

# 食數大王 NUMMERFEST

玩家靠移動大圓卡與其位置號碼之總和值去吃掉鄰近總和值小於它的大圓卡。奪得最高總分的一方成為贏家。

Players will compete to eat as many surrounding discs as possible based on the sum of the face value and current position value of a moving disc being greater than the sum value of a neighboring disc.

## 遊戲的認知技能提升函蓋範圍 (Cognitive Skills Coverage)

- ◆ 模式識別 Pattern Recognition
- ◆ 分散注意 Divided Attention
- ◆ 環境適應 Updating
- ◆ 處理速度 Processing Speed
- ◆ 擬備規劃 Planning
- ◆ 思路轉移 Shifting
- ◆ 手眼協調 Hand-eye Coordination
- ◆ 視訊掃描 Visual Scanning
- ◆ 短期記憶 Short-term Memory
- ◆ 專注分析 Focus
- ◆ 宏觀記憶 Working Memory

## 學習學術範圍 (Academic Learning)

主題 Topics	小學程度 Primary	初中 Secondary	高中或以上 High Level
心算運用 Mental Arithmetic	✓		
邏輯思考 Logical Reasoning	✓		
題解技巧 Problem Solving Skill	✓	✓	✓
排列組合 Permutation Analysis		✓	✓
機率分析 Probability Analysis			✓
離散數學 Discrete Mathematics			✓
理論探索 Theoretical Investigation			✓
電腦模擬 Computer Simulation			✓
賽局理論 Gaming Theory Study			✓
人工智能 Artificial Intelligence Study			✓