

## **CETL-MSOR Conference 2015**

### **Richard Lissaman and Trevor Hawkes: The challenges of creating online maths games to encourage independent learning**

The **sigma** Network and Mathematics in Education and Industry (MEI) have collaborated on a game for mobile devices in which the player solves sets of small problems of increasing difficulty, starting with the four operations of arithmetic and introducing inequalities, powers, logarithms and elementary number theory. We will demonstrate this game, called Bemazed, and use it to discuss pedagogical and practical issues that arise in the design and implementation of a digital game with an educational purpose in mathematics.