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Digital games and mathematics learning: the state of play.

Lowrie, Tom (ed.) et al., Digital games and mathematics learning. Potential, promises and pitfalls. Dordrecht: Springer (ISBN 978-94-017-9516-6/hbk; 978-94-017-9517-3/ebook). Mathematics Education in the Digital Era 4, 277-304 (2015).

Summary: This chapter examines the spread and involvement of digital games in mathematics learning over the last 5 years (from 2009 to 2013) in English-speaking countries. It examines the patterns and trends that are emerging in an industry that has increasing social influence. This chapter is less about the advantages and disadvantages of digital games and their impact on mathematics learning, and more about present influences and trends – that is, what is actually happening in the world of digital games? What is trending? What technology is being taken up? Are teachers actually using digital games to enhance learning in the classroom, and if so, how? The chapter will become an historical transcript quite quickly, and thus will serve as a reference point for future trends and innovations.

Classification: U70 C30 R80 A20

Keywords: web content analysis; gaming industry trends; game-based learning; edu-versioning; knowledge discovery in data

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