



Learn Math or Die Trying

-The first action adventure video game
to teach algebra



Agenda

- + About Tabula Digita
- + Game Demo
- + Testing Results
- + Why This Works (or doesn't)
- + Q&A



About Tabula Digita

- + Robert Clegg, Chief Product Officer
- + Taught Algebra 1 and 2, NYC Public Schools
- + Hybrid Educational Interactive Background
 - NFL, NCAA Playbooks
 - Children's Series: Ozzie's World
 - World's Largest Games: 60,000 players
- + Awards
 - Invision Awards '91, 2000
 - Family PC's Top Product of the Year '94
 - Macromedia's People's Choice

About Tabula Digita

Advisor

John Katzman
Founder & CEO

Dr. James Paul Gee
Tashia Morgridge Professor of Reading

Sandra Fivecoat
President of Fivecoat & Associates

Lara Stein
Former Had of Microsoft Network
New York

Dr. Elkhonon Goldberg
Clinical Professor

Affiliation

Princeton Review

University of Wisconsin,
Department Of Curriculum and Instruction

Lightspan,
Formerly Senior Vice President of Sales

Microsoft (formerly of)

New York University,
Department of Neurology

Expertise

Education and testing

Video games and learning,
*Author: What Video Games
Have To Teach Us About
Learning And Literacy*

Sales of educational
technology products into
school systems

Strategic Alliances & Strategy

Neuropsychology learning and
memory patterns



Game Time...

At this point in the presentation the game is shown. If you are looking for a copy of the demo, please go to:

www.tabuladigita.com



Testing Results

- + Close to 100 Students tested so far
- + Princeton Review After School, LA
- + Harlem Children's Zone, NYC
- + Athens, Ohio. Grid Lab



Testing Results

+ Improved avg. of 1 grade level!



Testing Results

+ Underachievers: 2 to 3 grade levels!!



Testing Results

+ 63% wished they'd had it first time on topic



Testing Results

+ 78% think using math in a game helps learning



Testing Results

+ 81% see how algebra works from the game

The background is a dark-themed data visualization interface. It features a grid with several data points plotted as small red circles. On the left side, there is a vertical axis labeled 'TEMPERATURE' with numerical markers at 66, 68, 70, 72, and 74. At the top, there are UI elements including 'x Axis:', 'y Axis:', 'RESET X', 'UPDATE', and 'SEND' buttons. The overall aesthetic is technical and futuristic.

Testing Results

+ 85% sustained concentration throughout



Testing Results

+ 81% want to continue... Huh?

The background is a dark-themed data visualization interface. It features a grid with several data points plotted. On the left side, there is a vertical axis labeled 'TEMPERATURE' with numerical values 66, 68, 70, 72, and 74. At the top, there are labels for 'x Axis:' and 'y Axis:', along with buttons for 'RESET X', 'UPDATE', and 'SEND'. The overall aesthetic is futuristic and technical.

Testing Results

+ 89% felt like they were really exploring island



Testing Results

+ 81% felt a sense of accomplishment

The background is a dark blue, futuristic data visualization interface. It features a grid with several data points plotted as small orange circles. On the left side, there is a vertical axis labeled 'TEMPERATURE' with numerical markers at 66, 68, 70, 72, and 74. At the top, there are UI elements including 'x Axis:', 'y Axis:', 'RESET X', 'UPDATE', and 'SEND'. The overall aesthetic is technical and high-tech.

Testing Results

+ 75% said time *FLEW* by

Q & A





*Why Does This Work?**

- + Chance of completing
- + Ability to concentrate
- + Clear goals and immediate feedback
- + Deep involvement, no worries/distractions of life
- + Sense of control over actions
- + Self consciousness disappears
- + Duration of time is altered

** Flow, Csikszentmihalyi*



Why Does This Work?

- + 75% Extroverts vs. 25% Introverts
- + 75% Sensing vs. 25% Intuitive
- + NT's are only 15% of population!
- + Learning Style – Strength First!