

**PDJEA**  
**LOMv1.0**  
**LIAG/UNICAMP**

1 General

1.1 Identifier

1.1.1 Catalog

1.1.2 Entry

1.2 Title

1.3 Language

1.4 Description

1.5 Keyword

1.6 Coverage

1.7 Structure

1.8 Aggregation Level

2 Life Cycle

2.1 Version

2.2 Status

## 2.3 Contribute

### 2.3.1 Role

### 2.3.2 Entity

### 2.3.3 Date

## 3 Meta-Metadata

### 3.1 Identifier

#### 3.1.1 Catalog

#### 3.1.2 Entry

### 3.2 Contribute

#### 3.2.1 Role

#### 3.2.2 Entity

#### 3.2.3 Date

### 3.3 Metadata Schema

### 3.4 Language

## 4 Technical

### 4.1 Format

## 4.2 Size

## 4.3 Location

## 4.4 Requirement

### 4.4.1 OrComposite

#### 4.4.1.1 Type

#### 4.4.1.2 Name

#### 4.4.1.3 Minimum Version

#### 4.4.1.4 Maximum Version

## 4.5 Installation Remarks

## 4.6 Other Platform Requirements

## 4.7 Duration

## 5 Educational

### 5.1 Interactivity Type

### 5.2 Learning Resource Type

### 5.3 Interactivity Level

### 5.4 Semantic Density

## 5.5 Intended End User Role

## 5.6 Context

## 5.7 Typical Age Range

## 5.8 Difficulty

## 5.9 Typical Learning Time

## 5.10 Description

## 5.11 Language

# 6 Rights

## 6.1 Cost

## 6.2 Copyright and Other Restrictions

## 6.3 Description

# 7 Relation

## 7.1 Kind

## 7.2 Resource

### 7.2.1 Identifier

#### 7.2.1.1 Catalog

#### 7.2.1.2 Entry

#### 7.2.2 Description

### 8 Annotation

#### 8.1 Entity

#### 8.2 Date

#### 8.3 Description

### 9 Classification

#### 9.1 Purpose

#### 9.2 Taxon Path

##### 9.2.1 Source

##### 9.2.2 Taxon

###### 9.2.2.1 Id

###### 9.2.2.2 Entry

##### 9.3 Description

##### 9.4 Keyword

Fonte: IEEE Standard for Learning Object Metadata, (2002 apud Rodrigues, 2020).

## REFERÊNCIAS

RODRIGUES, William Fontanin. Processo de software para desenvolvimento de jogos eletrônicos educacionais na academia (PDJEA). 2020. 1 recurso online (225 p.) Dissertação (mestrado) - Universidade Estadual de Campinas, Faculdade de Tecnologia, Limeira, SP. Disponível em: <<http://repositorio.unicamp.br/jspui/handle/REPOSIP/343662>>.