

Mathematical perception in students and gamification

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Students' perceptions of mathematics, particularly their beliefs, attitudes, and feelings about the subject, may influence their ability to learn and master it. In this session, we will examine the mathematical literacy of students in Malaysia and compare the motivation to study mathematics between IMO and non-IMO students. We will explore two types of gamification, i.e. pleasure-driven and educational gamification, and how they encourage students from different backgrounds to study mathematics by changing their perspectives on the subject.