Overview

Introduction	This guide will take a look DimensionM™, which is a 3-D video game aligned to Pearson Middle School Math and enVisionMATH. It will discuss what DimensionM is, what the benefits of game play are, and what skills are included with the games. The guide will also talk briefly about a few implementation options and the research.
Extra Documentation	To view several helpful documents pertaining to DimensionM, go to the tutorial on DimensionM Game Play on myPearsonTraining.com. Notice the attachments section on the upper right corner of the tutorial window.
What is DimensionM?	DimensionM is an immersive 3-D video game that engages students in learning and applying mathematics. The program reinforces the Pearson math curriculum. Students become highly motivated to learn math in order to improve their game play.
Benefits of Gaming	The idea of students playing video games may be a bit foreign to some, but 93% of all K–12 students in the United States are gamers[1], contrary to the popular myth that video games appeal primarily to boys. Playing video games, texting, and using a variety of social media tools are ways students learn and communicate today.
	DimensionM will hook students and provide educational benefits. Teachers will likely observe that students become engaged, motivated, and spend more time practicing math.
Skills Alignment	The DimensionM program aligns with both the Pearson's Middle School Math and enVisionMATH programs. The single-player version provides a few math topics for each grade level. Teachers can easily upgrade to the multiplayer version of the game, which includes more topics and skills.
	To try the multiplayer version, click the **Get Multiplayer!** button. The multiplayer version includes four different games and allows students to play against one another. They can goop each other and play as teams.
	The full list of skills provided with the multiplayer version is provided in the attachments section of the DimensionM Overview tutorial on myPearsonTraining.com.
Implementation	There are a number of ways to use DimensionM Powered by Pearson to help students get excited about learning math. A few ideas would be to include game play as part of in-class instruction, homework, math clubs, peer-to-peer tutoring, math tournaments and competitions, and at home.

Yes, students can also download and play DimensionM at home. They can download the game from PearsonSchool.com/DimensionM.

Research	DimensionM integrates the best of current learning theory and educational game development.
	The University of Central Florida found that using gaming software more than doubled the gains in Florida district tests when compared with teacher-only instruction. To view the full research brief, visit the attachments section of the DimensionM Overview tutorial to read more about this fascinating study.
Review	This guide discussed the benefits of DimensionM game play. It explained the skill alignment to the Pearson math program. This guide also discussed a few implementation options and the research.
	For more information, please watch the other DimensionM tutorials on myPearsonTraining.com.

1. Source: "Dropout Nation," Time Magazine, April 17 2006. Department of Education, the National Center for Education Statistics, Digital Game Based Learning, Marc Prensky. Entertainment Software Association.