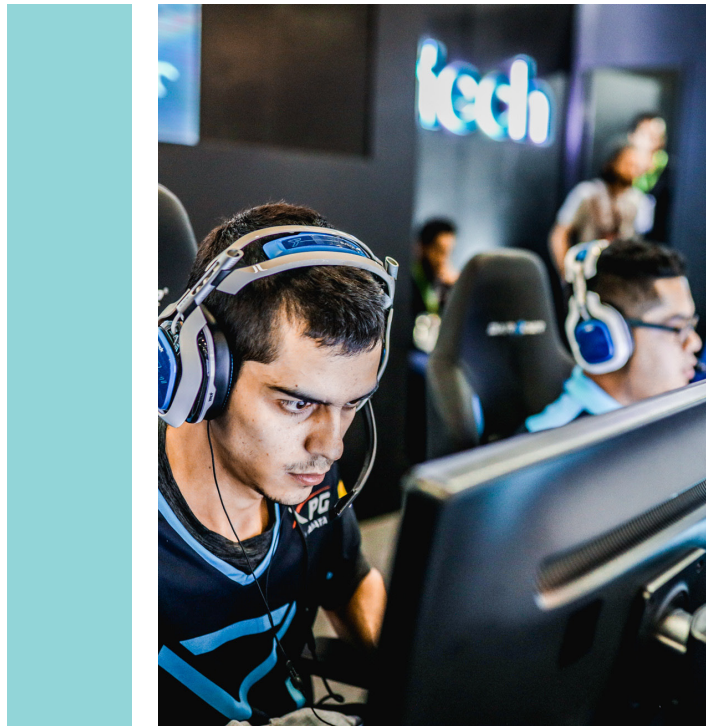




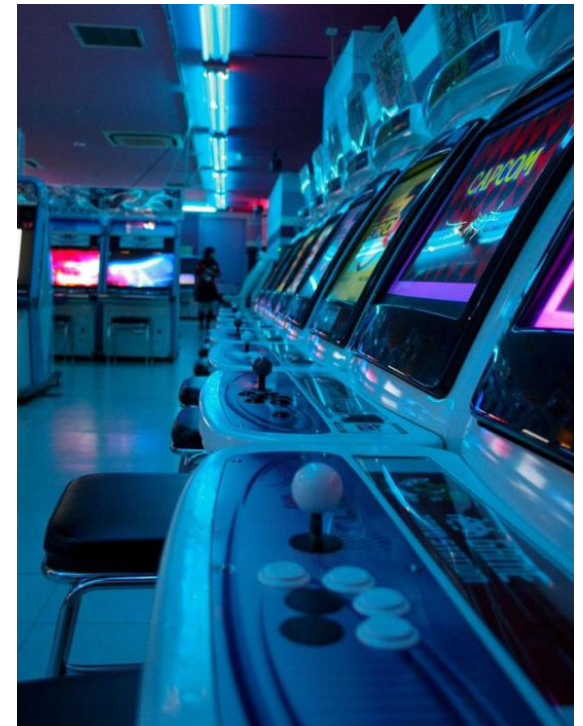
ESCOLA DE  
DESENVOLVIMENTO DE  
JOGOS ELETRÔNICOS



ARENA E-SPORTS



FLIPERAMA



# NÍVEL 2



ENSINAR  
FORMAR IDENTIDADES  
DESENVOLVIMENTO COGNITIVO  
COORDENAÇÃO VISO MOTORA

# NÍVEL 2



ENSINAR  
FORMAR IDENTIDADES  
DESENVOLVIMENTO COGNITIVO  
COORDENAÇÃO VISO MOTORA

EDUCAÇÃO  
SAÚDE  
FORMAÇÃO PROFISSIONAL

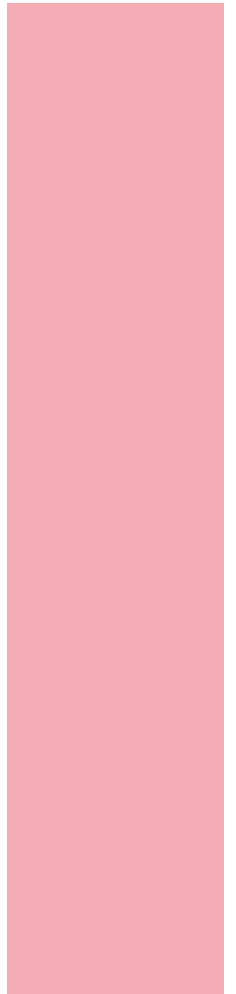
# NÍVEL 2



ENSINAR  
FORMAR IDENTIDADES  
DESENVOLVIMENTO COGNITIVO  
COORDENAÇÃO VISO MOTORA

EDUCAÇÃO  
SAÚDE  
FORMAÇÃO PROFISSIONAL

INCLUSÃO SOCIAL  
EMPODERAMENTO



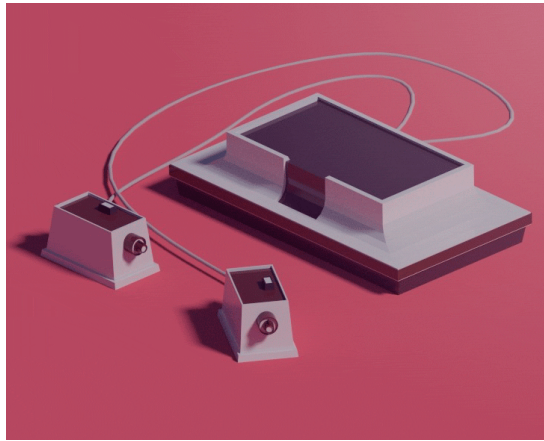
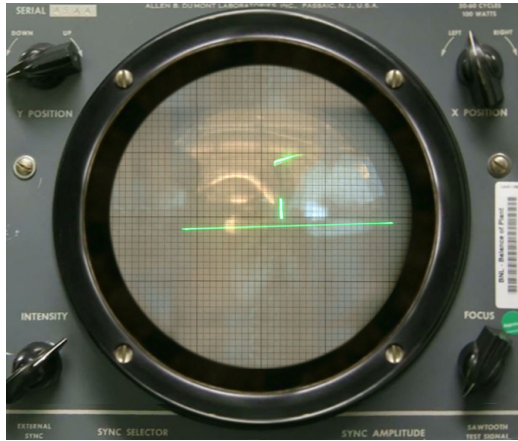




1958

1972

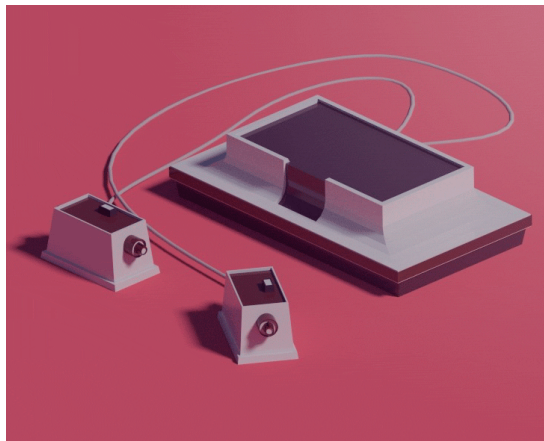
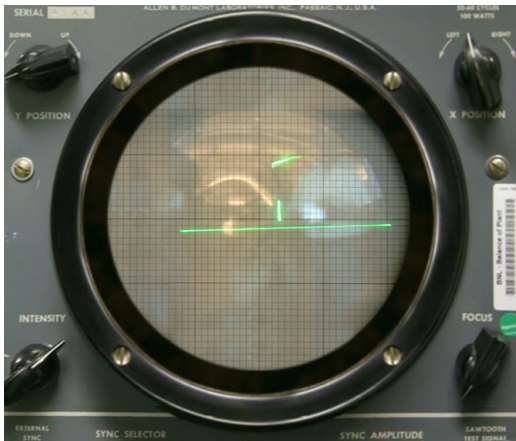
2017



1958

1972

2017



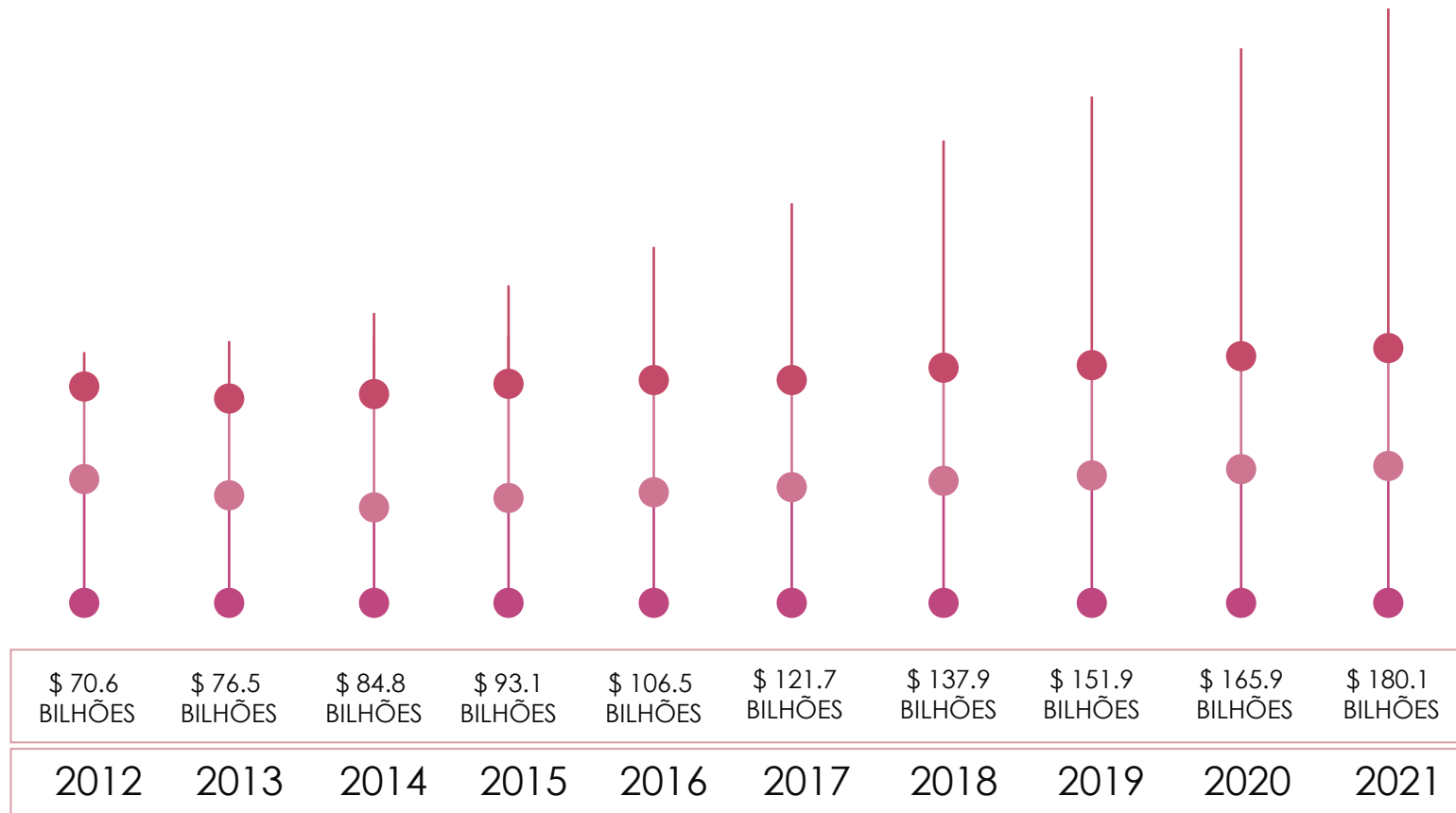
Jogos Mobile



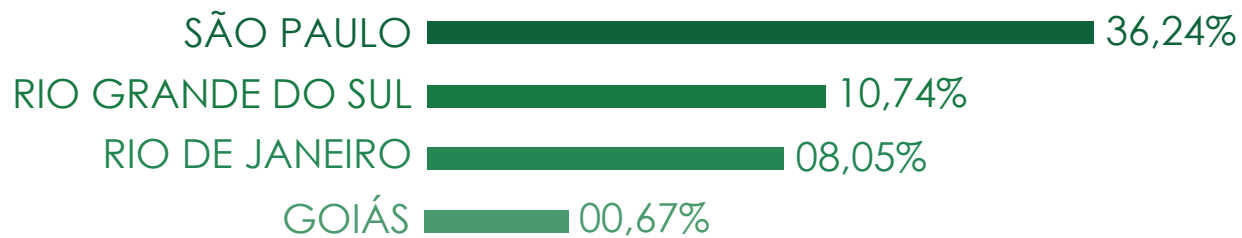
Jogos para PC



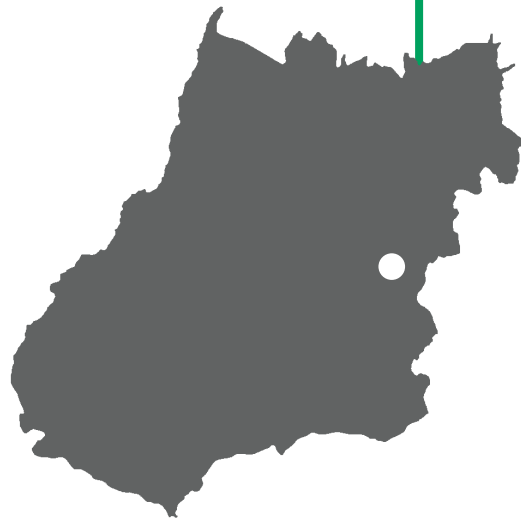
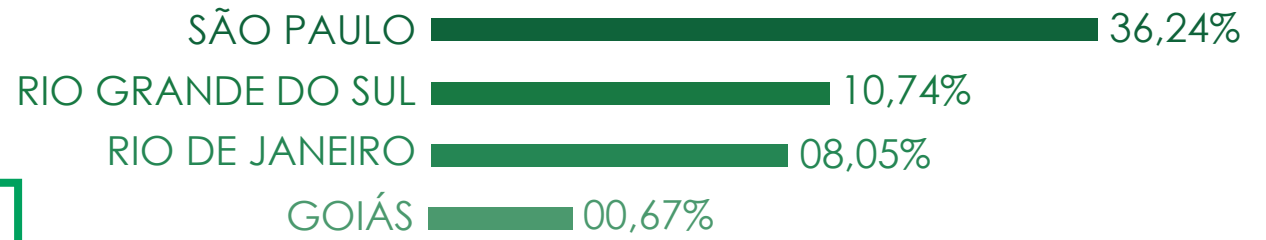
Jogos para console



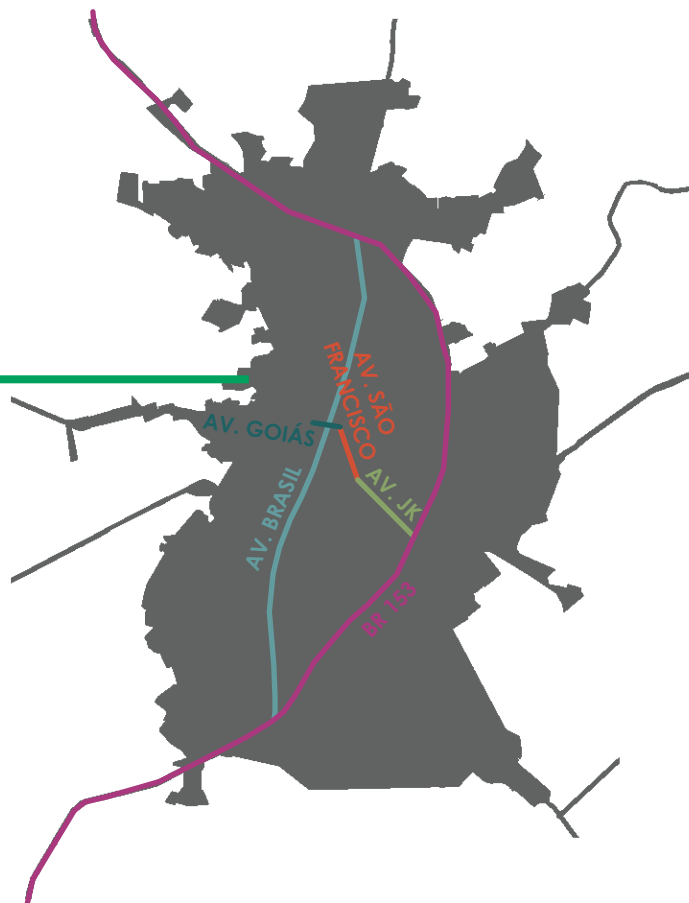
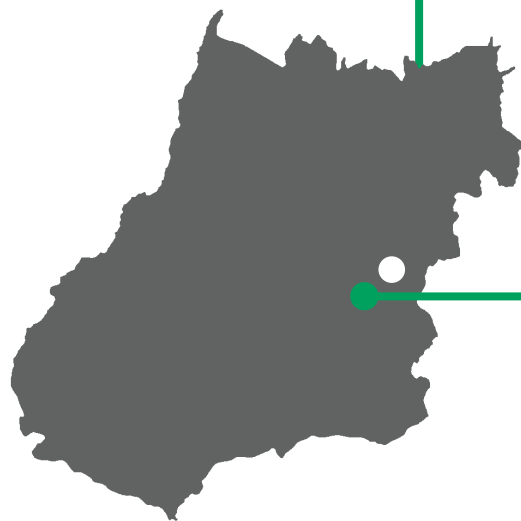
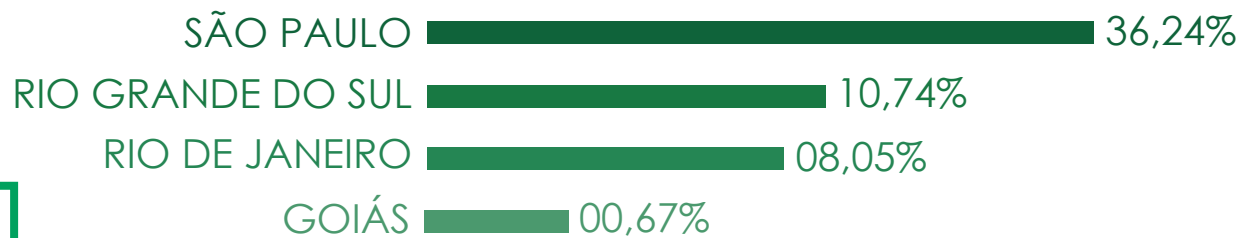
# NÍVEL 3



