

CORONUTTER X: ALGEBRAIC BOARD GAME FOR EDUTAINMENT IN MATHEMATICS ALGEBRA

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ABSTRACT

Mathematics is known to be the most feared subject of all and most students have been struggling to learn Algebra. However, such mathematical knowledge is essential to different aspects of our life. This prompted the researchers to design, develop and evaluate a board game for edutainment in Mathematics Algebra which comes with a bonus of providing awareness on Covid-19. The researchers crafted the CoroNutter X through their creativity and the application of information gathered on the related literatures. It is a multiplayer game of luck and strategy which revolves around the concept of Covid-19 and the pandemic accompanied with the application of basic Algebra. A simplified version of the game was created and students were asked to gauge the potential of the game as a tool for edutainment. In order to rate the educational and entertainment factors of the game, the researchers sought the Bauan Technical High School judgments of 30 Junior High students of Bauan Technical Integrated High School. Both factors received an overall rating of 'very good' and it was concluded that CoroNutter X has the potential to be a medium for edutainment in Mathematics Algebra. It can be used for teaching and training the algebraic skills of the students while imparting awareness on Covid-19. The researchers, however, recommended further evaluation and modification of the game, as well as the computer and mobile adaptation of the game for online and offline use.

Keywords: Mathematics, Algebra, edutainment, Covid-19, board game, CoroNutter X