

INTERVIEW TRANSCRIPT

Student 1

1. In your own words, describe your experience with the mathgames.com.

Math games is a really cool website. What you might think is fun, there are a lot of things that are fun, there are these little games where you can choose your grade and choose what type of skill, yeah, skill you want to do. You can actually play it, it is kind of addicting. If you keep on playing it over and over again it makes you smarter and it can actually help. You can also get assignments from the teacher and that's also fun to do too, because it is challenging and its like playing the game like a quiz.

2. What would you change about the practice on mathgames.com?

I wouldn't really change anything. It is kind of good how it is.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I liked how you can unlock the next levels. When you finish one level of questions and they say how good you did, then you can go the next level, then go to the next level, until you finish 4 sets, then its actually fun.

4. If you were designing the math practice software, what would you do differently?

I would probably add more games. There are enough games and I have played a lot of them, and they are like, I don't know how to say it, kind of slow. I think adding on new games then having children play it and they would be so excited. Probably adding more games.

5. How much do you think you learned using the practice on mathgames.com?

Probably a lot. Sometimes I use it at home and it helps me practice for a test sometimes and it helps me to focus on what we did in class. Sometimes I would do a kahoot on what our test will be on but before that I would go on math games and practice because I think it is more helpful.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

Yeah, there is this one game that came out it is called Viking Queen something. I just played the game and didn't care about the title. That's just one that I played. I forgot the other one. There are other games and they are also new, but they are getting old because

they were new a long time ago. They were out in March. I just want to play the new ones now.

7. Were there technical issues or challenges when using the software for math practice?

Not really. I never experienced any but I remember my brother was playing this game and he is in 4th grade but there are things that he did not learn in 4th grade and he has to go to the things that are in the 3rd grade. So whenever he has to go over and over. So he has to clicking it until he wins the game. Then he goes on another game and practices the same skill. I say if you just want to practice you could just challenge yourself and pick other skills, like don't do all multiplication, do subtraction or addition instead of doing multiplication over and over again.

INTERVIEW TRANSCRIPT

Student 2

1. In your own words, describe your experience with the mathgames.com.

I enjoy mathgames. I like the graphics but I feel like some of the games are really boring, they didn't have like a fun setup. But we are also used to super fun games without any education, so when we change that into having to learn something, that kind of makes it less fun.

2. What would you change about the practice on mathgames.com?

No, I liked those, I wish that sometimes you could press enter so sometimes you have to click something like your are moving and you have like a mouse and you tap it too hard as you are going, it sometimes thinks you clicked that and then you get the answer wrong. "You have trouble getting it right because the game thinks you are picking an answer that you didn't pick. It is too sensitive when you touch it" Yes

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I liked the, like the practices?, "yes", I liked the simplicity, like it is not super extra you just have your problem. The drawing part, the eraser doesn't work, so if I draw on it, I can't. But it resets for each question, but if I do something wrong you have to just cross

it out, scribble over it instead of erasing it, even though there is an eraser. You select the eraser and it doesn't erase.

4. If you were designing the math practice software, what would you do differently? Again, I would have a confirm button so when it thinks that we want to select something and we are just moving the mouse around. "I see what you are saying, so you can tell me if this is what you are thinking, When you have your hands near the device, it accidentally clicks on a button you don't want to or you might, can you explain that better for me". So, you know how on a laptop, you know how it has the touch pad, sometimes when you are moving the curser around to select another answer, it thinks you are trying to select that answer. Sometimes we get it wrong, but if we had a lock in button or like a confirm button. You could click on one a wrong answer, then change it and click on the right answer and click a confirm button.

5. How much do you think you learned using the practice on mathgames.com? I think its more practice, it won't teach you a lesson. It will get you better at it.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

I think most of the games, there were some that go too fast and you couldn't think, if it was a really hard question and you have like 2 seconds to answer it and you would always get it wrong. Then some are too easy too, like you get as much time as you want and it is not a super hard questions. "Not a balance between the two?" There are some games that I think are fun and so are at my level.