# NÍVEL 3



# NÍVEL 3







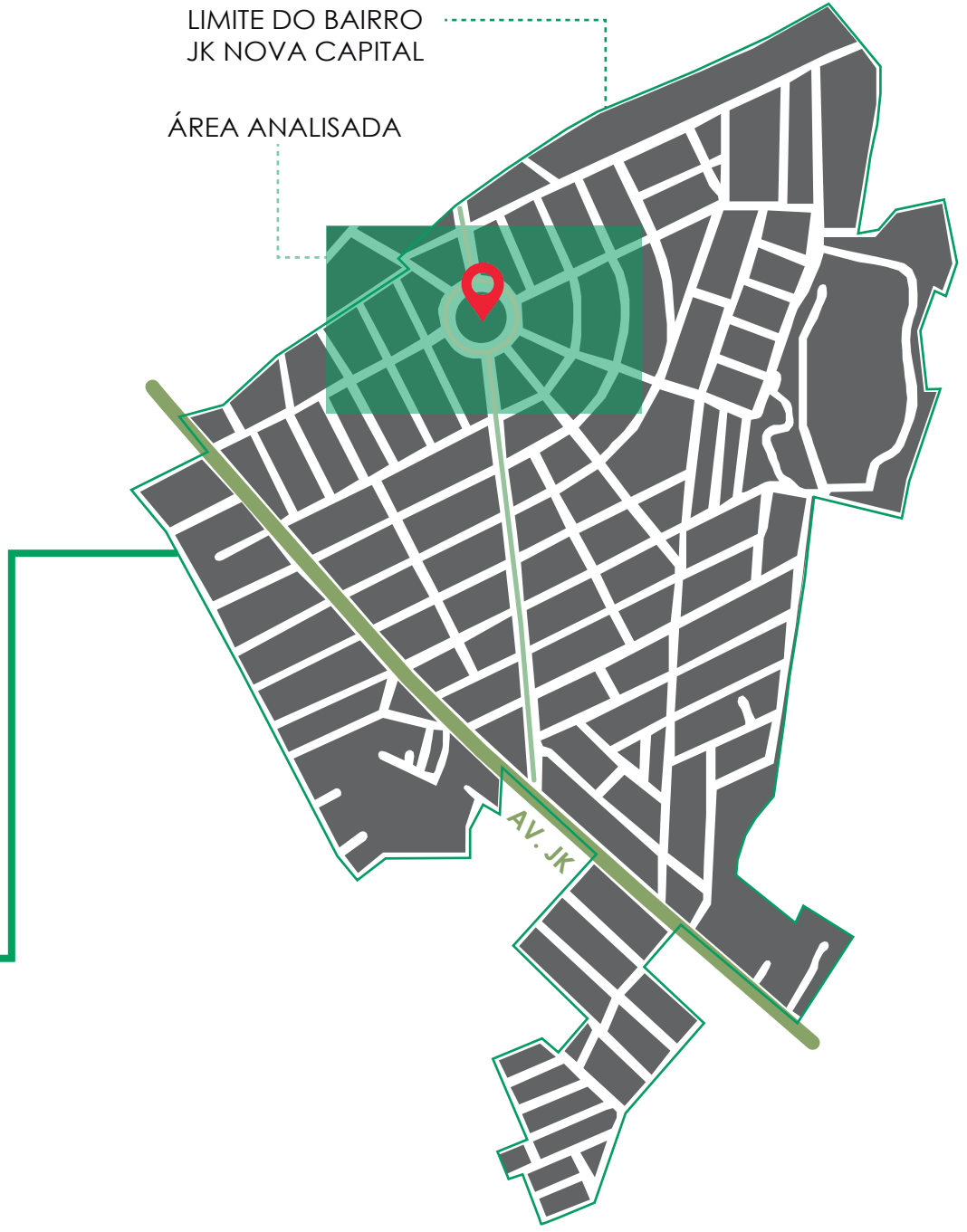
BAIRRO JK  
NOVA CAPITAL





LIMITE DO BAIRRO  
JK NOVA CAPITAL

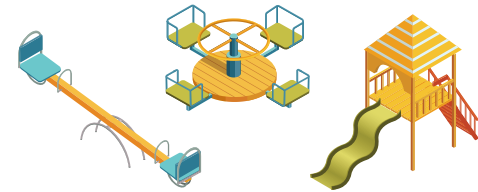
ÁREA ANALISADA



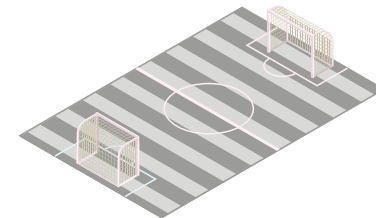




### 1 - PLAYGROUND



### 2 - QUADRA DE ESPORTES



### 3 - PLANETÁRIO



### 4 - ACADEMIA PÚBLICA





Praça Bom Jesus - Secretaria Municipal de Cultura



Praça do Ancião - Prefeitura Municipal de Anápolis



Praça Americano do Brasil - Biblioteca Municipal Zeca Batista



# NÍVEL 4

PRÉ PRODUÇÃO

PRODUÇÃO

PÓS PRODUÇÃO



Conceito



Design



Desenvolvimento  
e implementação



Testes



Venda e  
marketing



# NÍVEL 4

PRÉ PRODUÇÃO

PRODUÇÃO

PÓS PRODUÇÃO



Conceito



Design



Desenvolvimento e implementação



Testes



Venda e marketing



# NÍVEL 4



PRÉ PRODUÇÃO

PRODUÇÃO

PÓS PRODUÇÃO



Conceito



Design



Desenvolvimento e implementação



Testes



Venda e marketing



12 computadores



6 consoles



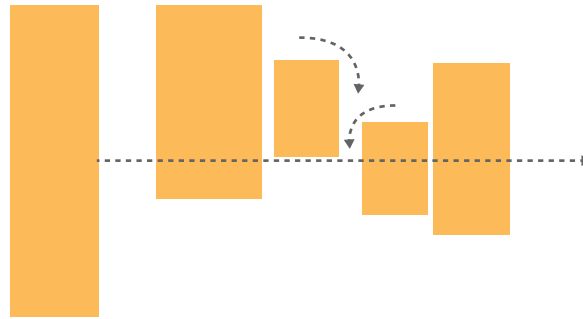
10 máquinas



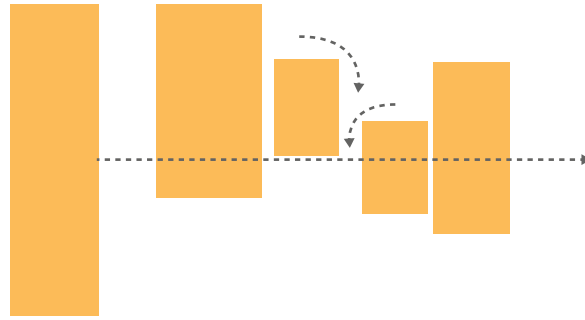
# NÍVEL 5



# NÍVEL 5

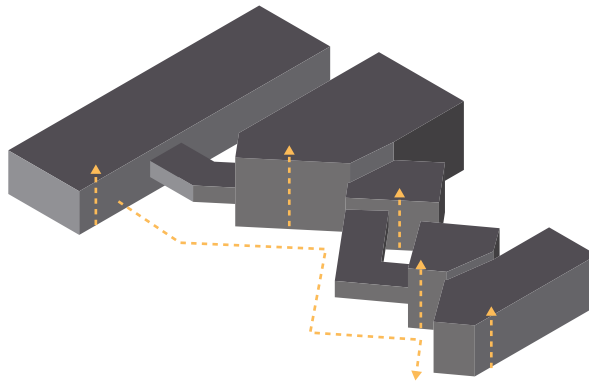
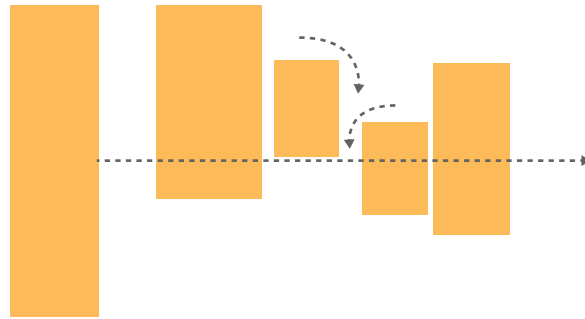


# NÍVEL 5



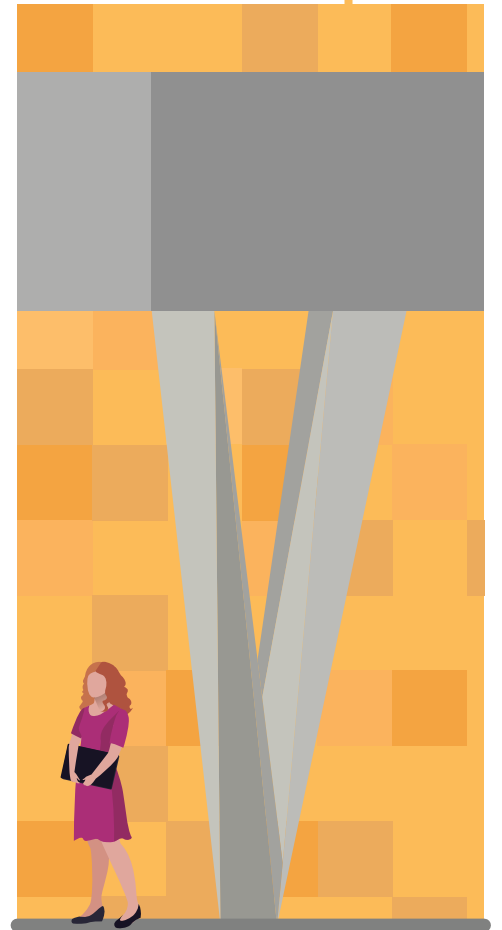
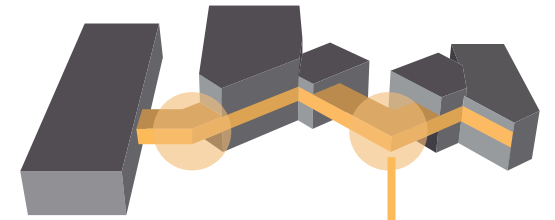
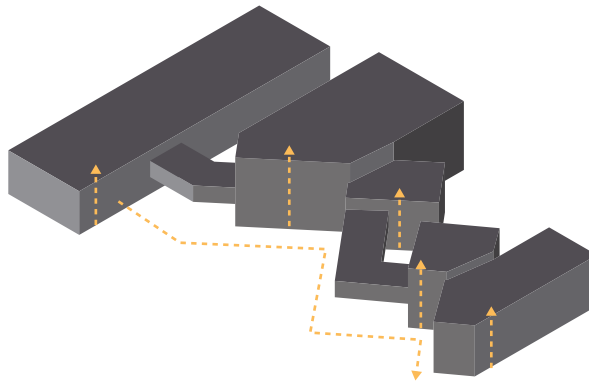
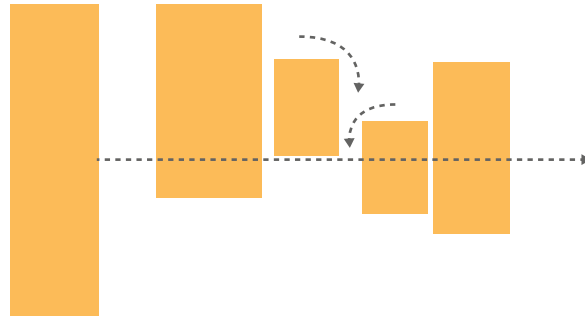


# NÍVEL 5





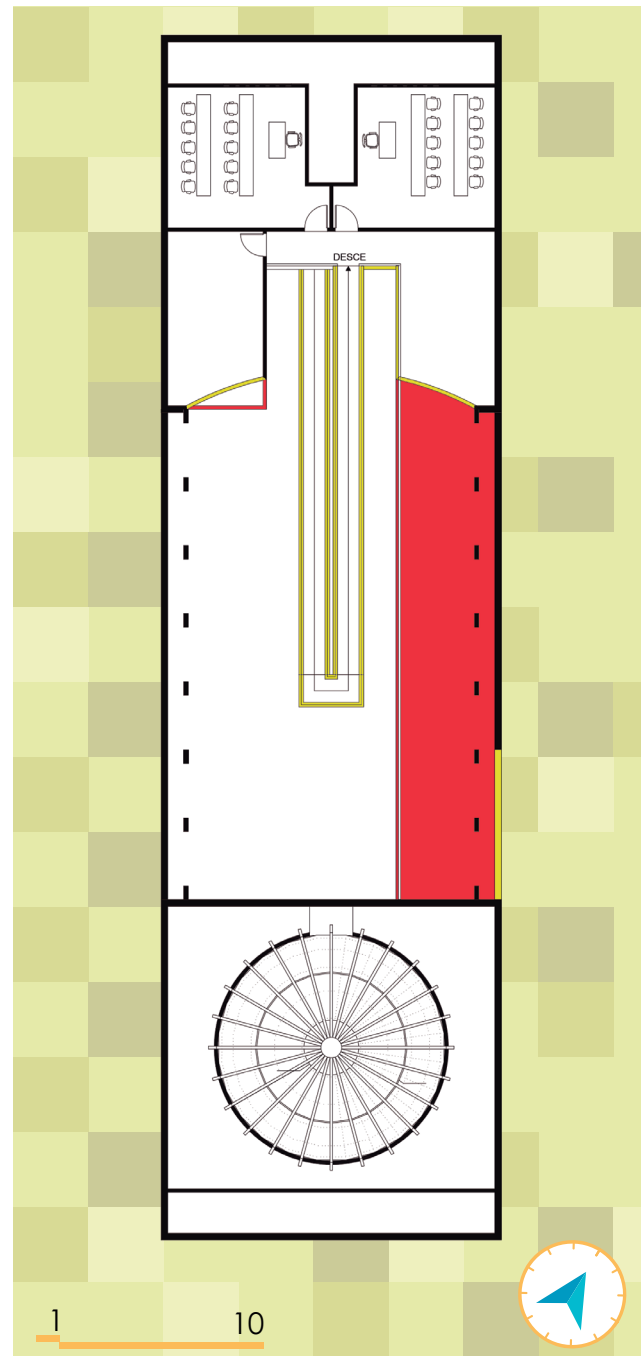
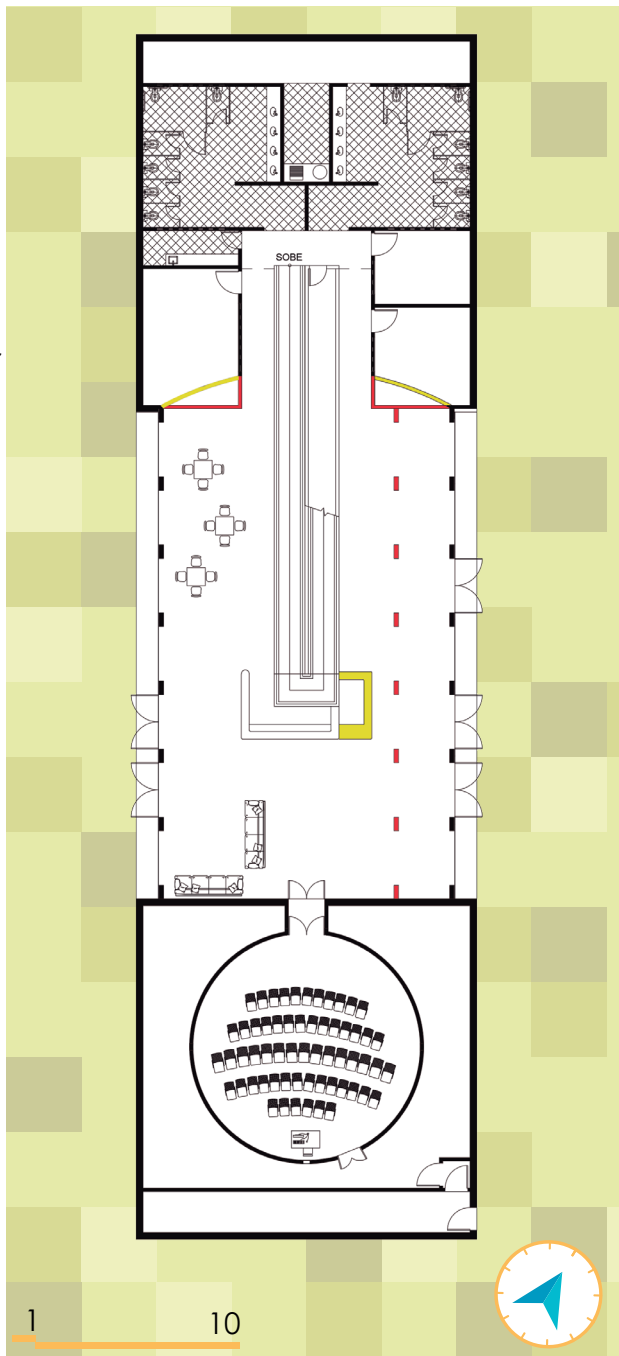
# NÍVEL 5





