

## Polymaths in Public:

### Fred Di Giacomo

*Every so often, we post a story about a public figure who's been described as a polymath. This story's about a Brazilian artist, author, musician and game designer whose latest project is a video game that pits scientists against each other.*

March 25, 2016

*"Meet the creative **polymath** turning philosophers into [characters in] fighting games."*  
- Heading for an article at [The Creators Project](#), March 23, 2016



Look up "multidisciplinary" in the dictionary and you might see a picture of Fred Di Giacomo. The São Paulo-based polymath has written about immigration in Brazil, authored a video game about Brazilian soldiers in World War II, and created a multimedia project on the nature of happiness, all while teaching journalism to kids from low-income families in Brazil.

Beyond Brazil, however, he's probably best known for developing what another journalist calls "newsgames," creative ways of teaching a range of subjects.

"The whole idea about newsgames is to use [a] video game's simulation and immersion powers to inform, educate and tell real stories to people," he says. "As my parents did before me teaching in slums, I was also trying to inform and educate young Brazilian people, but in a more entertaining way."

His latest project is "Science Kombat," a game that smuggles in science education through staged fights between famous scientists, with the referee and judge none other than God. "We thought it would be a good metaphor for the battle of science against faith/superstition," he explains. The game will be released on March 29.