7. Were there technical issues or challenges when using the software for math practice?

Sometimes it just wouldn't load. I would have good internet and I would check other sites to see if the internet is o.k. and I had perfect internet, but it still wouldn't load and I would have to restart it. Sometimes it wouldn't load the questions, it would load the answers but not the question. So you have to wait

INTERVIEW TRANSCRIPT

Student 3

1. In your own words, describe your experience with the mathgames.com.

I do like mathgames.com because the teacher can assign the lesson based on what you have learned in class and you can practice at home. It has games you can practice for fun, because you teacher can give you an assignment and after you complete the assignment you still want to practice that, you have the games and you can choose whatever games you want and you can still have that same concept. I like that and also how the games progress, they get harder when you go along and that really helps. So when you know something and it really helps 'when the problems' get harder and harder, you know what I mean. One think that is kind of confusing is to find what you want to practice in the games. It like has different categories, but if you want to learn something specific, I don't know if it's in the games or in that category. Also, some of them, it has like these letters and they are supposed to stand for something, but I do not know what they stand for. "They are codes that stand for probably standards of learning." I didn't know that and it got kind of confusing because some of the games would have a code and I didn't know what they meant.

2. What would you change about the practice on mathgames.com?

Maybe some tools that can help you. Like maybe before you start you could see a little helping video to remind you how to do the problems, and if this is something an assignment that you really have to struggle with, if it had a video that would help you. I do really like how you can draw on the screen for the math problem. That's really helpful, but a video would really help and maybe some tools like a calculator on the screen and you could pull the calculator on the software itself.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

Yeah I like how the characters are cute and friendly and I like how it is not put into like a real scenario.

4. If you were designing the math practice software, what would you do differently?

Maybe, I think like achievements you could earn. You could try to set a goal when you get on, like a daily limit, how long for each day and achievements so you would work up to those achievements.

5. How much do you think you learned using the practice on mathgames.com?

Yes, I do think it was helpful if I was struggling with a skill, it really helped me learn that skill more, progress in a skill.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

There was this one game I thought was really weird, you are feeding the person a lot and once you answer a certain number of questions it barfs. The little person gets bigger and bigger and then it barfs, I was like what the heck is this game Caitlin. I saw the bombs, what's happening to this guy. It gets bigger and bigger, then and it goes back to its original size. That game was like oh geez.

7. Were there technical issues or challenges when using the software for math practice?

No. It loads pretty fast and that's good.

INTERVIEW TRANSCRIPT

Student 4

1. In your own words, describe your experience with the mathgames.com.

It was good. Some of the games were too easy, but overall with the different skills, when you press 6th grade, then you press fractions and decimals. Some of the games related to these topics were weird, they just kept on going. Some of them I did not want to keep playing the games, but some of them were more challenging. Then there was a game called candy stacker, and I kept on getting it right and it kept on going. "So it got harder?" Yeah sort of.

2. What would you change about the practice on mathgames.com?

I don't know. I do remember practicing the skills and then getting to play the games.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I thought it was really creative, but this one game when the questions got really harder, they would all just start shooting at me. Then I thought it was something with the internet, but it wasn't. I thought the characters and the themes were good.

4. If you were designing the math practice software, what would you do differently?
Maybe a little more challenging, maybe more three-D, maybe two player games.

5. How much do you think you learned using the practice on mathgames.com?
I remember how to do fractions, multiplying and dividing fractions. I forgot how to do decimals and I practiced that and one skill was rounding and I did some of that.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

They were o.k.

7. Were there technical issues or challenges when using the software for math practice?

When it go more challenging and more faster, it would come really fast and you wouldn't have time to answer the questions. Then you would die. The internet and the wifi could be a challenge. Then one time I tried to quit a game and it kept going.

INTERVIEW TRANSCRIPT

Student 5

1. In your own words, describe your experience with the mathgames.com.
Mathgames is pretty good, I learn a lot. It helps me a lot. I sometimes find that most of the questions on the games you need a calculator. It is not stuff you could do in your head. That's the only problem I have with it.

