MathifyMe is the acronym of the project *Making maths more accessible using Game-based learning to create a more inclusive and less stressful environment in the learning of maths*, which is a three-year Erasmus+ project, started on 1 November 2024.

Breaking the Cycle: MathifyMe Tackles Mathematics Anxiety Through Game-Based Learning

MathifyMe brings together researchers and educators from Finland, Croatia, Portugal, the Netherlands, and Malta to combat mathematics anxiety (MA) in school-aged children. MA, a psychological barrier affecting up to 30% of students, can hinder academic performance and limit future STEM opportunities.

The MathifyMe solution leverages game-based learning combined with mental well-being strategies to create a safe and adaptive learning environment. The team members conducted literature review to address important aspects of math anxiety.

A comprehensive needs analysis, involving over 50 teachers, 100 students, and 20 parents, is currently in progress and it will shape the development of both the game and a professional development program for educators. Expected outcomes include reduced anxiety, improved confidence, and greater enthusiasm for mathematics. The project aims to influence broader STEM education and offer a scalable model for emotionally supportive teaching.

The kick-off meeting in Malta

The first in-person MathifyMe Kick-off Meeting took place on November 28–29, 2024, at the Faculty of Education, University of Malta, in Msida. The meeting was organized by members of MathifyMe's partner institution, L-Università ta' Malta. A total of 15 participants from five partner countries took part in the event. The main purpose of the MathifyMe meeting in Malta was to meet in person, fostering collaboration while discussing the aims and objectives, planned project outcomes, and dissemination activities.

MathifyMe presented at CCS research forum in Seinäjoki

SAMK presented the MathifyMe project and ongoing work at the CCS Research Forum held in Seinäjoki. The forum brought together researchers from three Finnish Universities of Applied Sciences, offering a dynamic platform for interdisciplinary exchange.

Attendees highlighted the project's timeliness and relevance, especially its focus on mental well-being, inclusivity, and educational innovation. The feedback from the forum underscored the importance of tackling emotional barriers in STEM education and validated the project's approach to support students and teachers through engaging digital tools.

MathifyMe presented at Gerrit van der Veen school

The MathifyMe project was recently presented at Gerrit van der Veen School in Amsterdam by AUAS, where it sparked strong interest among teachers. The session raised awareness of the often-overlooked issue of mathematics anxiety in education. Teachers found the project both valuable and inspiring, especially the idea of using game-based learning as a practical tool to help students manage anxiety around math. Discussions highlighted how interactive, adaptive games can build students' confidence and engagement. As a next step, teachers expressed interest in featuring the MathifyMe game during the school's upcoming Culture Days, a special event designed to enrich learning for both students and educators.

Keep Our Project Progress on Track

All information, news, activities, and, project outputs, when prepared, will be freely available on the project website: https://mathifyme.eu

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