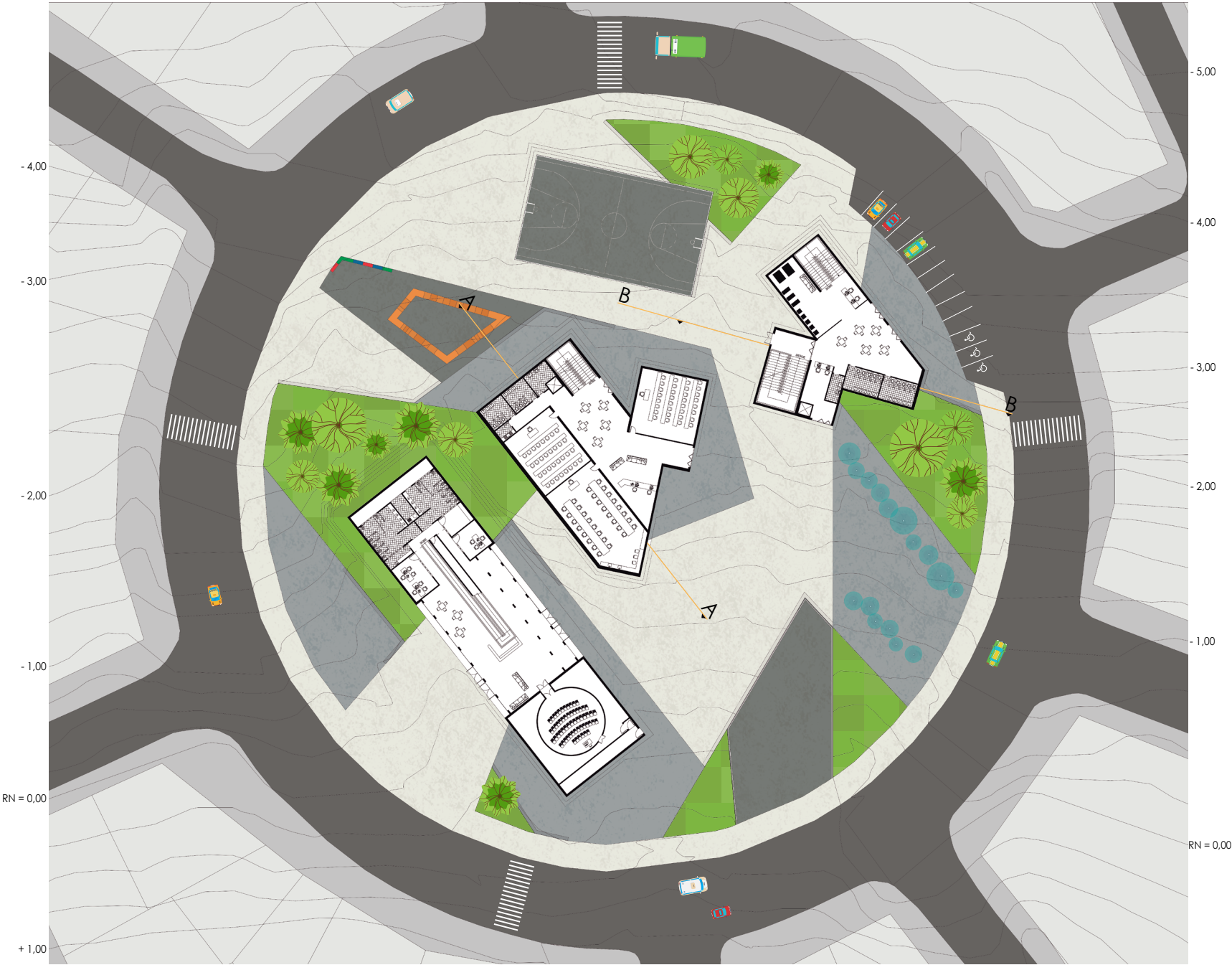
Demolir

Construir



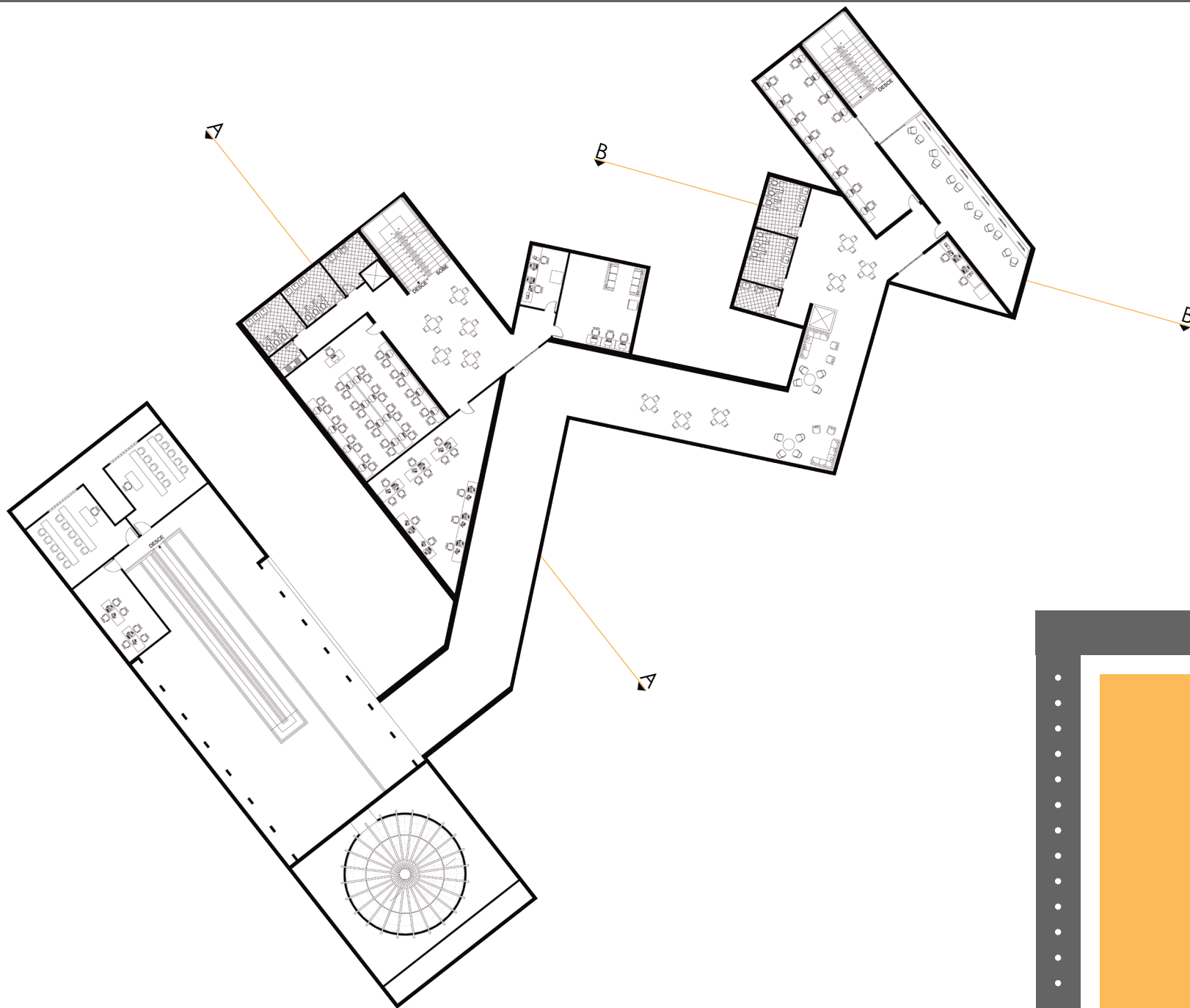


1 10  
PLANTA TÉRREO





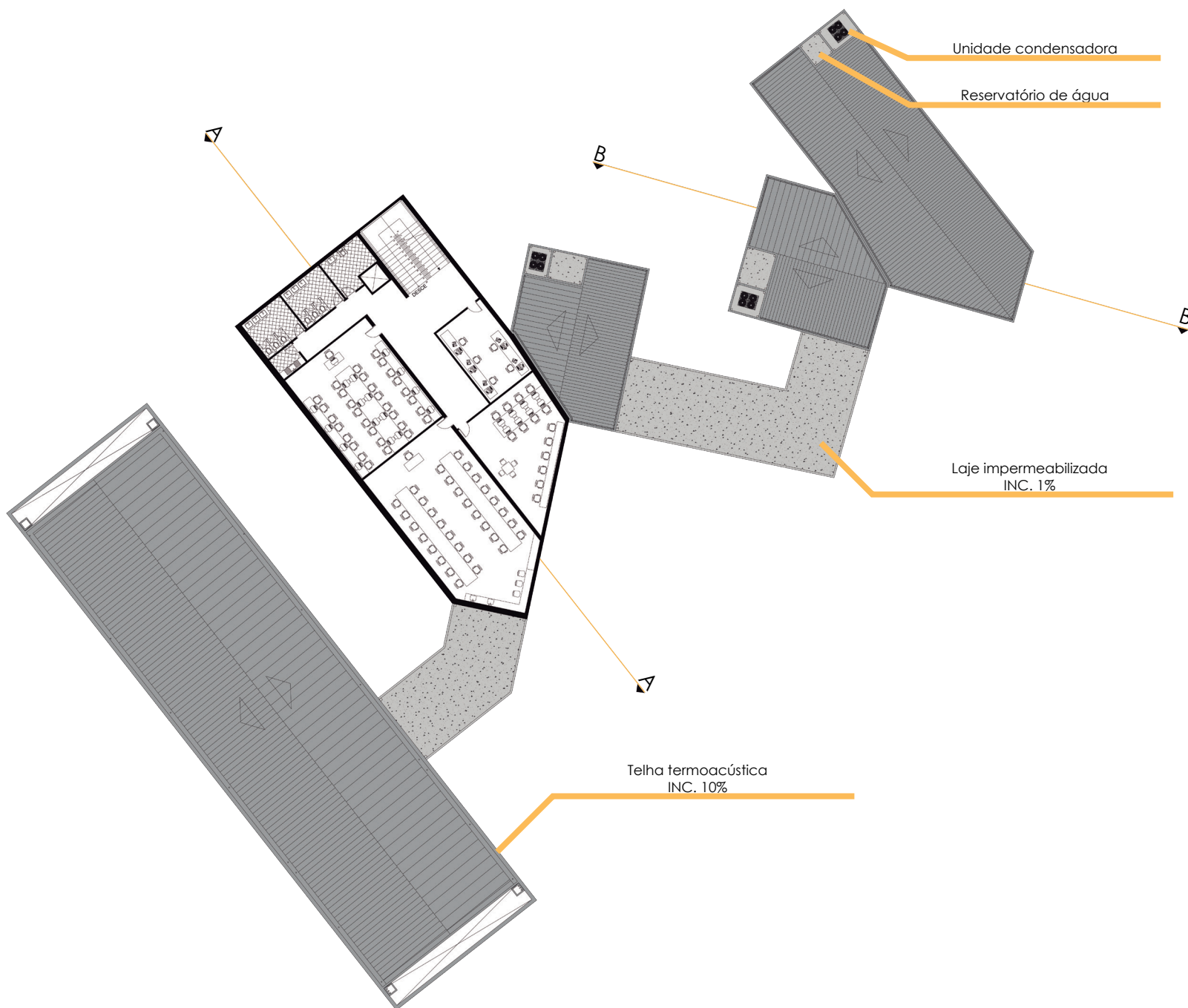
1 10  
PLANTA PRIMEIRO  
PAVIMENTO





1 10

PLANTA SEGUNDO  
PAVIMENTO



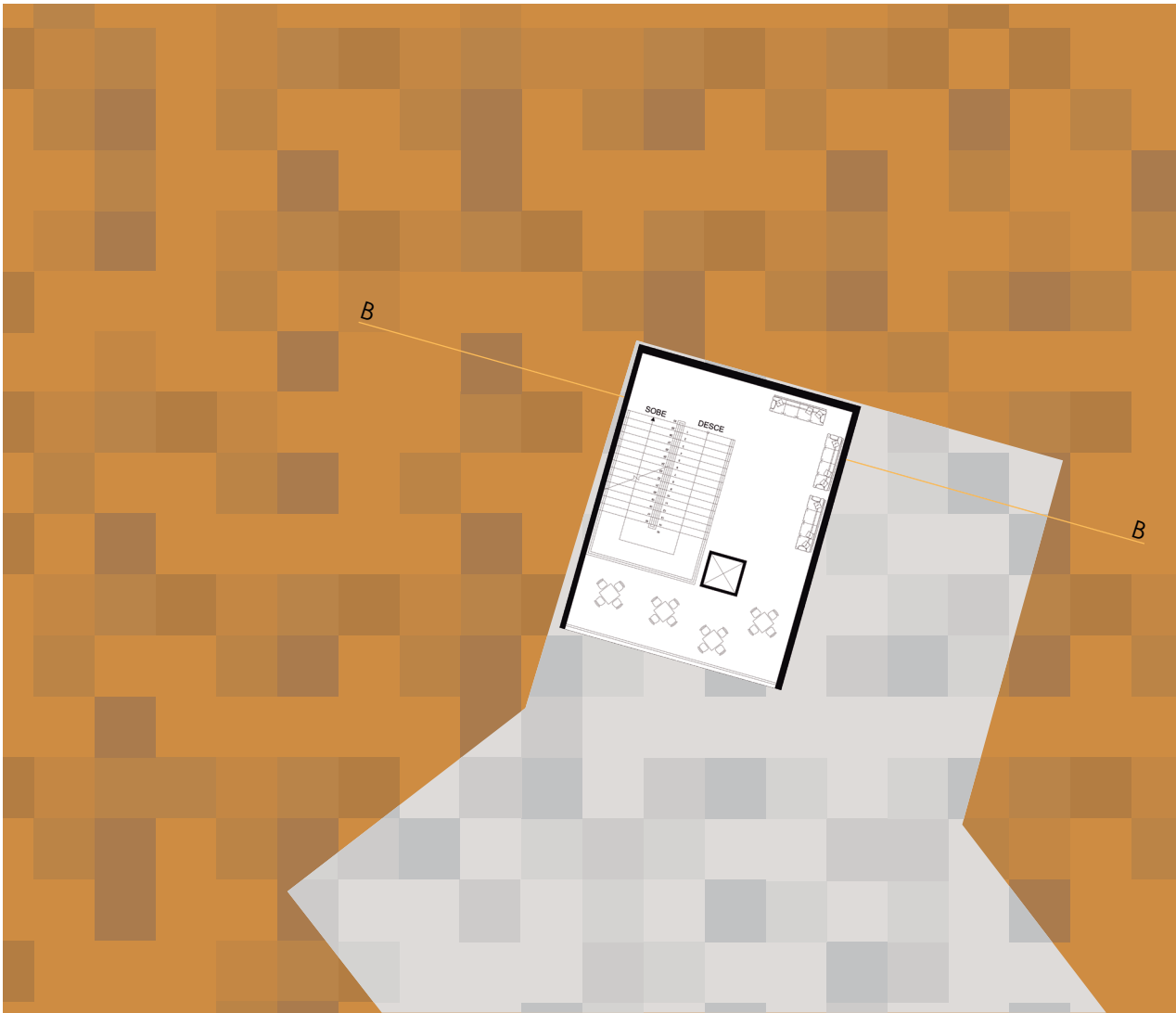
Unidade condensadora

Reservatório de água

Laje impermeabilizada  
INC. 1%

Telha termoacústica  
INC. 10%

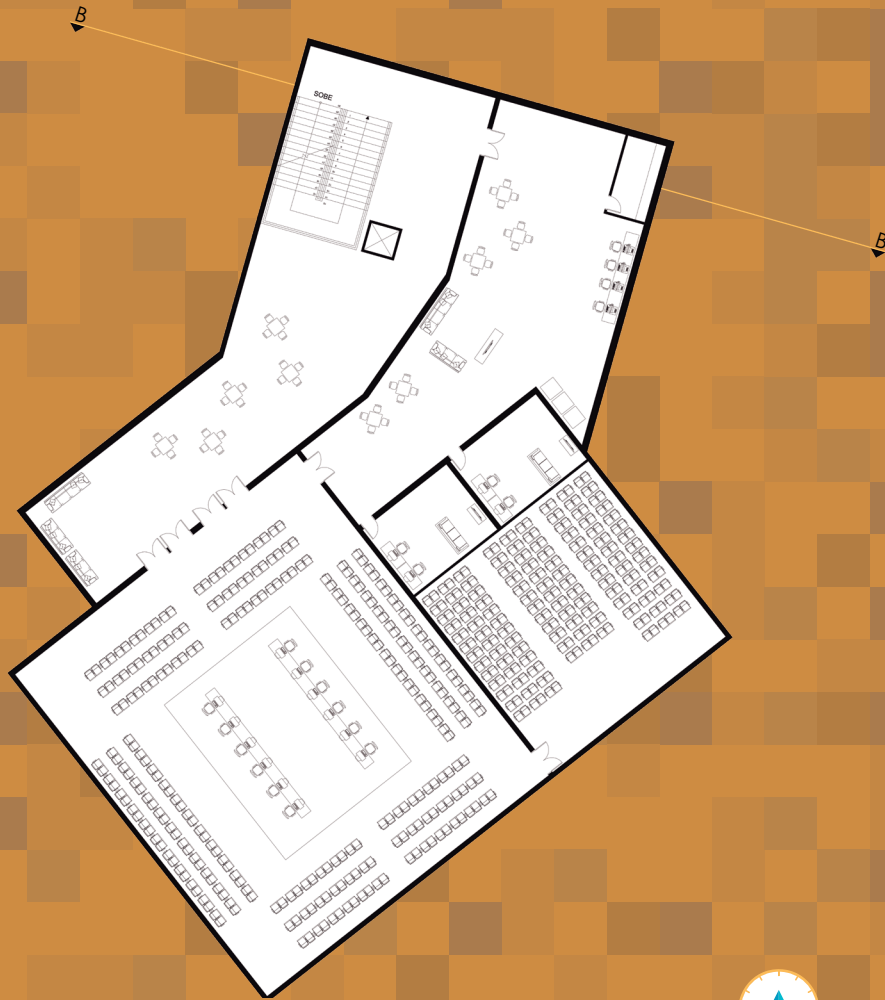