2. What would you change about the practice on mathgames.com?
Sometimes I would change the questions because it is confusing what it is asking you to do.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I like that there are a good amount of questions, it's not too little that you could do in 5 minutes, and it's not too much that it overwhelms you. It is a good amount of questions. It takes you a lot of work but it's not an overwhelming amount of questions.

4. If you were designing the math practice software, what would you do differently? Maybe more games, a lot of games. Mathgames doesn't have a lot of games on it. It has 16 and most of the games are straight forward and also more of a story line.

5. How much do you think you learned using the practice on mathgames.com? Yep. I think I have learned a lot practicing on Mathgames.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

No

7. Were there technical issues or challenges when using the software for math practice?

Sometimes it takes a long time to load. Sometimes it could be the wifi.

INTERVIEW TRANSCRIPT

Student 6

1. In your own words, describe your experience with the mathgames.com.

So mathgames has kind of worked well for me. But I kind of get annoyed with it sometimes. One thing, I have to wait for the next problem since they shoot a laser or something. Also with the choices for math, when I go to math 6 part, most of it is too hard for me.

2. What would you change about the practice on mathgames.com?

I don't think anything for the practice session, but I kind of want to see what I did wrong. It just tells you that it is wrong and does not tell you why it is wrong.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I don't really like the character.

4. If you were designing the math practice software, what would you do differently?

I would like to show them what they did wrong. "Having help screens or something like that." Yes

5. How much do you think you learned using the practice on mathgames.com?

Math games is kind of review for me. I don't think I learned from it. If I go and explore the games you can play, if its too hard for me, they won't tell me what I did wrong so I won't know how to do it. "You have it more readily available because you practiced it but not because you learned it on math games." Yes.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

There is this Candy Stack game I really liked but I don't like how you have to wait with the question. Since I like to answer it quickly where you answer, answer, answer. Then you have to wait for it to shoot a laser or something, then do your next answer. "So you get bored in the middle." Yes.

7. Were there technical issues or challenges when using the software for math practice?

Not really. Probably just the internet problem, but not with the game.

INTERVIEW TRANSCRIPT

Student 7

1. In your own words, describe your experience with the mathgames.com.

It's a good learning website for math and it helped me understand problems and if I'm at home and I don't understand what a problem is, I could ask my mom and she could help me and then I'll get it. Then the math problems are put into like fun games so it helps you so it is in a game format not just a learning format and you can do math problems, then it plays the game, then you do a math problem, then it plays the game. It's a great learning experience for people who might no know something or need help on a certain subject.

2. What would you change about the practice on mathgames.com?

So the questions are kind of easy and sometimes they are hard. For the questions, if they are hard and I don't get it, there might be like a skip button and there is no help. You either get it wrong or right. If you really don't get it and there is no one who can help you, there should be something that will let you skip that question and move on to like an

easier question. "You are saying if there is no one to help you, you want to skip that one so you are not counted wrong." Or like something you can click on like on Prodigy you can click on hints so you can understand how to do the problem.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

The characters are good help it, and the characters are the ones doing stuff in the games, they are not just sitting there telling you if you are right or wrong, they are actually playing the game. "Do you like how they look, do you like the colors, do you like the graphics?" Yes

4. If you were designing the math practice software, what would you do differently?

The questions are in order. As soon as you are done with one, you go to another so you are trying to go really fast. If I were making a game I would give a pause so you could actually see what is going on in the game so you are not always just looking at the math questions and you could pay attention to the game too. So a small pause so you can actually think about it.

5. How much do you think you learned using the practice on mathgames.com?

I learned a lot about fractions and converting them to decimals and decimals to fractions.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

I didn't like the games that were dragging on and on and on. One of the games, math invasion, you gain gold from the questions and you can use that gold to upgrade your stuff. It's not exactly dragging because there are new questions and new opponents. You can upgrade all of your stuff and I kind of like those.

7. Were there technical issues or challenges when using the software for math practice?

Last night I was playing Viking queen defense on math games and I've played it on math games before and it has upgrades like math invasion. I played one round and it said that the game had ended as soon as I finished that one round.

