

What can Mathina do for you?

- Improve mathematical thinking among young learners from 6 to 99 years old
- Make mathematics fun
- Make you learn while reading and gaming

Mathina

AN INTERACTIVE STORYBOOK BETWEEN
MATHEMATICS AND FANTASY



What is Mathina?

Mathina is an ERASMUS+ project by Atractor (PT), Bragi Vizualne Komunikacije (SI), Curvilinea Società Cooperativa (IT), Experience Workshop (FI) and Imaginary (DE), which helps to discover Mathematics through interactive tales and stories. Mathina can be used by parents to play with their kids, by teachers as a didactical tool or directly by young learners eager to discover more maths.



Discover more about the project on
www.mathina.eu

What will Mathina be like?

The final output of the project will be an interactive collection of stories, divided according to age groups and topics, which will enhance the experience of the user, also with stories, tales, puzzles and riddles. Cryptography, geometry, symmetry, logic and much more await you!

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