1 10

PLANTA  
PRIMEIRO SUBSOLO

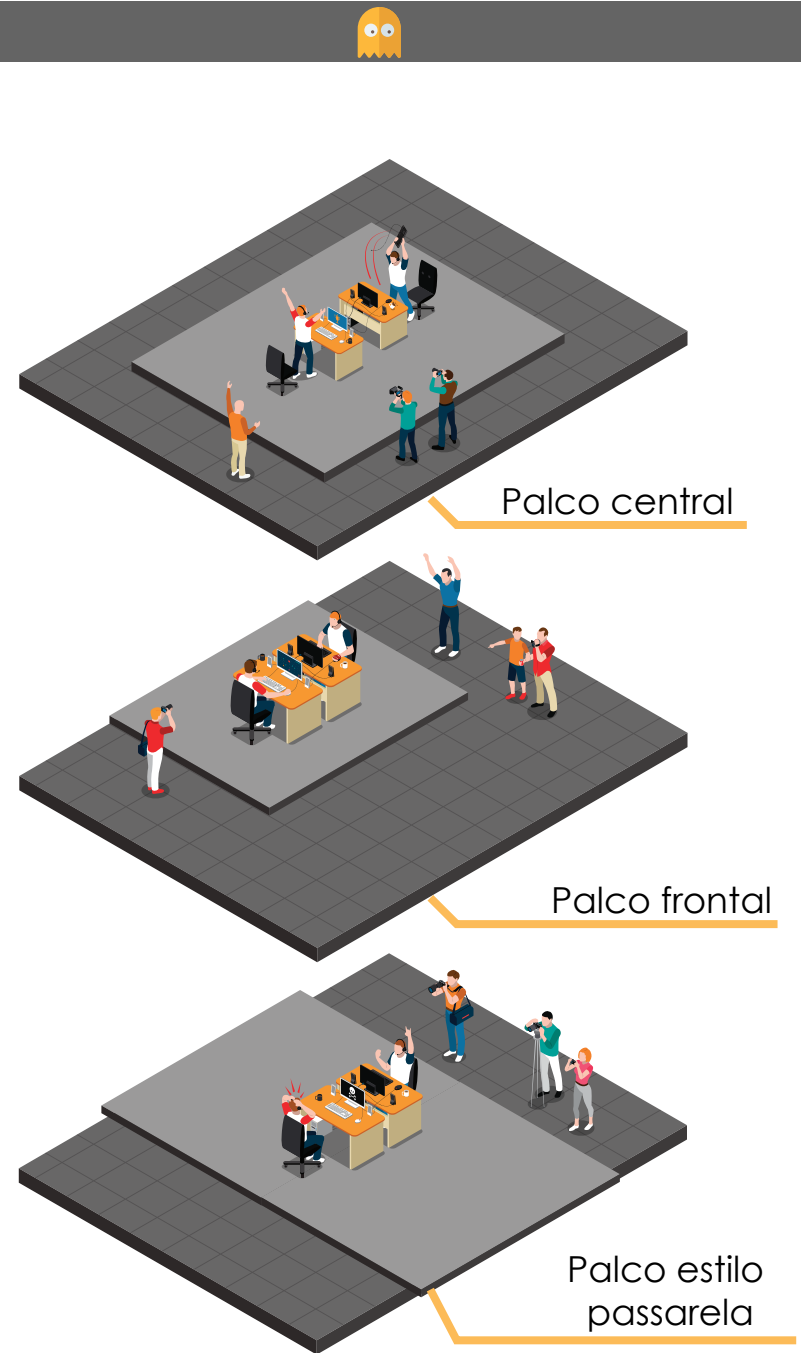
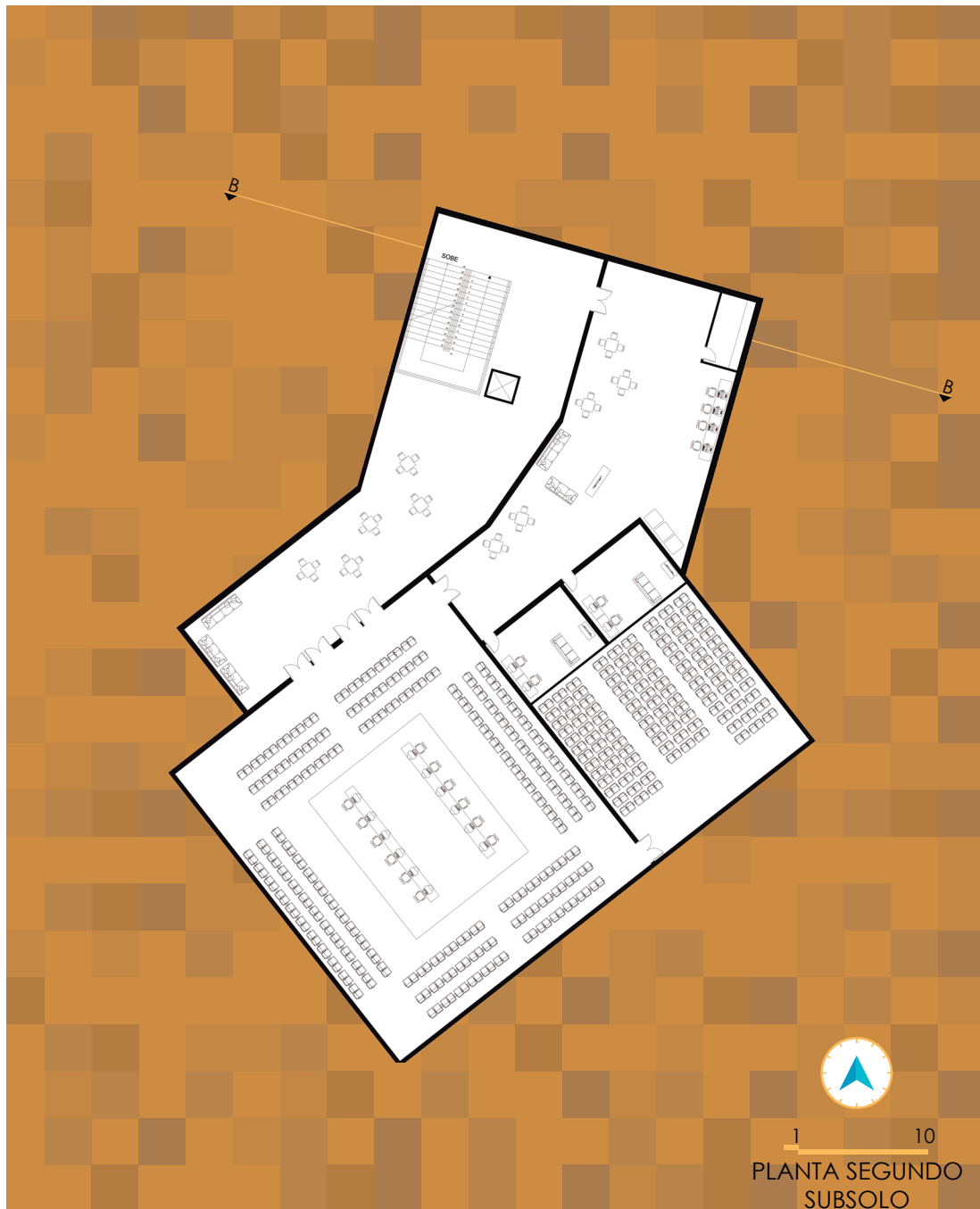


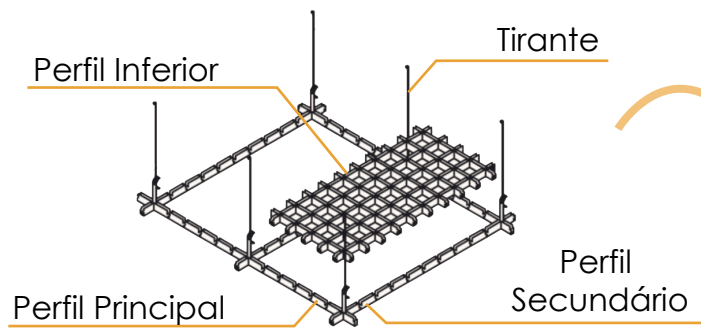


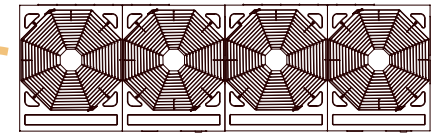
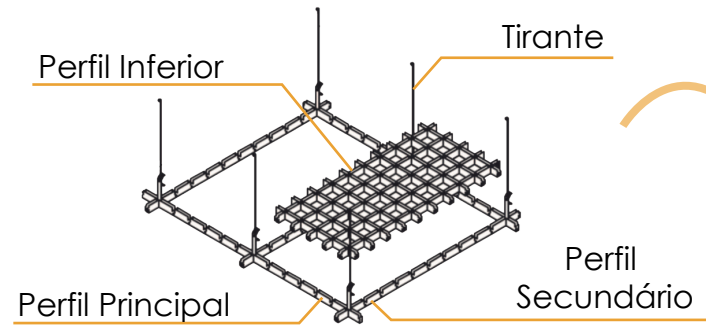
1 10

PLANTA SEGUNDO  
SUBSOLO

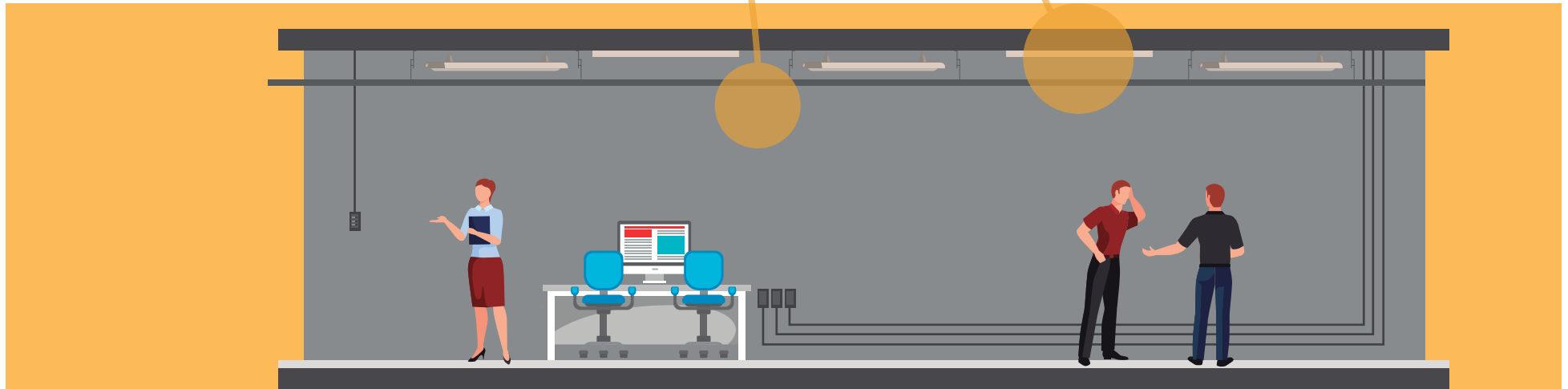


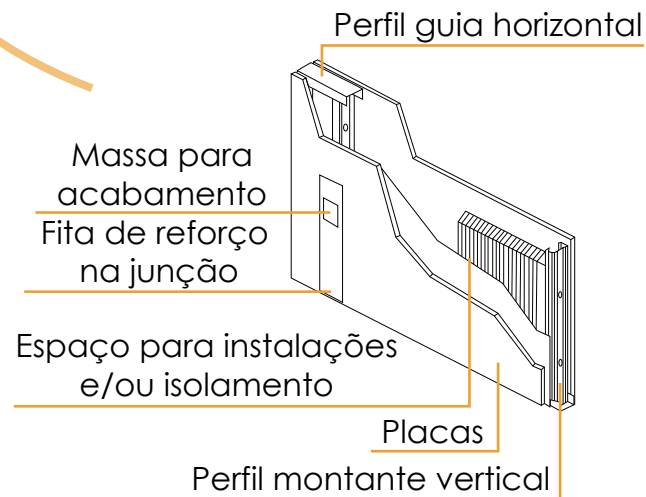
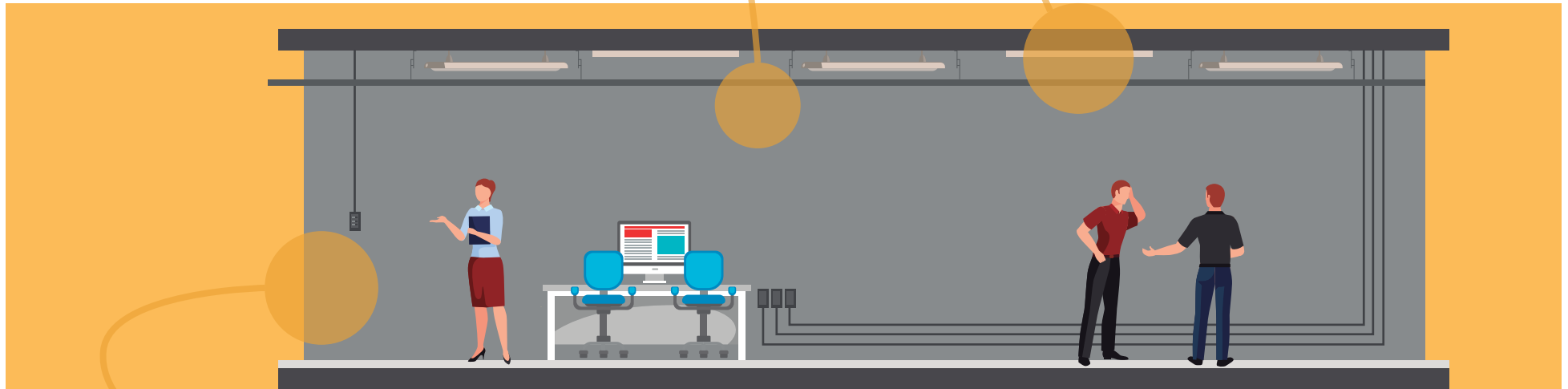
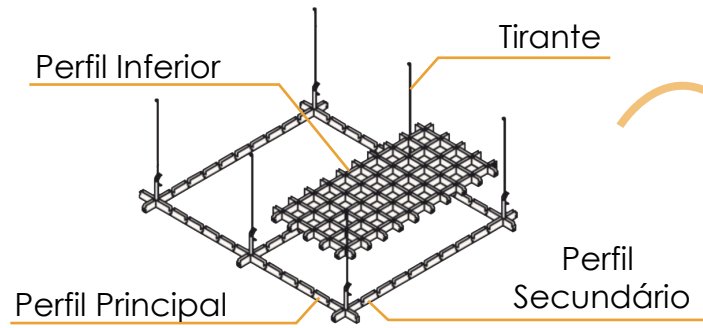


