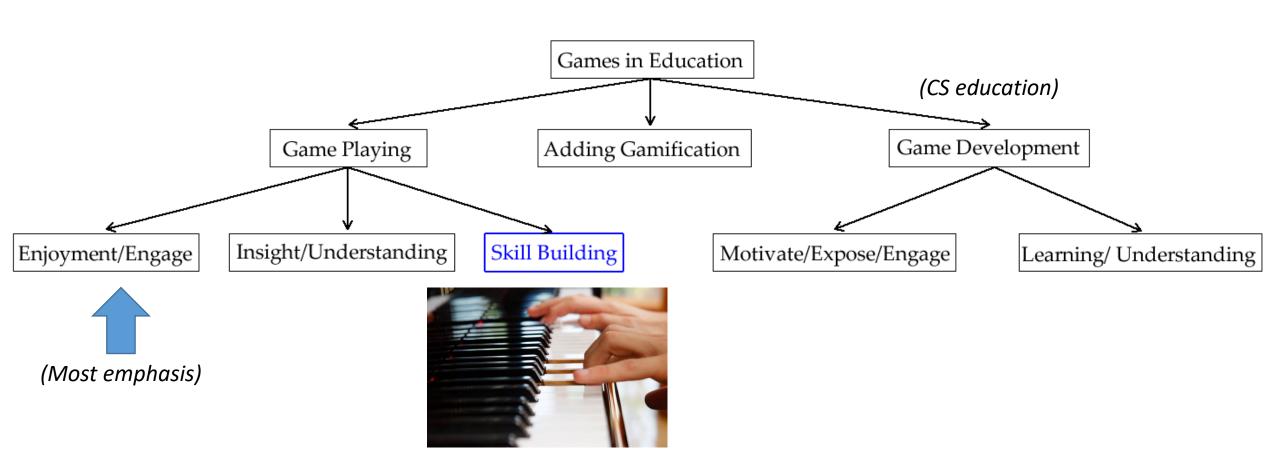
# Web-based games to master core skills in introductory college mathematics

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# Games in education - taxonomy



### Quiz games



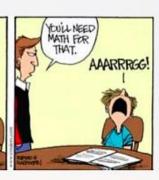
The expression (cot  $\theta$ )(sec  $\theta$ ) is equivalent to



Skip



















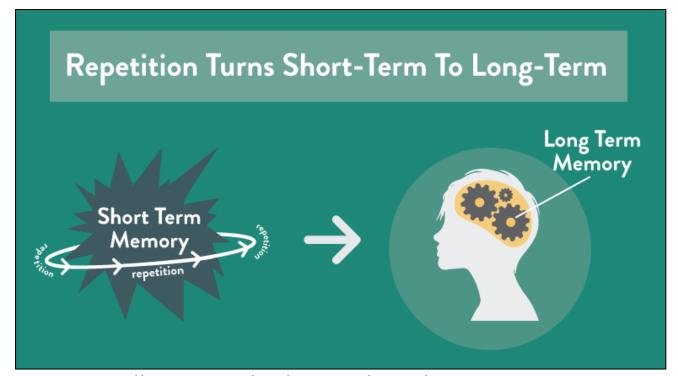




- Aim to make learning fun
- Not focused on skill building

#### Building skill: short-term to long-term memory

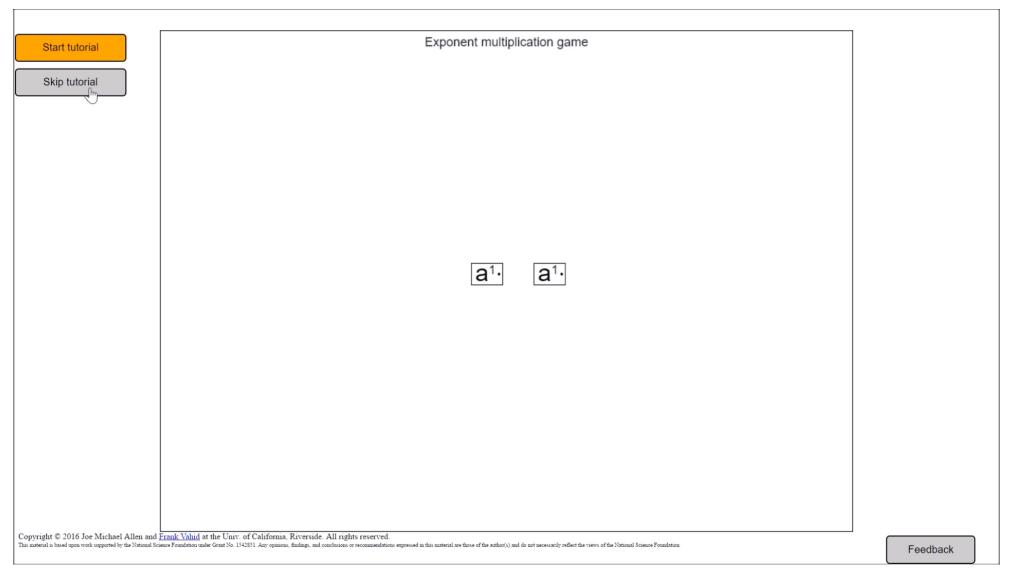
- Two critical learning mechanisms (Sweller):
  - schema acquisition
  - transfer learned procedures to automatic (long-term) memory
- Atkinson & Shifrin
  - Memory model



### Game - Solve for x

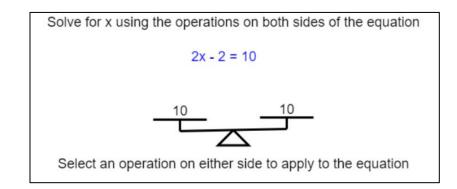
Play	-	Solve for x using the operati	ons on both sides of the equation	-	
Time:	-			+	
	-			-	
Balance:	-			-	
Score: 0					
Level:					
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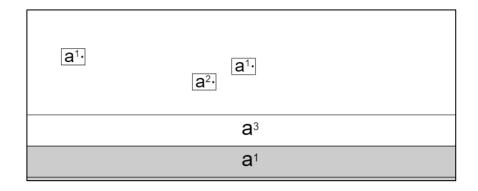
#### Game - Combining terms with exponents



## Summary - math games to build skill

- Practice moves to long-term memory, frees working-memory for new concepts
- Built Solve-for-x, and Combine-terms-with-exponents games which are inherent to the subject matter





- Not a replacement, but a supplement provides additional opportunities
- Plan to build dozens more for college-level Math and CS any suggestions?
  - Email: jalle010@ucr.edu

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