Getting students to be active participants in challenging work often means coaxing them out of deep-rooted passivity and fear. The authors find that good games, in both digital and nondigital form, work to get students excited and learning more deeply. Several nondigital games and three free NSF-sponsored digital games are highlighted, with student focus-group and survey data. The authors give resources to faculty who would like to learn more about game-based learning and encourage anyone who would like to do research on the NSF games to contact them. We also have an addendum about playing games online via conferencing apps (such as Zoom) or asynchronously, for all faculty impacted by the sudden change to distance learning.

digital math games, nondigital math games, active learning, collaborative learning, Math for Elementary Education majors

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Kathleen Offenholley is a professor of mathematics, with a PhD in mathematics education. Her research includes investigations into discussions in online mathematics classes and how to use games in mathematics education. She is currently Co-PI on an NSF grant to investigate students’ understanding of algebra concepts. Offenholley believes in active and inclusive learning, and that the classroom can be a place of joy. She says, “There is something about joy and laughter that allows us to open up to new ways of thinking.”

Johannes Familton is an assistant professor of mathematics at Borough of Manhattan Community College. He received his PhD from Columbia University. He studied quantum gravity in Kings College, London University and received his MS in pure mathematics from City College. His current interests include developing open educational resources, supplemental instruction, applications and history of quaternions, and mathematical biology.

Sarah McAllister is currently an assistant professor of mathematics at CUNY Borough of Manhattan Community College. After earning a PhD in mathematics from Louisiana State University, and completing a Post-Doc at the IBM T. J. Watson Research Center, she spent several years teaching and developing online courses at SUNY Empire State College before joining the faculty at BMCC.