

Idea, Creativity, Design, and Ultimately, Playing with Mathematics

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Abstract : Since ancient times, it has been said that mathematics is the mother of all sciences and the foundation of basic concepts in every field and profession. It would be great if, after learning this subject, we could enable students to create games and activities based on the same mathematical concepts. This article explores the design of various mathematical activities in the form of games, utilizing different mathematical topics such as algebra, equations, binary systems, and one-to-one correspondence. The theoretical significance of this article lies in uncovering alternative approaches to teaching and learning mathematics. By employing creative and interactive methods such as game design, it challenges the traditional perception of mathematics as a difficult and laborious subject. The theoretical significance of this article lies in demonstrating that mathematics can be made more accessible and enjoyable, which can result in heightened interest and engagement in the subject. In general, this article reveals another aspect of mathematics.

Keywords : playing with mathematics, algebra and equations, binary systems, one-to-one correspondence

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