

Logifaces

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The Logifaces Project looks at how the design award-winning Logifaces game can foster science, technology, engineering, arts, and mathematics skills (STEAM). It is designed to integrate all subjects with each other to provide interdisciplinary instruction. Mathematical skills especially have a high value in education due to their high value in the technological change of society. LOGIFACES can be arranged in millions of variations. It allows your imagination to reign free to find endless patterns in its computer-generated forms, while complex geometries become comprehensible, in a real, non-virtual space under your hands. The Logifaces set is made up of 16 truncated prism blocks. The 16 pieces contain 11 different types of prisms, each of them identifiable by the height of their three vertices. These heights can be 1, 2 or 3 units. The game was invented by <http://www.planbureau.hu/> and is developed and produced by Logideez and it won design prizes such as the Hungarian Design Award 2013. This is the website of the game: <https://logifaces.com/>

The aim of the workshop is to train skills such as combinatorics, communication, creativity and more skills maybe not starting with a c, have fun, inspire to own game ideas, and get feedback on created exercises.

In the workshop, we will

1. Present the project and certain outcomes we discovered
2. Introduce the constraints and attributes of the game
3. Invite participants to test several created exercises
4. Discuss how the exercises can foster skills and which skills they might be

Keywords: *Design, STEAM, education, mathematics*

Time: *45 minutes*

Resources: <https://www.geogebra.org/m/bxkcrs8w>