As computers and digital technology become increasingly prevalent in education settings, it is important to look at the ways this technology can best be used in mathematics teaching and learning environments.

The research on this topic has proliferated over recent years, and highlights many options for integrating mathematics teaching into digital environments, and vice versa. Some of these options include online courses, educational computer games, mobile phone apps, digital textbooks, and entire virtual worlds within which students learn and interact. One challenge involved in developing and implementing these digital learning environments lies in allowing for meaningful interaction with and manipulation of the environment on the part of both teacher and students. If this and other conditions are met, there are many potential benefits to both students and teachers from the implementation of these resources into mathematics education, including increased student engagement, increased ability to provide individualized teaching, increased accessibility to classes and class materials, and enhanced evaluation and feedback methods.

We have started a literature search dedicated to finding the most recent and relative research on this topic, and our initial findings are located below. Please leave us any suggestions you have for adding to this list in the comments section of this page.


How can digital learning environments be used to enhance the teaching and learning of mathematics?

Written by


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