Fingu – a game to support children’s development of arithmetic competence: theory, design and empirical research

# Details

## Year

Not reported

## Scope

Other

## Countries

Sweden

## Type

Empirical research – Mixed methods

## Methodologies

* Interview
* Tracking data
* Other

## Other Methodology

Tests

## Researched Groups

Children

## Children Ages

## Informed Consent

Consent not mentioned

## Ethics

Ethical considerations not mentioned

## URL

https://link.springer.com/chapter/10.1007%2F978-3-319-32718-1\_6

## Data Set Availability

Not mentioned

# Goals

"This chapter describes research on Fingu, a virtual manipulative housed in a game environment, which is designed to support young children’s learning and devel- opment of number concepts and flexible arithmetic competence. More specifically, Fingu targets the understanding and mastering of the basic numbers 1–10 as part-whole relations. Our primary aim is to give an overview of the theoretical grounding of the design, development and research of Fingu as well as the theo- retical and practical design rationale and principles." (Authors, 124)