

1106-F5-2563      **Andrew J Miller\*** ([andrew.miller@belmont.edu](mailto:andrew.miller@belmont.edu)). *Reacting to the Past in a Mathematics Classroom*. Preliminary report.

“Reacting to the Past” is a program that develops and disseminates immersive simulation games that invite students to take on roles from history. In Fall 2013, I ran one of these games, *Ways and Means, 1935*, in my introductory mathematics course. *Ways and Means* was developed by John Curran, Mark Higbee, Russell D. Jones, and Andrew Ross to develop quantitative literacy and argumentation skills by having students re-enact the 1935 debates about the Social Security Act. I will introduce the audience to the game, discuss my experiences with it, and pass on some tips for those interested in running the game in their classes. (Received September 16, 2014)