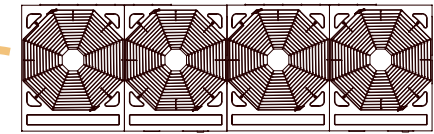
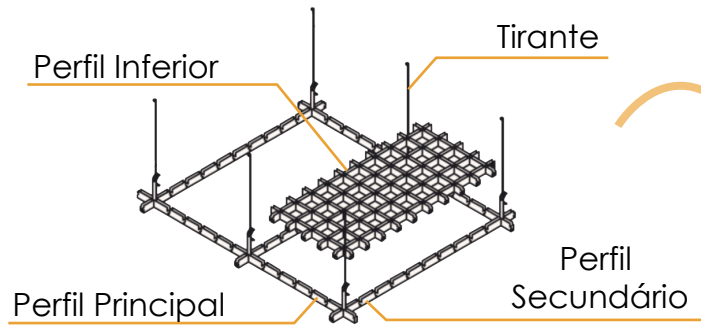




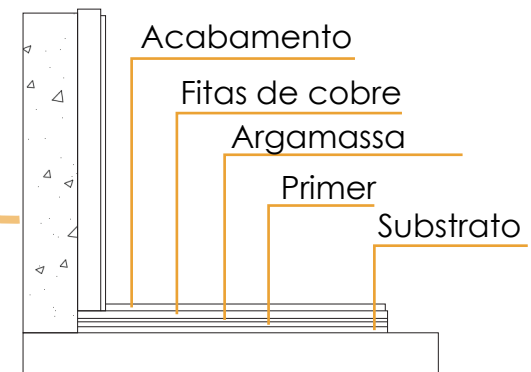
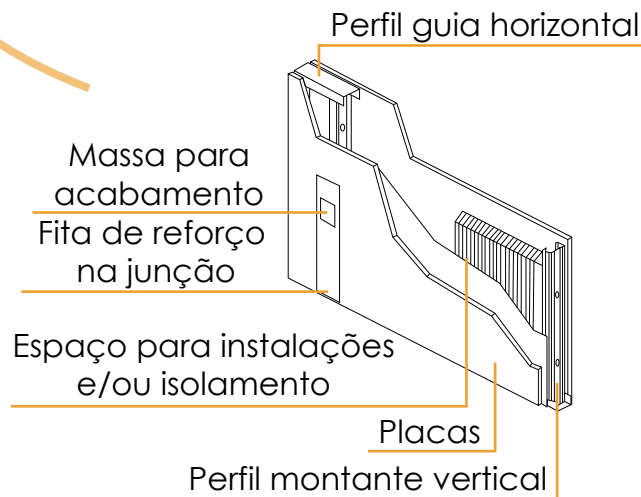
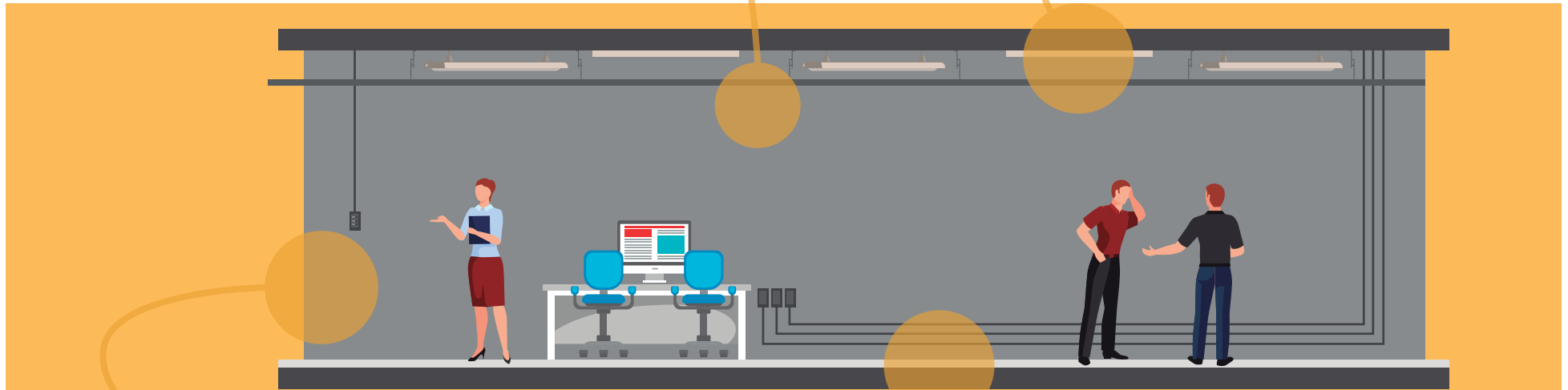
Unidade Condensadora VRF instalada na cobertura do edifício

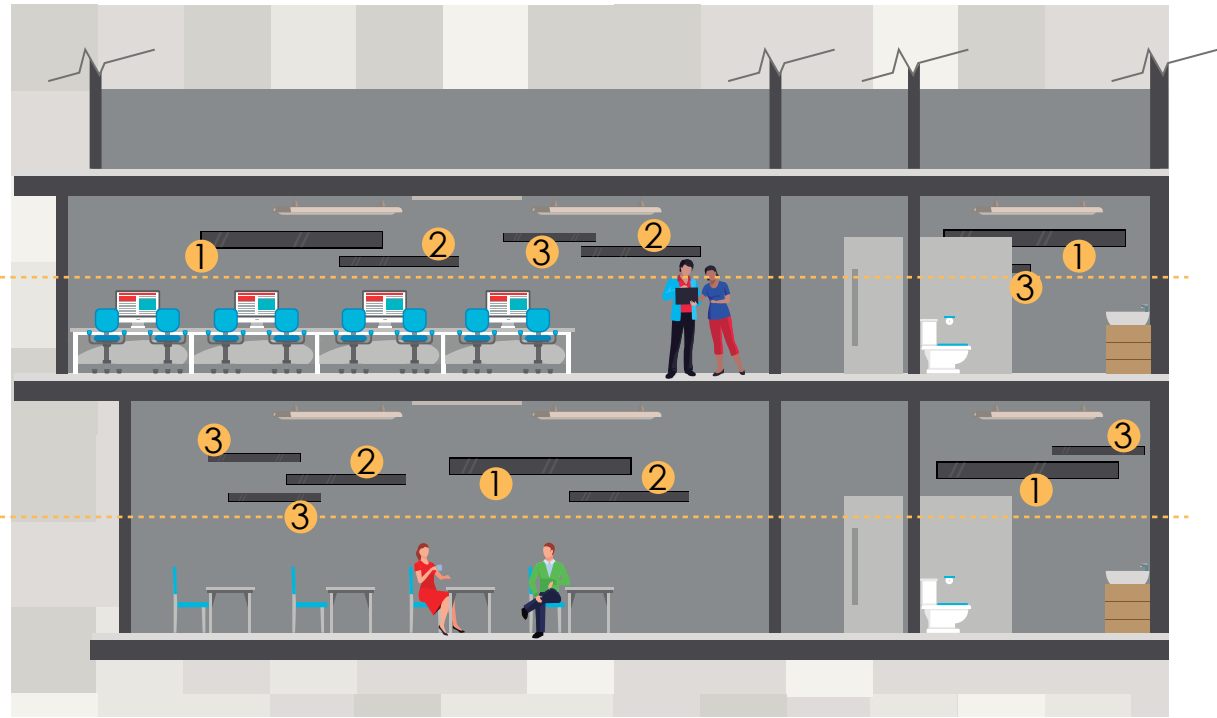
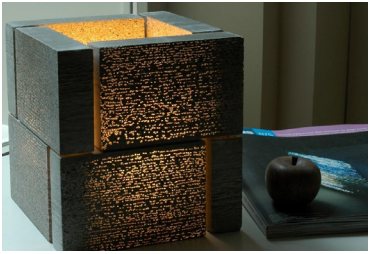


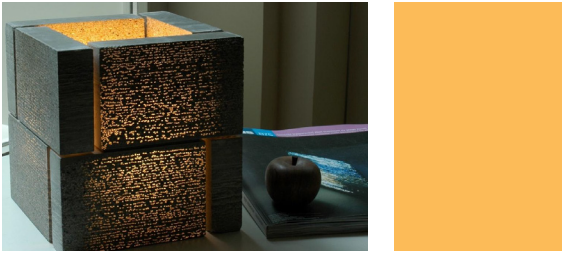




Unidade Condensadora VRF instalada na cobertura do edifício

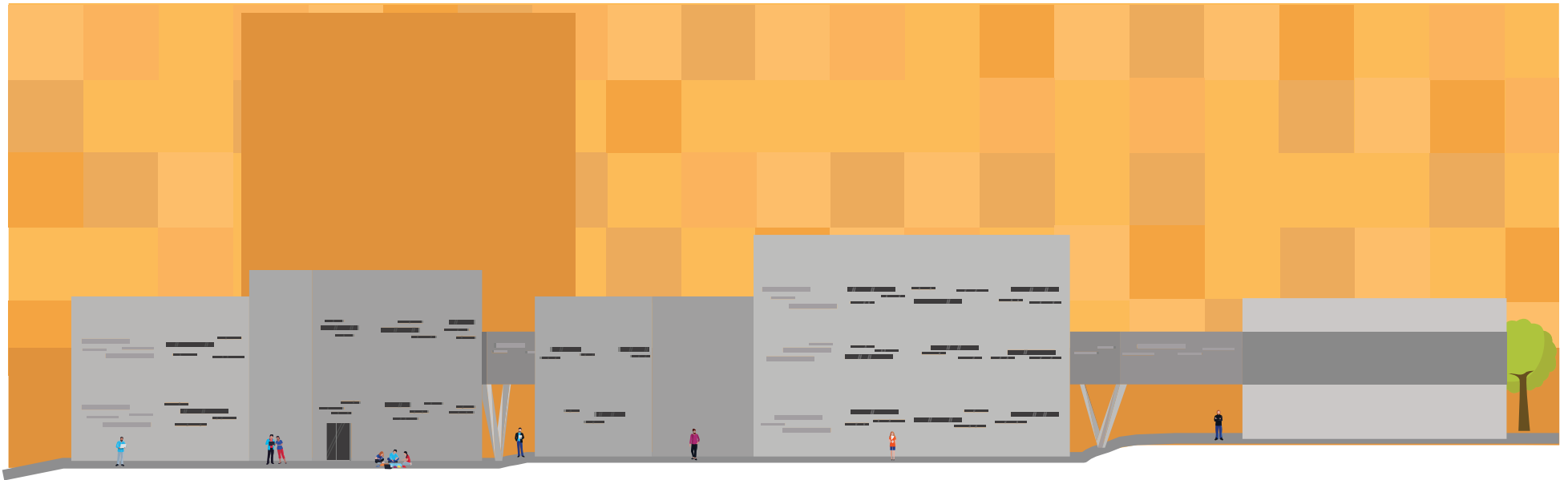
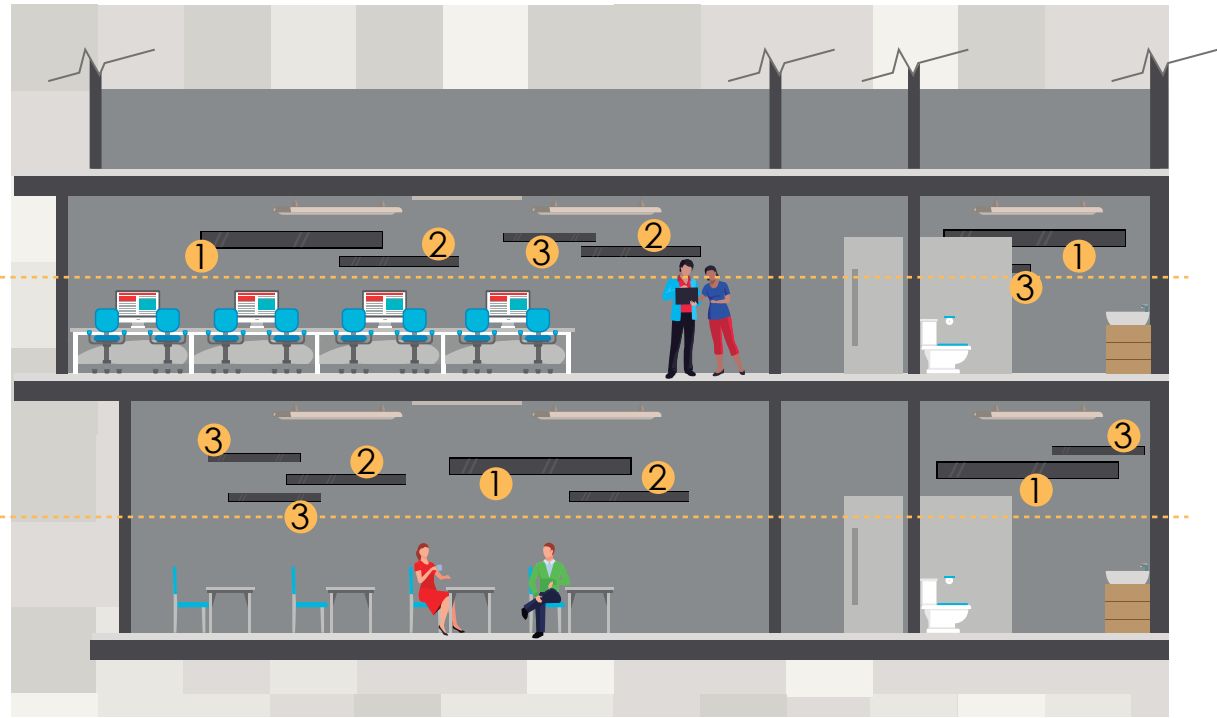






