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“Zeldenrust”: a mathematical game-based learning environment for prevocational students.

Torbeyns, Joke (ed.) et al., Describing and studying domain-specific serious games. Cham: Springer (ISBN 978-3-319-20275-4/hbk; 978-3-319-20276-1/ebook). Advances in Game-Based Learning, 63-81 (2015).

Summary: In this contribution, we present a game-based learning environment for 12–16-year-old vocational students in which they can practice proportional reasoning problems. The learning content and goals, as well as the specific game features are discussed. We can conclude that developing a serious game implies many choices and decisions led by theoretical foundations, as well as by practical limitations and pragmatic considerations.

Classification: U70 F90 F40 A20 R80

Keywords: number sense; game development; educational game

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