INTERVIEW TRANSCRIPT

Student 8

1. In your own words, describe your experience with the mathgames.com.

I think mathgames is really helpful because there are a bunch of tests that I've taken that I've used mathgames to help me study

2. What would you change about the practice on mathgames.com?

No, I don't think so

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I liked that the questions were in different levels. "So if you got all of the questions right or felt good about them, you could go to the next level". Yes

4. If you were designing the math practice software, what would you do differently?

I would give you points and I would give you your own character and how many points you get from doing it correct you could use your points to change your avatar. "So you would have a character that you would keep throughout and you would get to change it based on how well you did." Yes

5. How much do you think you learned using the practice on mathgames.com?

I know I learned about data where you have the graph and how many people did this and how many people did that. I learned this last night when I did my homework. I learned a lot about mixed numbers and all of that.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

Not yet

7. Were there technical issues or challenges when using the software for math practice?

No.

INTERVIEW TRANSCRIPT

Student 9

1. In your own words, describe your experience with the mathgames.com.

I liked playing the games and sometimes I completed the assignments as well.

2. What would you change about the practice on mathgames.com?

I would change that you have to get them all correct to get a 5 star, I feel like you could get at least 1 wrong to get a 5 star, so I don't think that is fair because everyone is trying their hardest and are trying their best and they get one wrong because they make a simple mistake they don't get 5 stars.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

The characters are funny and I liked the games and the fact that you can choose what level you are. If you want to play fast you choose a smaller level and if you want to choose actual math facts you can choose your level.

4. If you were designing the math practice software, what would you do differently?

I don't know

5. How much do you think you learned using the practice on mathgames.com?

When I do the assignments it is mainly reviewing me and when I did statistics I learned more about graphs

6. Did you play games on the software? If yes, what games did you like and why did you like them?

There are two games that I like. There is one with a little knight, a zombie knight, that's the icon. The other one has a monster head and I think it is from monster math. I also liked Viking queen defense. It has waves and you have 2 people to help you. I like the waves. This is like zombie Knight is kind of like Viking queen defense, but you can level up your weapon and the other people around you and you can change your weapon and upgrade your port. In the defense games you cannot do that. In the Monster game, you complete 5 questions and you get 1 extra soldier to fight the battles and every time you get a question right it heals one of your injured soldiers. "What is a wave?" A wave is how much monsters come at you at once.

7. Were there technical issues or challenges when using the software for math practice?

Depending on your wifi, its pretty smooth, but if you have bad wifi, it takes forever to load.

INTERVIEW TRANSCRIPT

Student 10

1. In your own words, describe your experience with the mathgames.com.

I like some of the games, but some of them are either too hard or boring. I like a lot of the games. I think its kind of fun.

2. What would you change about the practice on mathgames.com?

I guess if we were able to go back and look what we did wrong with our answer to learn how to fix it.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I like the colors and the questions. I think 10 is like a medium amount, not too many or too little.

4. If you were designing the math practice software, what would you do differently?

I would like it to be very colorful. I would keep it at 10 questions, but I would also like to be able to go back to see what I did wrong on a question.

5. How much do you think you learned using the practice on mathgames.com?

I think on a scale of 1-10, I would give it a 7.5. We learn a lot of this in class and this is a review. After you go over it in class it goes over it again with the practice which is extra learning.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

I didn't have a particular game I liked, but one game had something to do with rounding fractions and I liked that one. I played it 3 times.

7. Were there technical issues or challenges when using the software for math practice?

Not really. I just liked the software.

INTERVIEW TRANSCRIPT
Student 11

1. In your own words, describe your experience with the mathgames.com.

It actually helped me a lot and I liked the games.

2. What would you change about the practice on mathgames.com?

I like how it shows what you got wrong and that there was a limited number. Sometimes the count seemed wrong. It doesn't let you say submit. If you click on something by accident, it just goes as your answer.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

4. If you were designing the math practice software, what would you do differently?

I would make more games. Games would be in categories for different grades. I would like games where you can make your own questions.

