Math Explore: An Exploration in Design and Development of a Game for Learning Mathematics describes pedagogical decisions and processes in designing a game for learning. Math Explore was created using software design and development processes interwoven with elements of games and pedagogy. It offers insights on how to integrate and transform curriculum objectives into a game for learning. This book will aid game designers, researchers, students and educators in broadening their work to integrate, create and implement games for learning systematically.

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