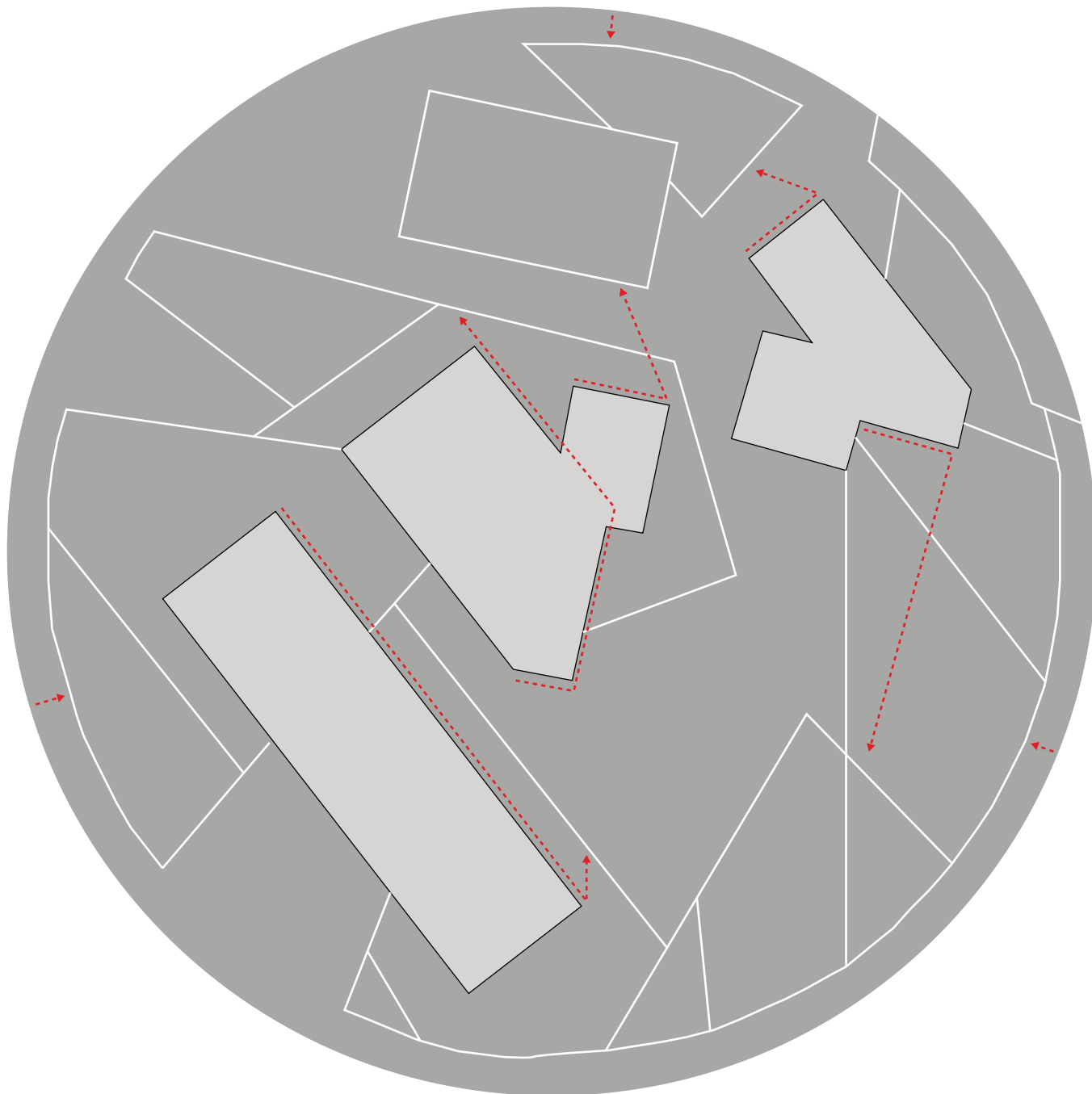
Eixo guia

Eixo guia





Linhas guias  
para traçado

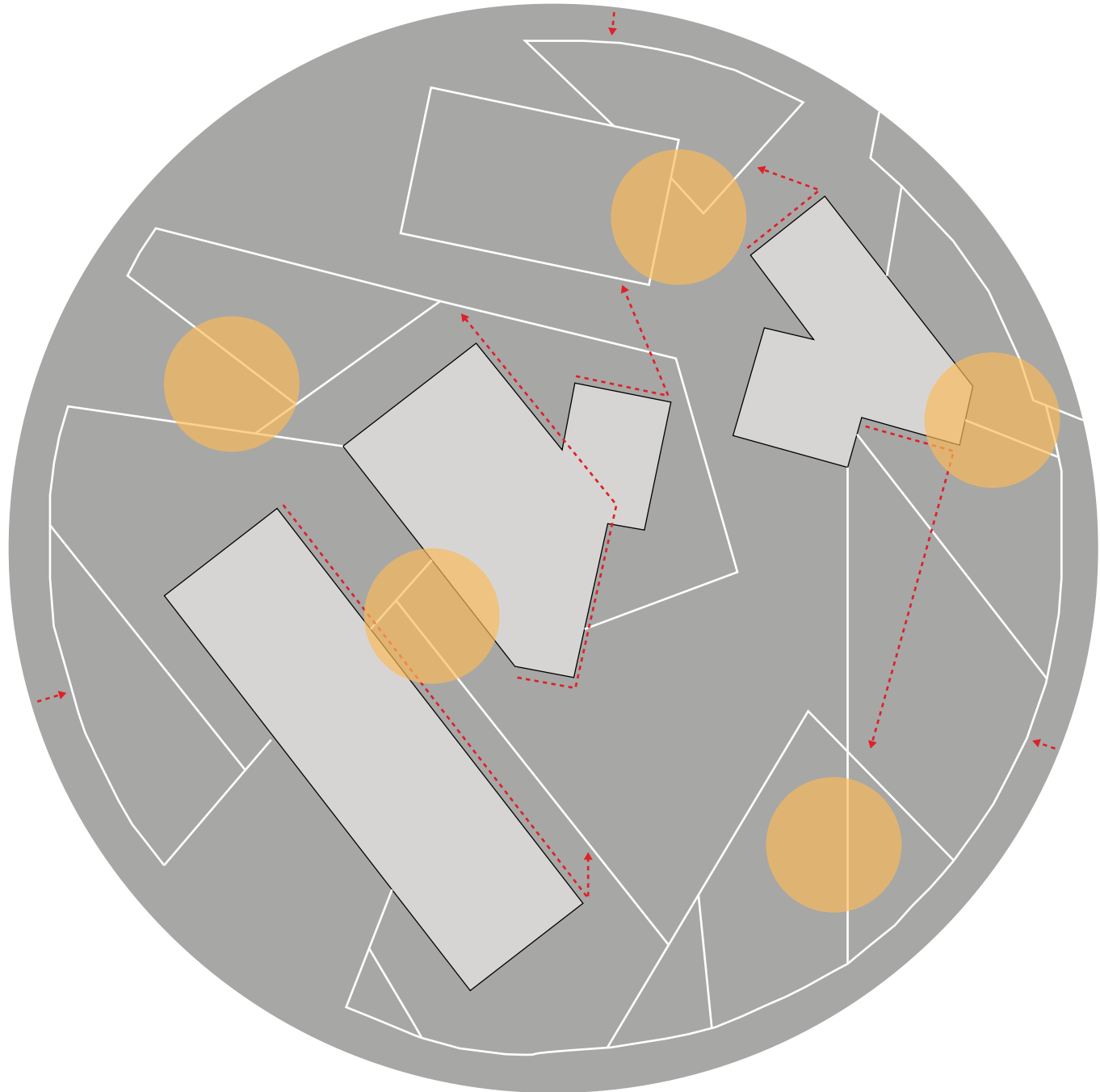
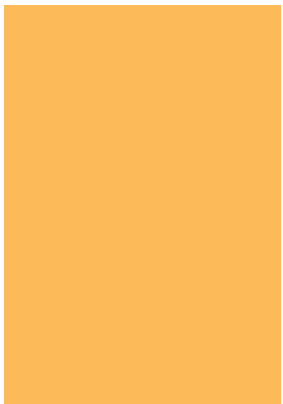






Linhas guias para traçado

Áreas para instalação de bebedouros e lixeiras

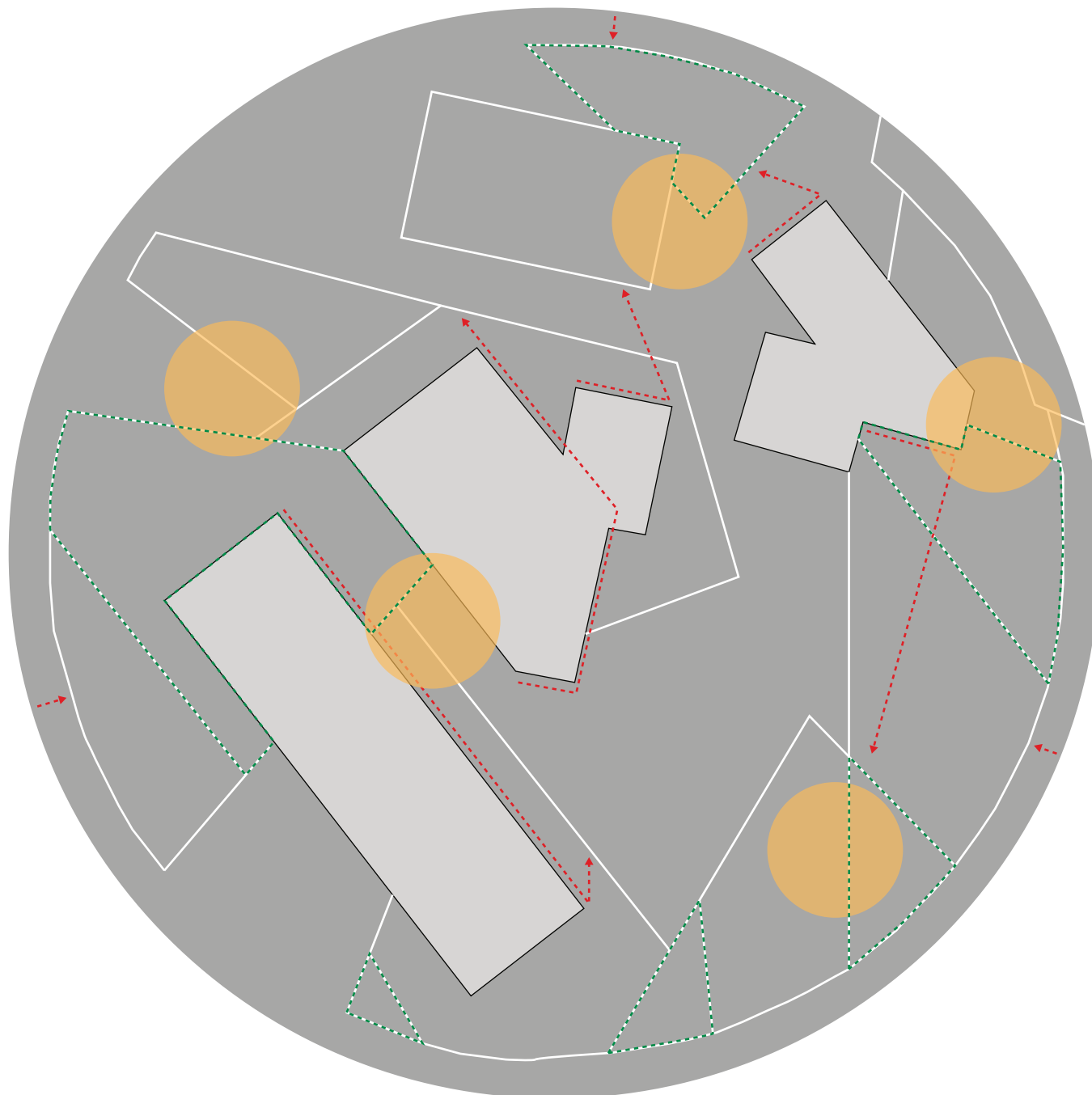




Linhas guias para traçado

Áreas para instalação de bebedouros e lixeiras

Espaços destinados à vegetação





Linhas guias para traçado



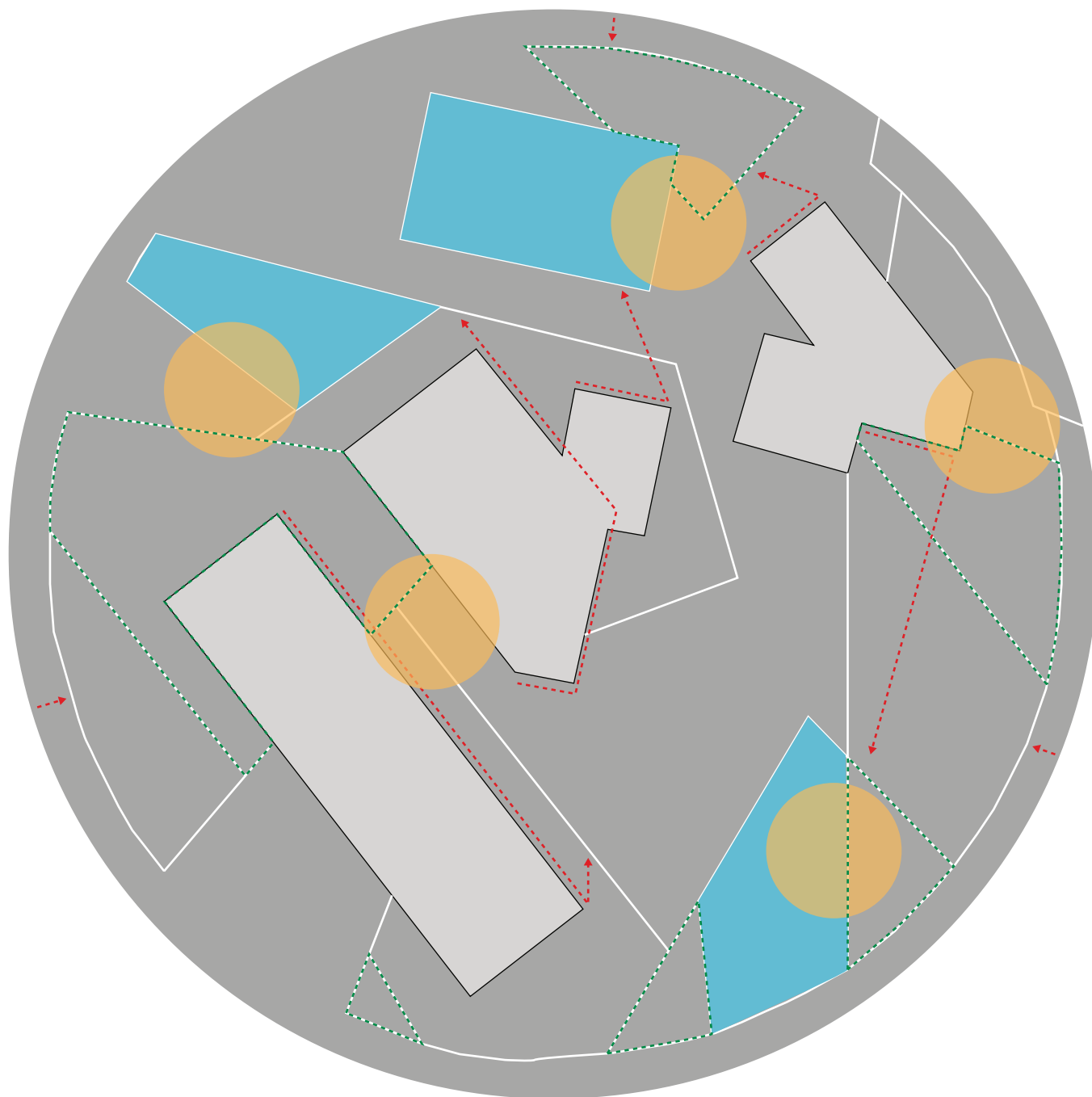
Áreas para instalação de bebedouros e lixeiras



Espaços destinados à vegetação



Espaços destinados ao programa





Inclinação para controle de escoamento

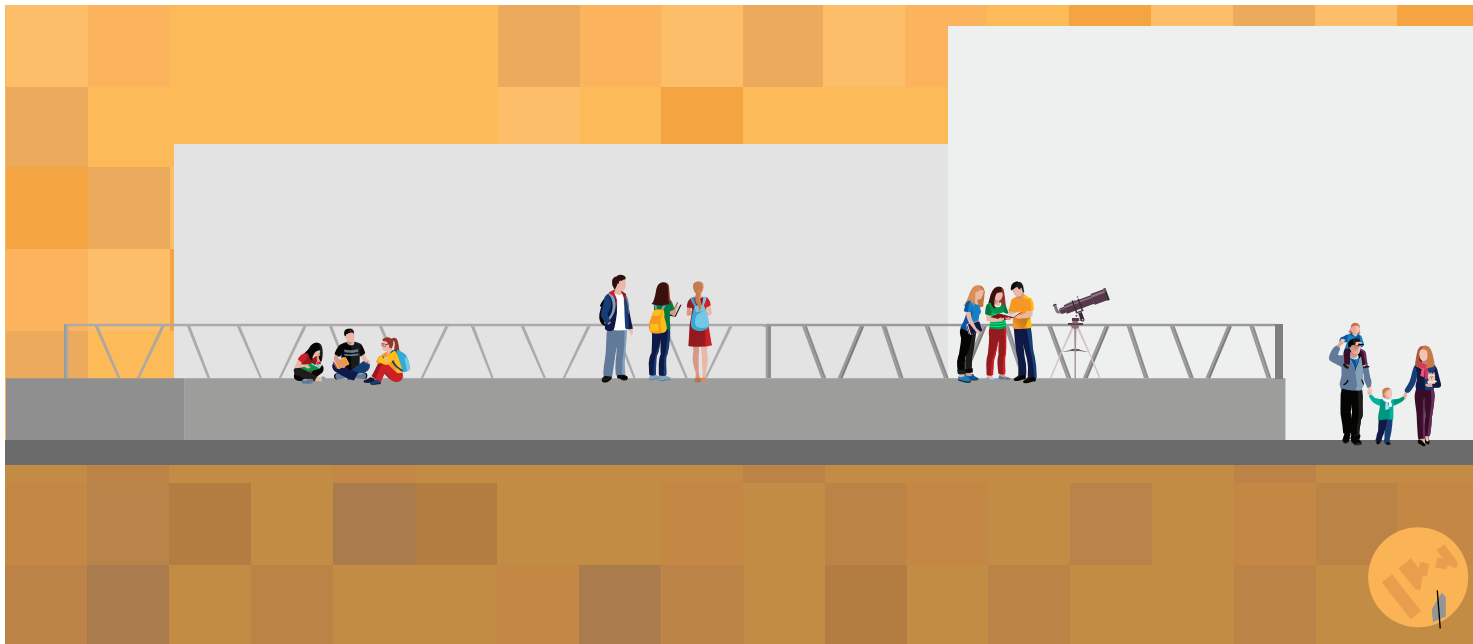
Concreto permeável



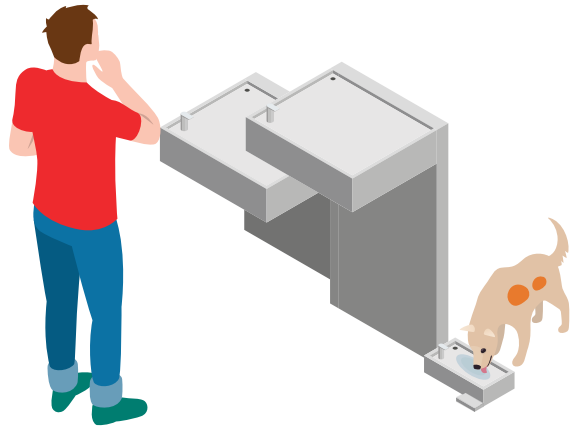
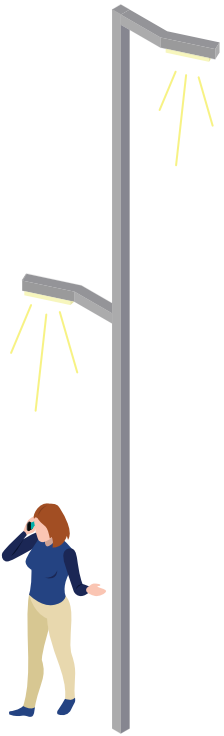


