



# Red Hats present: Math Racer

## The Pain Point

Practising mathematics just isn't fun, solving meaningless problem after problem for the sake of getting better at the problems, so we're adding a little motivation to an otherwise menial task.

## How do we solve the issue?

We fix the issue by hiding the boring repetition of practising math behind a competitive atmosphere; it's no longer a case of completing a sheet of problems for homework, now you work towards being the best, the fastest. We achieved this using peer motivation; every set of problems is now a race against other players.

**Target Audience:** Primary school students

**Scale:** 100 concurrent users

**Scope:** National

## Key features and why they make Math Racer better than the rest

### A competitive environment

Math Racer offers peer to peer competition, all games consist of two or more players going head to head in real time. Competitors like <http://www.sheppardsoftware.com/math.htm> only let you compete against the clock. Offering player versus player interaction means that users are more engaged and more likely to play again.

### Stat tracking

Math Racer keeps track of how well you've been doing and gives you access to useful metrics to see how you've been improving. Other sites such as <http://www.math-play.com/> only offer a disjoint selection of flash games with no sense of progress or improvement. Tracking progress motivates users with the sense of accomplishment they can see for themselves that they are improving.

**Game name:** James' Game

**User1:** james1

**User1progress:** 0

**User2:** Jemiah

**User2progress:** 1

5 \* 7

Answer:

Submit

Leave Game

Fig 1. In game screenshot

Open games:

Game: Race me at maths User1: Jemiah User2:

Join Game

Game: tonys game!!! User1: Tony Smith User2:

Join Game

[New Game](#) | [Back](#)

Fig 2. Lobby screenshot