2D Educational Game for Children in Solving Mathematical Word Problem

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Abstract

Nowadays, children are not interested in the mathematics and they think mathematics is boring. They have difficulties when the question is written in paragraph or sentences. But if the same question is written in arithmetic equation, they normally can solve the question. Playing computer games is one of the most popular activities among children. Therefore, the idea of edutainment is very significant in attracting children to learn mathematics while playing. Game based learning is one of the modern pedagogical approaches beginning to gain attention in education. This project integrated with Multimedia, is to make the learning process more attractive and fun for the children. The purpose of this application is to provide a better way of learning and make it easier for children to learn and understand by developing a prototype of an educational game in learning Mathematical Word Problems. The objective of this project is to develop a prototype for solving mathematical Word Problems for children. The application will cover on the mathematical operation for year two and three syllabus.

Keywords: Mathematics Word Problems, Game Approach for Learning, Learning through Playing

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