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National Multiplier Event MATH- Minutes

Date: 20.06.2019

Start: 13.30h

End: 15.30h

Place: Adana Cukurova Güzel Sanatlar Lisesi

Room: Meeting room/ground floor

Participants: 24

Name of transcript writer: Aysin Lacin Durgun/Sebahittin Susuzer

The MATH Project Presentation and its Handbook

Introduction by Aysin Laçin DURGUN to the event

Aysin started by giving basic information on the project and the current status as the Project

Duration, naming the partners etc...

After the general introduction to the MATH Project, Aysin Laçin Durgun explained that MATH as an app game could be used while teaching mathematics. After then she introduced the handbook and explained how to use it, after giving the details of the game and the handbook she demonstrated the MATH serious game. The training videos in the game were all watched together. The contribution of these videos to mathematics education was announced by Aysin Lacin Durgun. All of the participants were highly interested in the game. There was a discussion about the benefits of using this serious game as teaching material by teachers and it was accepted by the audience that it would contribute positively to the student's success in mathematics education.

After the presentation of MATH Project and its handbook, the participants had the possibility to ask questions.

The immediate feedback of the participants was positive by saying that they will encourage their students on using the MATH App game.