



## Prisma Geek Space PASSO FUNDO

CULTURE AND TECHNOLOGY THROUGH GAMES



## Summary

**"Prisma: Estação Cultural da Gare"** (Prism: Cultural Station at Parque da Gare), a disruptive space for creative learning, reading and authorship, incorporating print and digital media, which covers literature, education, culture, arts, technology and games. With this initiative, Passo Fundo reaffirms its status as a regional centre for culture, education and innovation.

The project is set in an old railway station (Gare) converted into a **cultural and technological space** located in a historical site of the city. It is characterized by the accentuated focus placed on technology—in particular, in

computing—, video games, science fiction, and fantasy.

It has a permanently updated collection of board games, role-playing games (RPGs), cards, electronics, computers, tablets, 3D printers, robotics kits, children's, youth and adult literature, digital and printed newspapers, comics and manga.

This collection aims, on the one hand, to promote games **creative actions**, be they individual or collective practices, in accordance with the peculiar aspects of the contemporary world; and on the other, to boost **dialogue between different areas of knowledge**, from the

perspective of interdisciplinarity, leisure, and entertainment, developing a broad concept of narrative and digital culture based on the triad: education-culture-technology, all through geek culture.

**City:** Passo Fundo  
**Country:** Brasil  
**Inhabitants:** 206.103  
**Topics:** culture and leisure, games, recreation-educational centres

# Context

Passo Fundo is the largest city in the north of Rio Grande do Sul and features one of the state's most important economies. The city is also known as the "Capital of the Middle Plateau", "Capital of the North" and the **"National Capital of Literature"**, the latter due to the high reading rates.

The city has a population of **206,103 residents** (Brazilian Institute of Geography and Statistics, 2021), of which 20.15% are between 0 and 14 years old, 69.55% between 15 and 64 years old and 10.35% between 65 and 80 years old (Sebrae RS, 2019).

In economic terms, education and healthcare form two fundamental pillars in Passo Fundo; trade and tourism are also important sectors in the city.

For its part, the Parque da Gare is a place for leisure, sports and culture that attracts all kinds of people. The "Prisma Espaço Geek" located in the park is also an inclusive space, reaching children, adolescents and adults not only from Passo Fundo but also **from all around Rio Grande do Sul and other parts of Brazil.**



# Goals

- Reaching different audiences, not only individuals, but also organized groups, in tune with geek culture and digital culture, in favour of training contemporary readers.
- Creating didactic content for the different social networks in the space (Website, Facebook, Instagram, YouTube and Twitch).
- Developing narrative experiences that encourage users to immerse themselves in the creation, production and authorship processes.
- Developing alliances with institutions of different nature.
- Creating narrative experiences that help young people and adults to enter the labour market.



# Metodology

The project is based on “Creative Learning”, a theory that calls for creative thinking - the Creative Thinking Spiral - based on four methodological principles, also known as “**the 4 Ps of Creative Learning**”: **project, passion, peers and play.**

- **Projects** offer a variety of narrative experiences in learning contexts in which the participants, i.e., the adventurers, are involved in questions, research and resolving the problematic vectors of narratives, reading and authorship in different media.
- The creation of narratives to arouse **passion** among adventurers, understanding that this happens when they dedicate themselves to what interests them and what represents their identity.
- The work in **peers**, because to a greater or lesser degree, a conversational partner is needed to form language, to craft a narration.
- Finally, the **play** is essential, as in each narrative experience the adventurers have to create their own path for learning and authorship.

Thus, “the 4 Ps of Creative Learning” take shape in **different educational experiences**: adventures, excursions, thematic events, Prism calls, conversation circles, teacher training sessions and authoring educational material in different media. And they are distributed in **different spaces**, among them: *the Arena* (digital games), *the Dungeon* (role-playing games, cards and board games), *the Forge* (creation space dedicated to programming and robotics) or *the Tower* (environment focused on the Arts and Literature, made up of a collection of printed and digital reading), among others.



# Evaluation

“Prisma Geek Space” opened in 2020, in the midst of the pandemic, with the added challenge of reaching the community within the context of healthcare and mobility restrictions. Starting in August 2021 the initiative started offering in-person sessions while respecting all valid healthcare measures. In addition to the **daily adventures**,

the space launched five thematic **events** aimed at schools, universities, teachers, and NGOs. “Prism” also participated in **events in Brazil and abroad**, such as the 35th International Guadalajara Book Fair (Mexico).

From the moment that “Prism” effectively opened, the space has

already received more than **10,000 adventurers** who have participated free of charge in the more than **13 adventures available in the catalogue**, in addition to the **12 annual editions of events**, the expedition-vacations and the **six specific expeditions** for groups of adventurers, according to their ages.

# Future proposals

In 2023, and more specifically in the second half of the school year, the six **expeditions for organized groups** will begin, which will consist of several adventures, allowing the group of adventures to journey through different environments, exploring and experiencing narratives in different languages and in different media.

Another proposal for the future is to **set up more networks aimed at generating interaction and sharing actions, at local, national and global level**, helping to train contemporary readers on highly diverse contexts and spaces, promoting education, reading and authorship as practices of civic responsibility and humanization in line with the demands of an ever changing world.



# Contact

**Organisation:**

Passo Fundo City Council  
(Education Department)

**Contact person:**

Maria Augusta D'Arienzo  
(Coordinator and designer of  
“Prisma Geek Space”)

**E-mail:**

[prismaespacogeek  
@gmail.com](mailto:prismaespacogeek@gmail.com)

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