

# Mathematics Education for a New Era Video Games as a Medium for Learning

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## BOOK DETAILS

- Author : Keith Devlin
- Pages : 218 Pages
- Publisher : A K Peters/CRC Press
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## BOOK SYNOPSIS

Stanford mathematician and NPR Math Guy Keith Devlin explains why, fun aside, video games are the ideal medium to teach middle-school math. Aimed primarily at teachers and education researchers, but also of interest to game developers who want to produce videogames for mathematics education, *Mathematics Education for a New Era: Video Games as a Medium for Learning* describes exactly what is involved in designing and producing successful math educational videogames that foster the innovative mathematical thinking skills necessary for success in a global economy. Read the authors monthly MAA column *Devlins Angle*

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