5. How much do you think you learned using the practice on mathgames.com?

It actually helped me, I don't really know how to explain, but it helped me with sentences, word problems.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

No

7. Were there technical issues or challenges when using the software for math practice?

Just the submit button.

INTERVIEW TRANSCRIPT
Student 12

1. In your own words, describe your experience with the mathgames.com.

My favorite things to do on mathgames is the games for multiplication and division and sometimes with fractions. The things I disliked is that it glitches sometimes and I click the right answer, but it says that the answer is wrong.

2. What would you change about the practice on mathgames.com?

I would have more questions.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I liked the characters and stuff.

4. If you were designing the math practice software, what would you do differently?

More pictures or more word problems. If there are word problems I like it, but really short ones.

5. How much do you think you learned using the practice on mathgames.com?

Quite a bit of information.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

I liked the games where there were armies and stuff and castle games. I didn't like that there weren't enough characters.

7. Were there technical issues or challenges when using the software for math practice?

No, just the one we talked about already.

INTERVIEW TRANSCRIPT

Student 13

1. In your own words, describe your experience with the mathgames.com.

It is pretty good. It helps me a lot. Sometimes when you have to divide something and sometimes I'm not sure how to do that. "When you type in a division problem you have to put in a slash symbol and that's confusing." Sometimes if its multiplication and then I put an x there and then put the number next to it and not a space then it counts it wrong.

2. What would you change about the practice on mathgames.com?

Not really

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I liked that it was 10 questions so you didn't have to go further, waste your time.

4. If you were designing the math practice software, what would you do differently?

Better iconics or characters

5. How much do you think you learned using the practice on mathgames.com?

I think I learned more than I would have. When you go over answers in the homework I would learn more. I would be able to answer questions without putting it on paper.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

I liked Math Jungle, and Kingdom something. I liked the characters. I liked that the math problems were not that hard, they were basic.

7. Were there technical issues or challenges when using the software for math practice?

No

INTERVIEW TRANSCRIPT Student 14

1. In your own words, describe your experience with the mathgames.com.

I think mathgames is fun and I think it is good to help me learn.

2. What would you change about the practice on mathgames.com?

There are some questions when you assign us assignments, there are some questions I don't know so if there could be helpful directions, help us solve them.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I liked the characters because they made me feel better when I got a question right.

4. If you were designing the math practice software, what would you do differently?

Maybe put hints so that students can learn more. I thought the practice was fun.

5. How much do you think you learned using the practice on mathgames.com?

I did learn a lot and it helped me with the earlier studies because those showed up before.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

I liked the cat wars and it had positive and negative practice. I liked that it is fun and that it tests how good you are at a skill.

7. Were there technical issues or challenges when using the software for math practice?

No. It's fun

INTERVIEW TRANSCRIPT

Student 15

1. In your own words, describe your experience with the mathgames.com.

It has helped make math more fun, but it is hard to keep up, if I'm busy and the assignments are due. I might not know that we have assignments because I don't check it all of the time.

2. What would you change about the practice on mathgames.com?

Maybe offer the answer to the question if you get it wrong so you might could see how you got it wrong.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I liked how it showed you your progress, like total, if offered rewards to keep up your progress.

4. If you were designing the math practice software, what would you do differently?

Differently from mathgames, I would add the answers to the questions if you get a question wrong.

5. How much do you think you learned using the practice on mathgames.com?

When I was struggling on things it helped me get a sense of what to do. When there was a quiz or a test coming up and we would practice on mathgames, I played it and got it wrong, then I would get it right, I would ask why did I get that right, then I would understand better.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

Yes. Some of them seem a bit simple, they would always want you to do it fast enough to advance your skill. They all seemed the same.

7. Were there technical issues or challenges when using the software for math practice?

No

INTERVIEW TRANSCRIPT

Student 16

1. In your own words, describe your experience with the mathgames.com.

I like the math games. They are fun and they do engage but the instructions are weird sometimes. But they are overall fun.

