We describe our team-taught, interdisciplinary course *Numb3rs in Lett3rs & Fi1ms: Mathematics in Literature and Cinema*, which explores mathematics in the context of modern story-telling. To date, we have taught three iterations of this course, most recently in Spring 2015.

In this iteration, we examine the representation of mathematical characters – of female mathematical characters in particular – in literature and cinema. We highlight several pieces that have female main characters and pieces that were created by women, and we use these pieces as our entryway into mathematics. We define “mathematical characters” loosely to include programmers, hackers and game designers, and we define “literature and cinema” broadly to include all forms of creative/theatrical story-telling, such as web-based content, documentaries and video games.

In this talk, we reflect on this course’s evolution over its three iterations. We describe several of the pieces we used, the mathematical topics they led us to, some of our more successful assignments and some of our challenges. We discuss what we learned from each iteration and what we hope to accomplish next (Spring 2017). Lastly, we mention other courses that have followed *Numb3rs in Lett3rs & Fi1ms*. (Received September 19, 2016)