

Using videogames in mathematics education – it's time to level up

The potential worldwide market for a good mathematics education videogame is huge. There are already a number of videogames designed to help school students learn mathematics, but so far no big hits. What do they do well and what do they do poorly? What educational principles do they adopt? Can a mathematics education game be successful as a game? What is the secret to doing it well and how much is it likely to cost? My talk is based on five years of experience working on a mathematics education videogame with a large games company in Silicon Valley.