

## Accepted Manuscript

The Act of Playing and the Logical and Mathematical Reasoning in digital games

Cristiano Natal Tonéis

PII: S1875-9521(16)30036-2

DOI: <http://dx.doi.org/10.1016/j.entcom.2016.10.001>

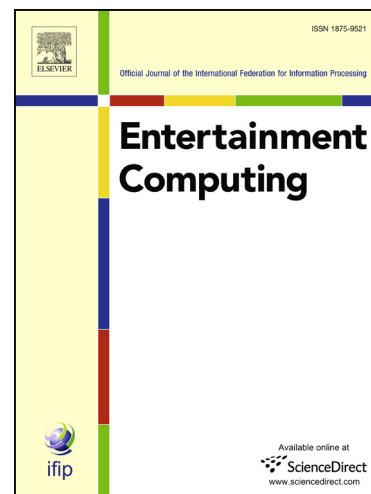
Reference: ENTCOM 195

To appear in: *Entertainment Computing*

Received Date: 12 March 2016

Revised Date: 20 June 2016

Accepted Date: 3 October 2016



Please cite this article as: C. Natal Tonéis, The Act of Playing and the Logical and Mathematical Reasoning in digital games, *Entertainment Computing* (2016), doi: <http://dx.doi.org/10.1016/j.entcom.2016.10.001>

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.

**The Act of Playing and the Logical and Mathematical  
Reasoning in digital games**

The Mathematical Experience in the Digital Games

*Cristiano Natal Tonéis*

FIAP – Faculdade de Informática e Administração Paulista, São Paulo, Brazil

**Author's contact information:**

*crstoneis@gmail.com*

ACCEPTED MANUSCRIPT

Download English Version:

<https://daneshyari.com/en/article/4942884>

Download Persian Version:

<https://daneshyari.com/article/4942884>

[Daneshyari.com](https://daneshyari.com)