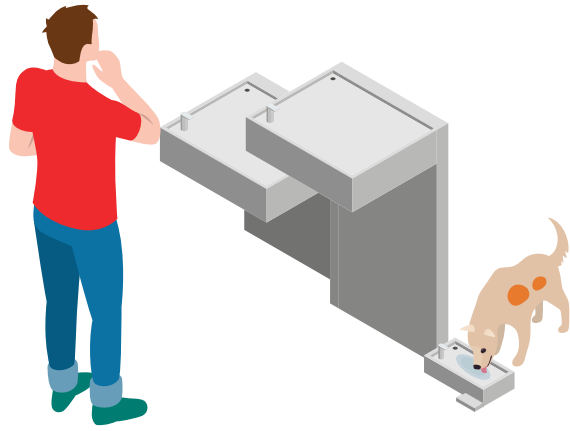
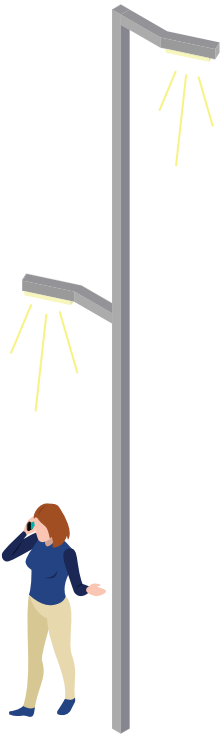
Inclinação para controle de escoamento

Concreto permeável

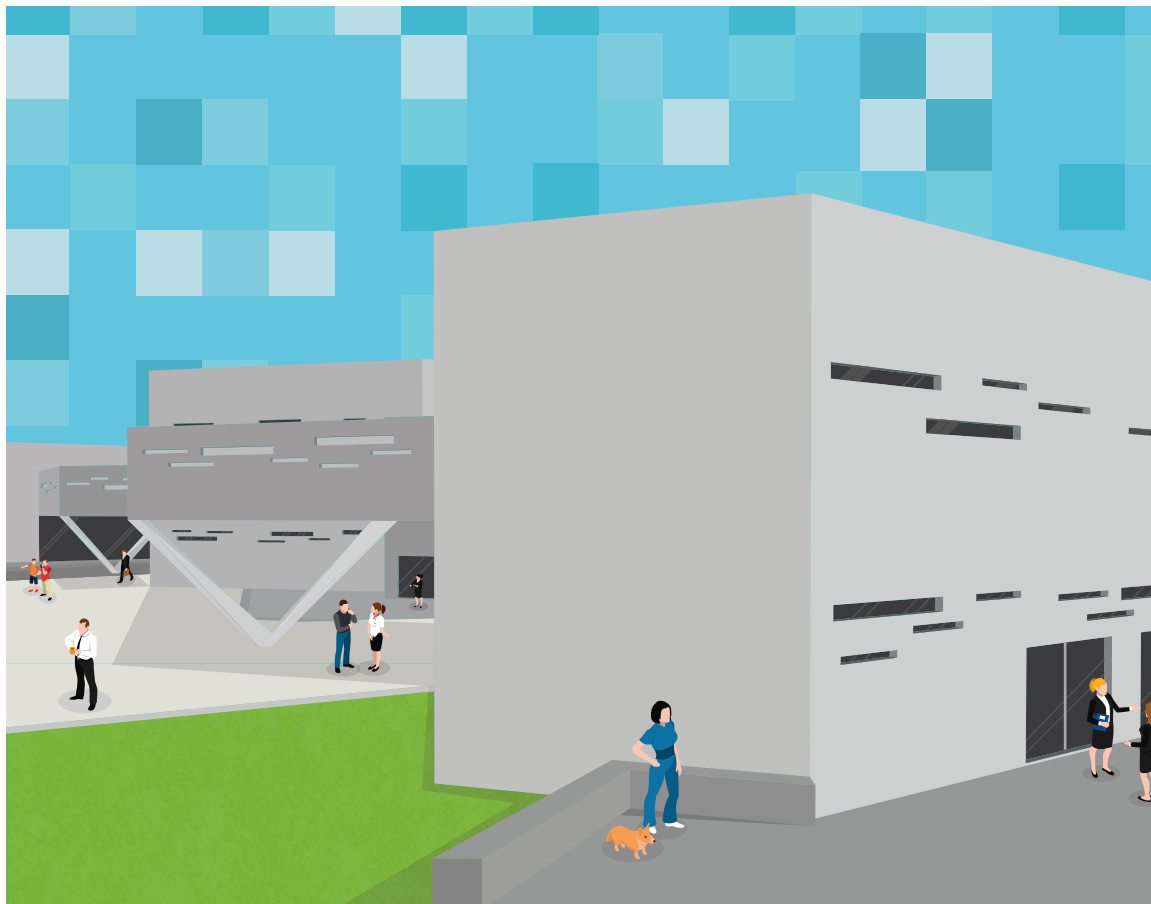
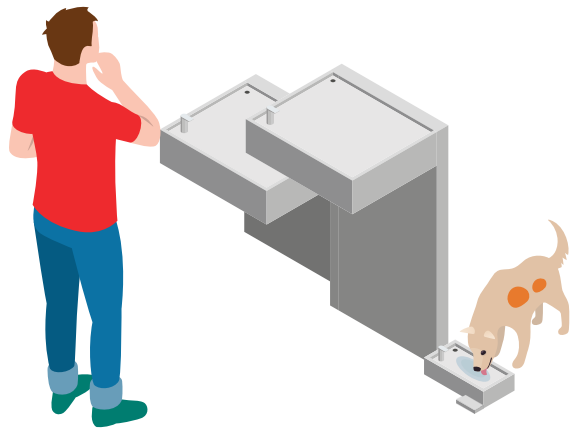
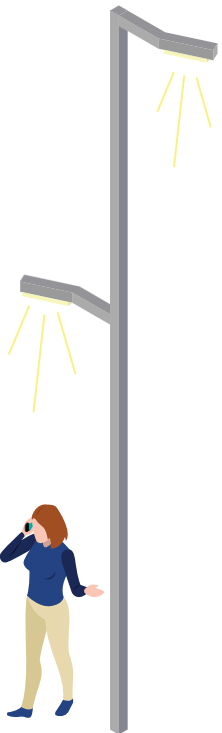


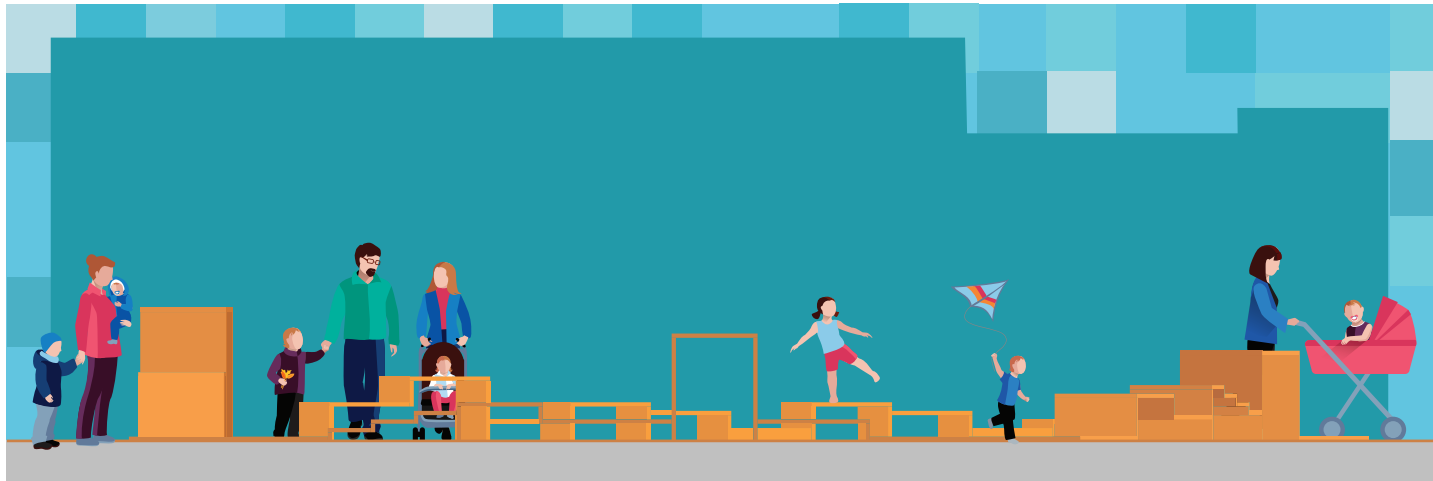


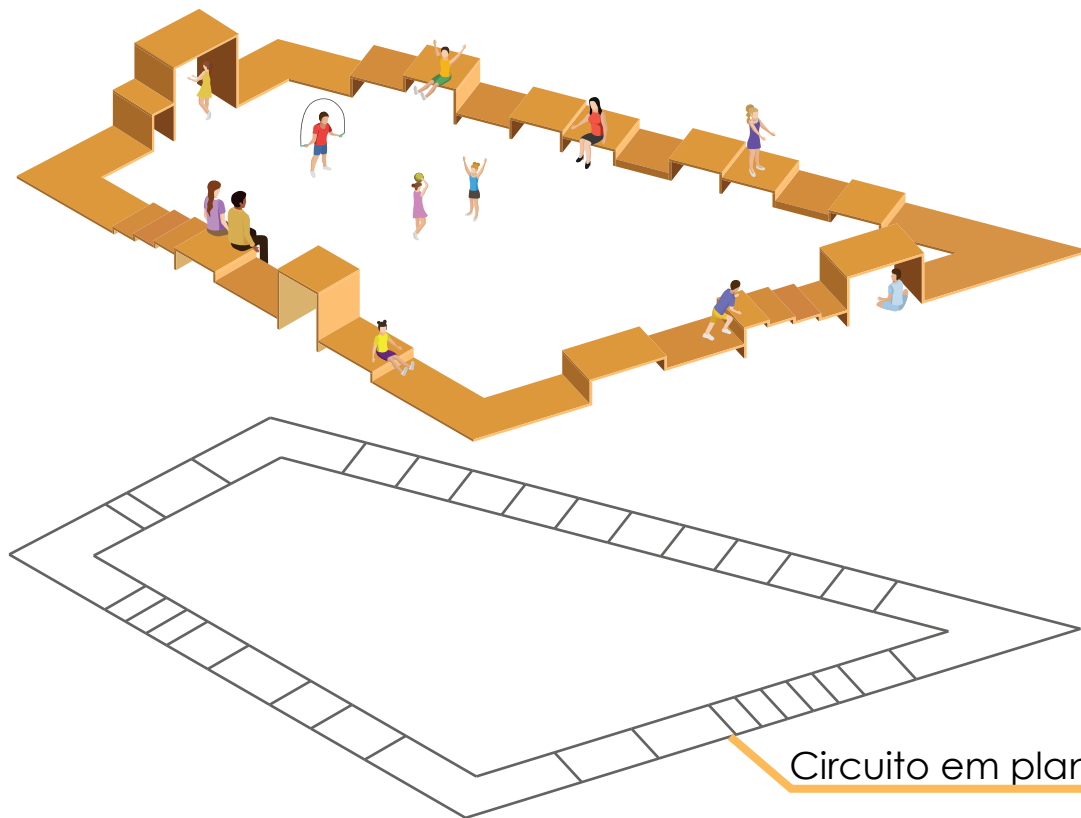
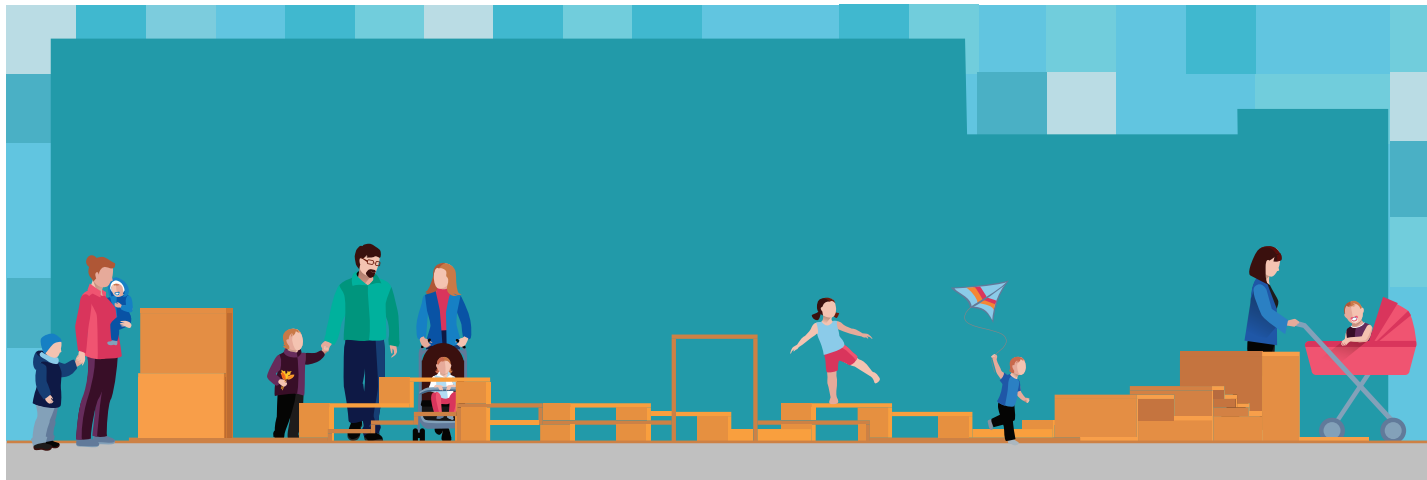






