



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

Keith Devlin

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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 author's monthly MAA column *Devlin's Angle*

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