2. What would you change about the practice on mathgames.com?

I think it should give you some hints as to how to solve the problems.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I like how there are 10 questions, but I don't like that there are multiple levels, that's a lot to do.

4. If you were designing the math practice software, what would you do differently?

I would keep the 10 questions and give a hint as to how to solve the questions and I would not include levels or maybe like 2 levels.

5. How much do you think you learned using the practice on mathgames.com?

A lot, it reminded me of how to do things that I was about to forget, so that helped me to remember it.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

I played one or two, but I mostly focused on the assignments.

7. Were there technical issues or challenges when using the software for math practice?

Not really. I didn't experience any lags unless the wifi was bad at the school.

I really liked mathgames, but I really wish there were some hints.

INTERVIEW TRANSCRIPT

Student 17

1. In your own words, describe your experience with the mathgames.com.

It was really fun. I liked the games. They really helped me and I'm going to use it a lot.

2. What would you change about the practice on mathgames.com?

No, I think it was good.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I liked the characters. When you get it wrong they would show the characters. Or when you get 5 right in a row. The questions were pretty good too, they asked hard questions to make you think.

4. If you were designing the math practice software, what would you do differently?

I think I would do less questions and make them harder so you would have to think more.

I would have more characters and as you level up, you could earn things.

5. How much do you think you learned using the practice on mathgames.com?

A lot. Some stuff I already knew, but some stuff that I did know, it increased it.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

I played a couple of them. I mostly did the assignments, but I played some games. I liked the graphics. They were really cool.

7. Were there technical issues or challenges when using the software for math practice?

No.

INTERVIEW TRANSCRIPT

Student 18

1. In your own words, describe your experience with the mathgames.com.

I think it was fun and when used it before a test or a quiz and it really helped me learn the vocabulary words, get me to understand problems that I might have with a special section of the chapter.

2. What would you change about the practice on mathgames.com?

I think that they are telling us whether we got it right or wrong right after the question, I think for me, it would be better to get your results at the end.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I think the 10 questions is not too much or too little.

4. If you were designing the math practice software, what would you do differently?

I think that all of the grades are compacted all together and I thought that maybe at the website there should be a different site for each grade instead of having them all together. So when I sign on it was have just 8th grade math on my site since I am in 8th grade and 7th grade would work on the 7th grade skills.

5. How much do you think you learned using the practice on mathgames.com?

Yes, when it wasn't clear in my head when we did it in class and practicing made it more clear.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

No, I was more into the practice sessions.

7. Were there technical issues or challenges when using the software for math practice?

No not really.

I liked when we went back to do them the same assignment over, the questions were not the same. They would be a little harder or a little easier.

INTERVIEW TRANSCRIPT

Student 19

1. In your own words, describe your experience with the mathgames.com.

Overall I think it was a good experience, but there were a few issues. When you assigned us practice, and the questions were multiple choice sometimes the game would select an answer itself, and not the correct one. Maybe it was too sensitive. But a lot of the games were fun and it was good practice.

2. What would you change about the practice on mathgames.com?

I think that the practice overall. I really don't understand the point of the stars at the bottom of the screen. And fixing the accidentally selecting the wrong answer would help.

3. What features did you like on mathgames.com (10 questions per session, immediate results, characters that appeared, etc.)?

I liked that you could complete 10 questions, it was not too much or too little. I liked the multiple choice more than when you had to fill it in yourself. You could be off a decimal and get it wrong.

4. If you were designing the math practice software, what would you do differently?

I don't think I learned any new topics, but I think it help reinforce topics that I already knew.

5. How much do you think you learned using the practice on mathgames.com?

I think that I would have it so you are answer more questions. The 10 questions sessions were good but you were always doing the same thing. When you were answering questions on the same topic, they were very similar types of questions. They were all very similar.

6. Did you play games on the software? If yes, what games did you like and why did you like them?

I played just a few, mostly I did the practices, but the games I played I really liked.

7. Were there technical issues or challenges when using the software for math practice?

I didn't have any issues. Sometimes the games would crash but that was my wifi.