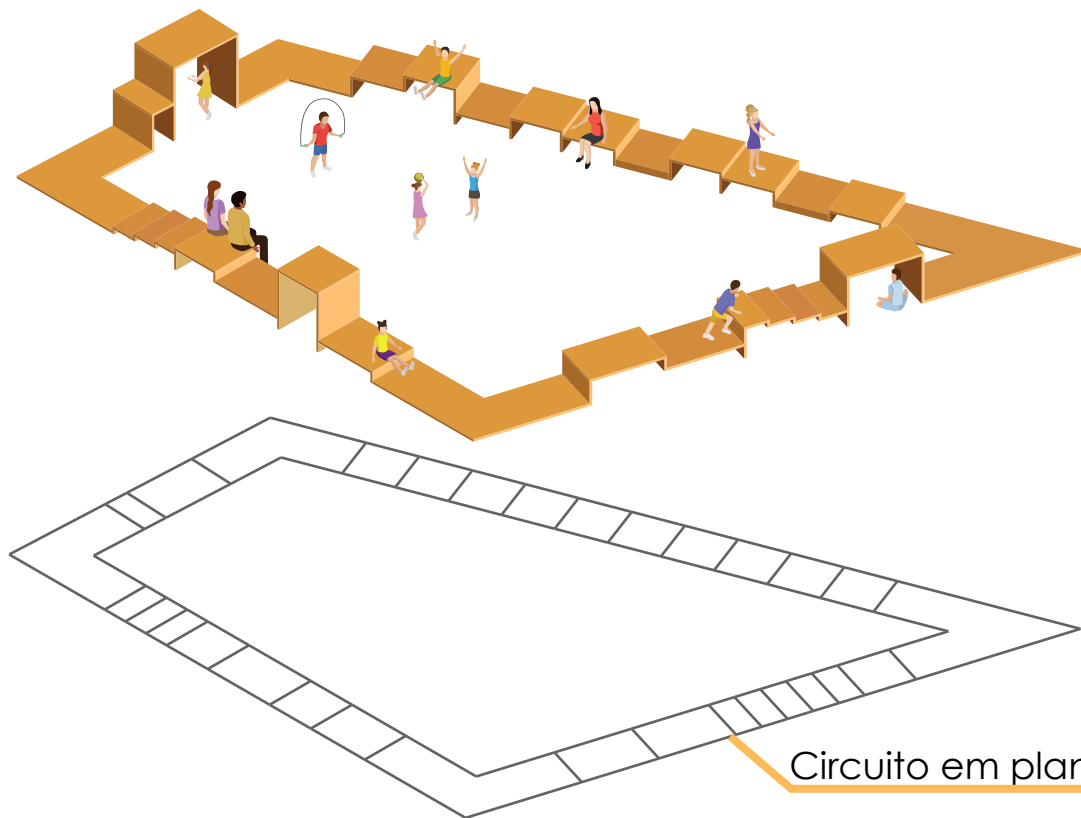
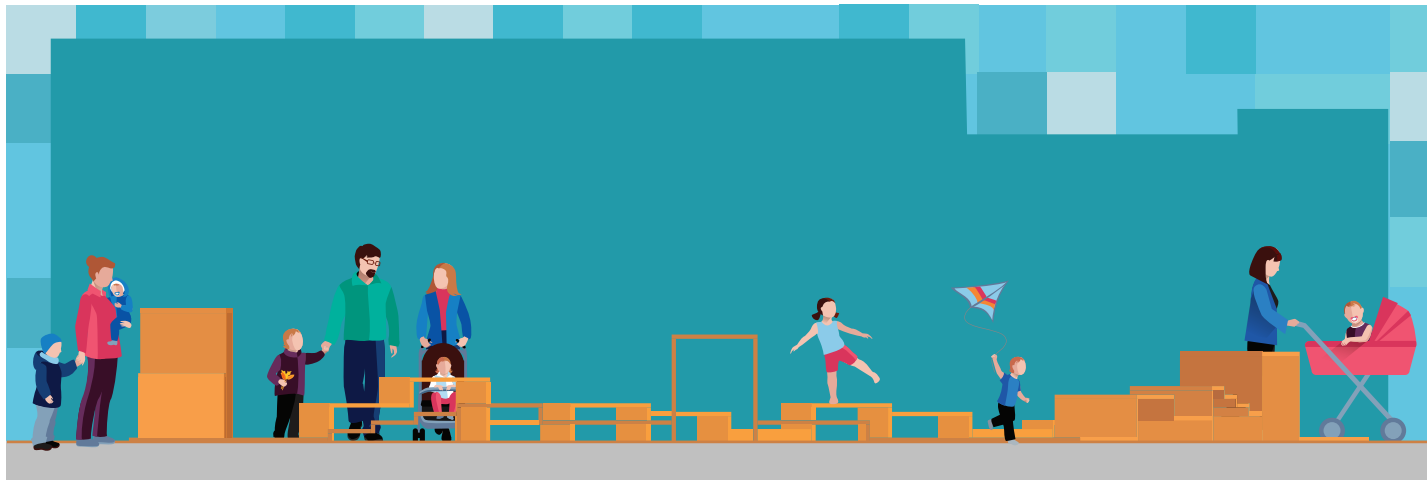




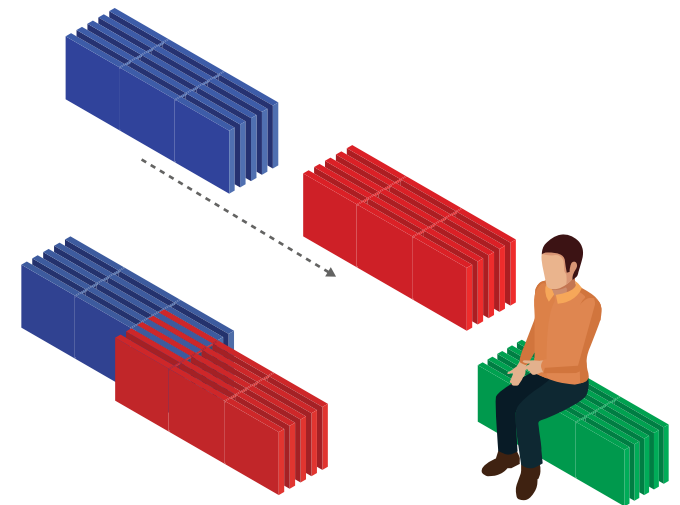


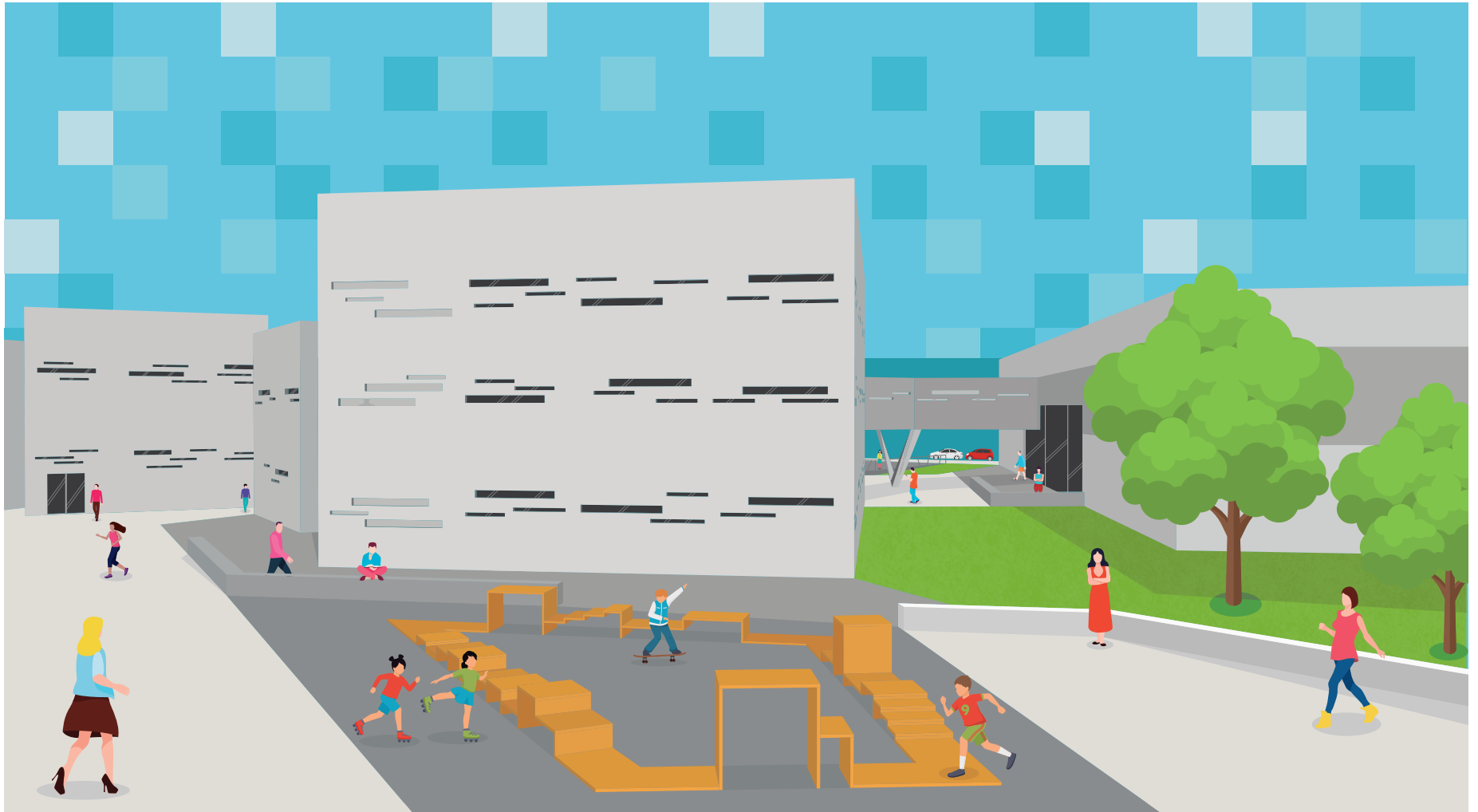
Circuito em planta

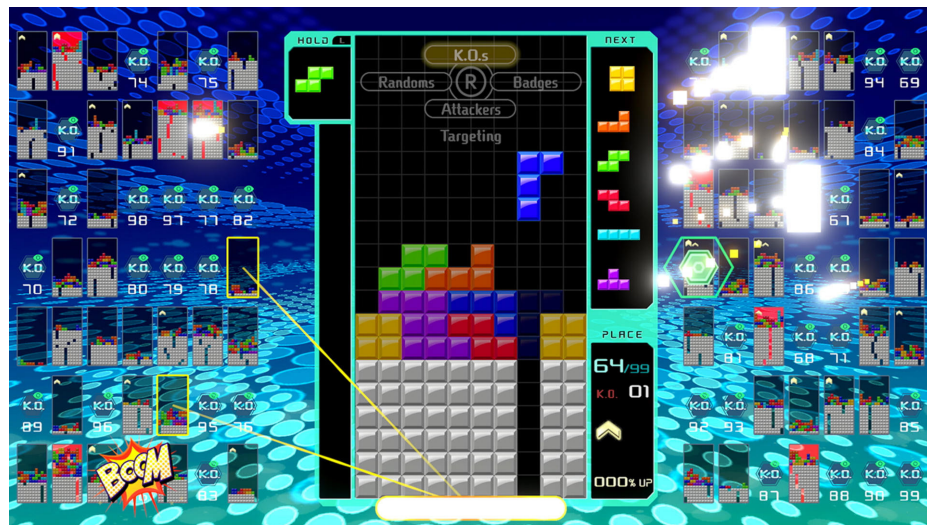
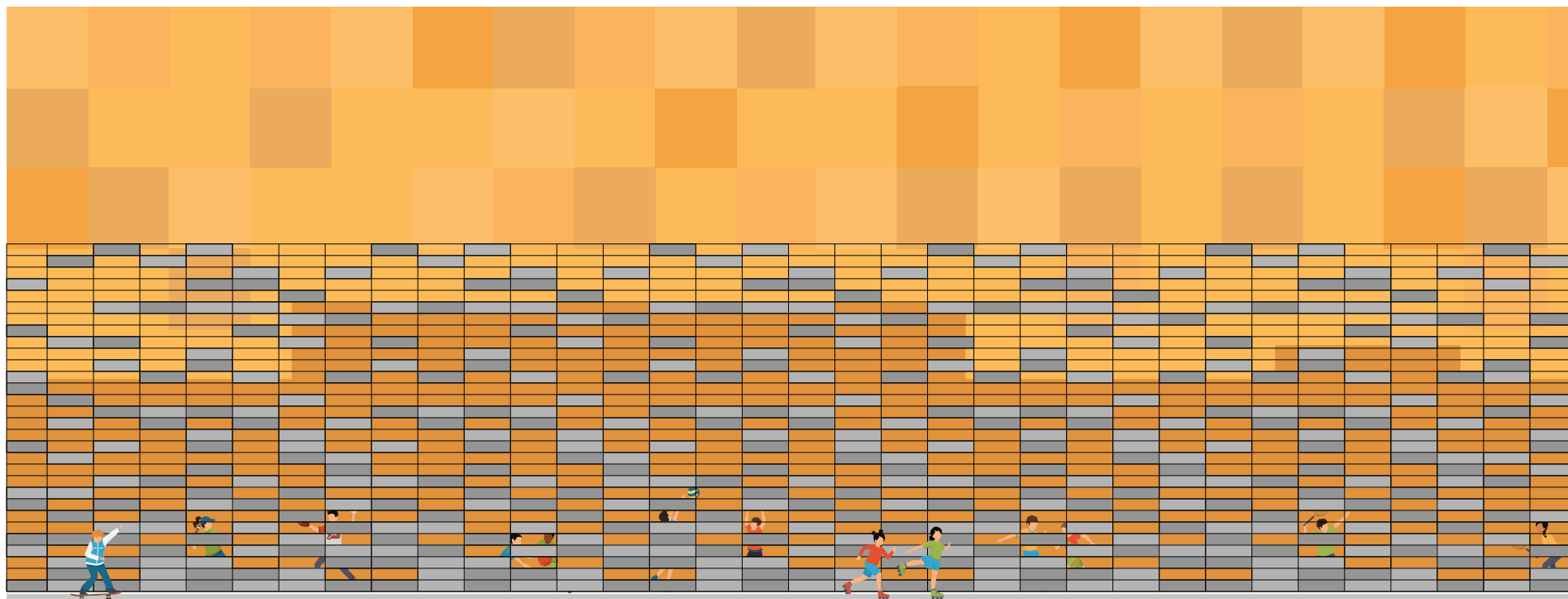




Circuito em planta







Estrutura de sustentação horizontal

Painél Tipo 1

Painél Tipo 2

Guia soldada na estrutura para instalação do painel

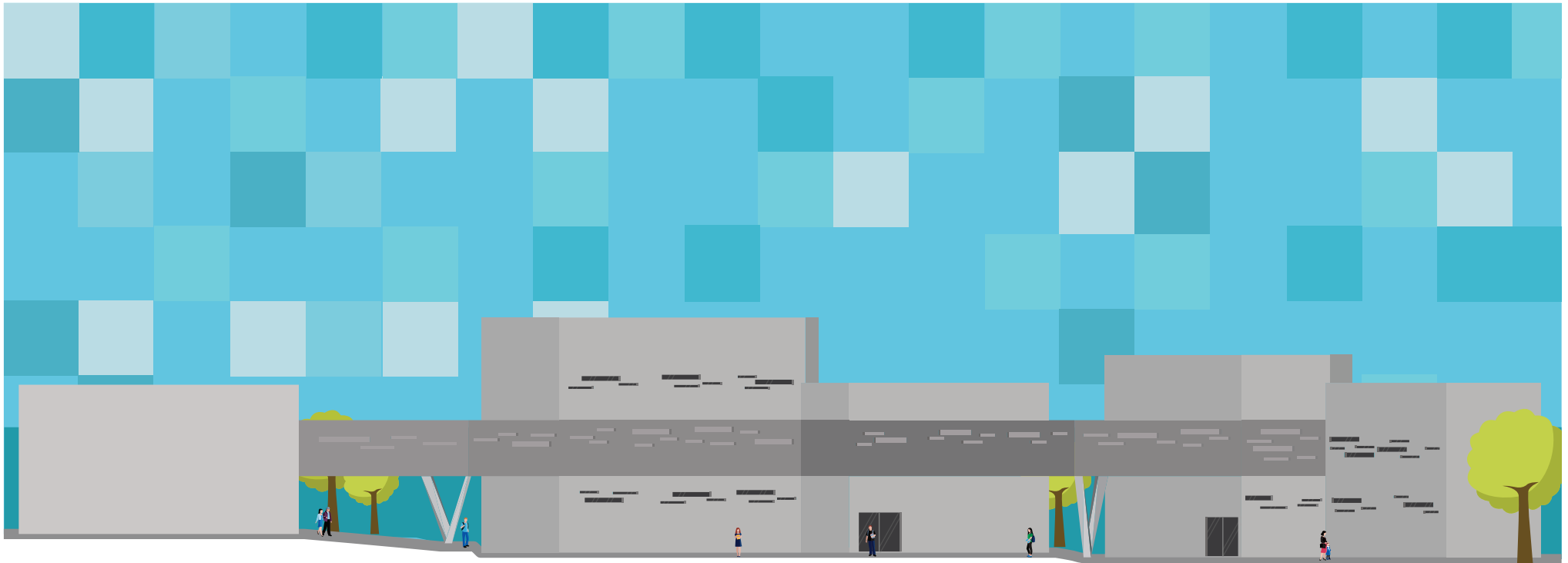






“Na época do fliperama era incrível ver garotos de todas as origens. Negros, asiáticos, brancos, latinos...todos jogando e conversando juntos. Nem deviam saber os nomes um dos outros, mas sabiam que jogavam o mesmo jogo e eram unidos por isso.”

(FIELDS, Christopher. 2018.)





# FIM DE JOGO



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