

# Gaming in Dyscalculia: A Review on *disMAT*

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**Abstract.** Dyscalculia is a particular learning disability that affects around 6% of the world population. However, dyscalculics are not brainless; they fight to learn mathematics, notwithstanding nurturing an acceptable education environment at home and school. Indeed, dyscalculic children fall behind early in primary school, and may develop anxiety or a strong dislike of mathematics. When reach adult life are still paid less than ordinary people and have difficulties on handling their ordinary finances. Therefore, this work is about a game; *disMAT*, which is an app whose purpose entails to appeal children to train their mathematical skills. *disMAT* involves planning by choosing strategies for change as kids move through the game. Unlike a whole-class mathematics activity, a game may support one's child's individual needs. Undeniably, it must be challenging, have rules and structure, include a clear ending point, and focus on specific abilities.

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