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*By (author) Keith Devlin*

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## **Mathematics Education for a New Era: Video Games as a Medium for Learning (Paperback) - Common** By (author) Keith Devlin

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 involve...

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