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Mathematics experiences with digital games: gender, geographic location and preference.

Tso, Tai-Yih (ed.), Proceedings of the 36th conference of the International Group for the Psychology of Mathematics Education “Opportunities to learn in mathematics education”, PME 36, Taipei, Taiwan, July 18–22, 2012, Vol. 3. Taipei: National Taiwan Normal University. 185-192 (2012).

Summary: Numerous digital games contain mathematics ideas and representations. This study investigated the game playing preference of 410 Australian students who classified the types of mathematics content and ideas present in digital games they played in out-of-school contexts. The results of the study revealed significant gender differences in the type of games primary-aged students played. Females tended to prefer playing games that required logic and problem solving while males preferred games that contained maps. Results also revealed an interaction effect between gender and geographic location. In each case, gender differences were more pronounced in non-metropolitan locations than metropolitan locations.

Classification: R80 A20 C60

Keywords: digital games; out-of-school contexts; gender differences; geographic location