

1086-M5-1824 **Andrew-David Bjork*** (abjork@sienaheights.edu), 1247 E. Siena Heights Dr., Adrian, MI 49221. *A final project in a mathematics of games class: create your own new game!*

Almost every game that has ever been played by a human being has an underlying mathematical structure. Every student that I have ever taught has played games. Some they find fun, others boring. Some start out as fun, but fail to keep the interest of the player. Through a mathematics of games course, my students learn to appreciate the mathematical underpinnings of a game, manipulate mathematical models to learn to play better, and eventually, they begin to understand what makes a game fun for them. As a capstone for the course, my students get to design an original game from scratch. I will present this group project, complete with instructions, a grading rubric, and some final completed projects. (Received September 24, 2012)