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Mat-rix-toe: improving writing through a game-based project in linear algebra.

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Summary: The mat-rix-toe project utilizes a matrix-based game to deepen students' understanding of linear algebra concepts and strengthen students' ability to express themselves mathematically. The project was administered in three classes using slightly different approaches, each of which included some editing component to encourage the improvement of the students' mathematical thinking and writing. Differences in the implementation of the project illustrate the benefits and drawbacks of various methods of editing in the mathematics classroom and highlight recommendations for improvements in future implementations of the project.

Classification: D45 D35 H65

Keywords: mat-rix-toe; linear algebra; games; writing; editing; project

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