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Vandercruysse, Sylke; Maertens, Marie; Elen, Jan

**Description of the educational math game “Monkey tales: the museum of anything”.**

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, 27-43 (2015).

Summary: In this contribution, we present the game-based learning environment Monkey Tales in which pupils and students can practice mathematics. The learning content and goals, as well as the story line and game design are discussed. The environment can be used for several research purposes, such as studies which focus on the effects of the use of educational games in the classroom (e.g., effect on performance, motivation) as well as studies which focus on learners' behavior in the game and their mathematical performances during game play.

*Classification:* U70 A20 R80

*Keywords:* math game; game design; educational game

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