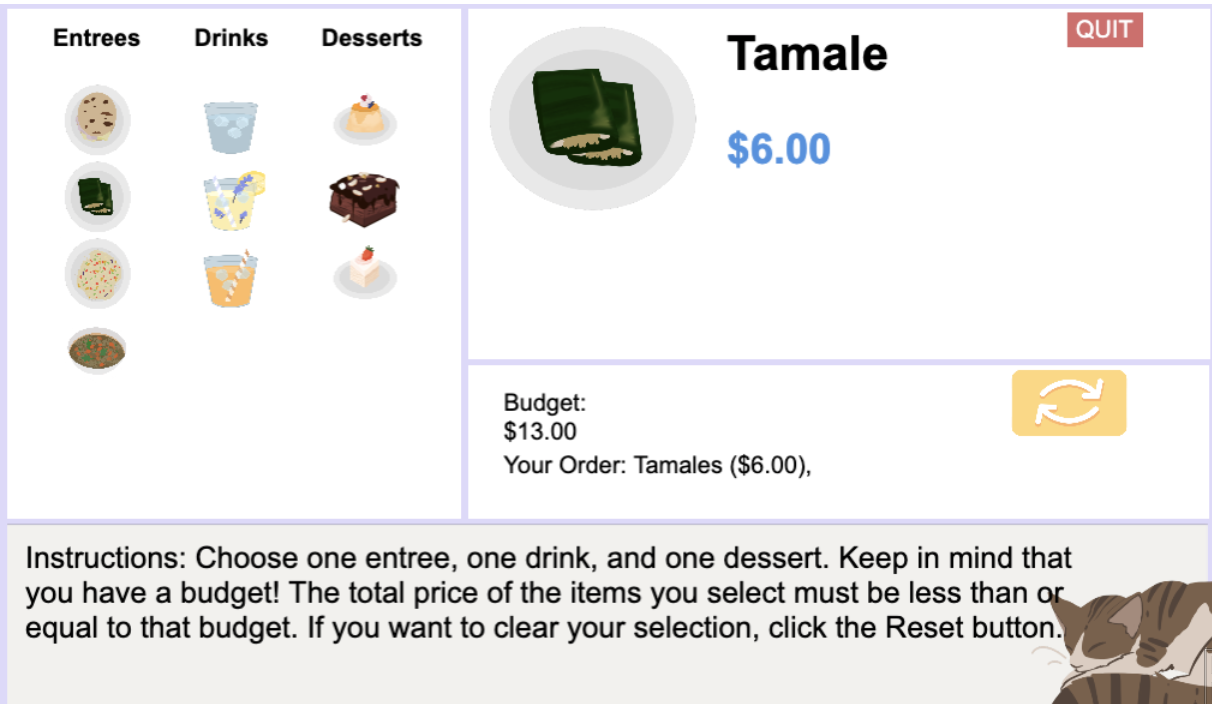
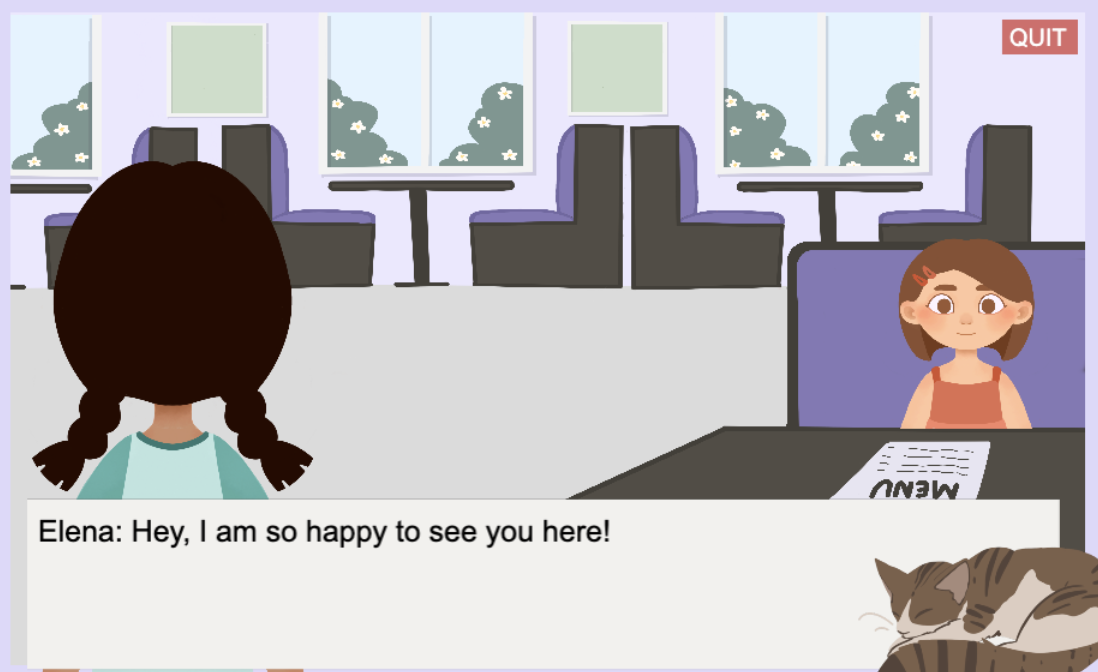
Link to COMP 585 game design details: <https://architkuk.github.io/>

**I AM in my World**

| Math education starts with number sense. Number sense sets the foundation for learning advanced math, pursuing STEM and developing financial literacy. Thus, math education is critical to the liberation of historically marginalized groups including girls and BIPOC. Latinx youth are the fastest growing ethnic group in the U.S. yet there are a variety of systemic issues that negatively impact their math achievement. Research suggests that the lack of culturally relevant pedagogy in math education prevents Latinx and Black students from identifying or seeing themselves as a “math person.” Not being represented in math may generate or exacerbate math anxiety. Culturally relevant pedagogy focuses on learning the skills needed for problem-solving while promoting cultural competence and affirming cultural identities. Mindfulness, common humanity and self-kindness are components of self-compassion, an evidence based technique used for treating symptoms of anxiety and depression.  *I Apply Math in my World* is a web-based quantitative literacy game that utilizes culturally relevant pedagogy to practice number sense and the principles of self compassion to reduce math anxiety among Latinx elementary school students. The game is available in English and Spanish, offers a diverse set of avatars, includes Latinx menu items, introduces real world math problems and a self compassion cat named “Ayu” (short for “*ayuda”* which translates to “*help”* in Spanish). The development of the game will include feedback from focus groups with Latinx students, parents, teachers, math education experts and mental health providers who serve Latinx youth. Although this game is designed for elementary school Latinx students, it is possible that older students may find the game acceptable and beneficial. |
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