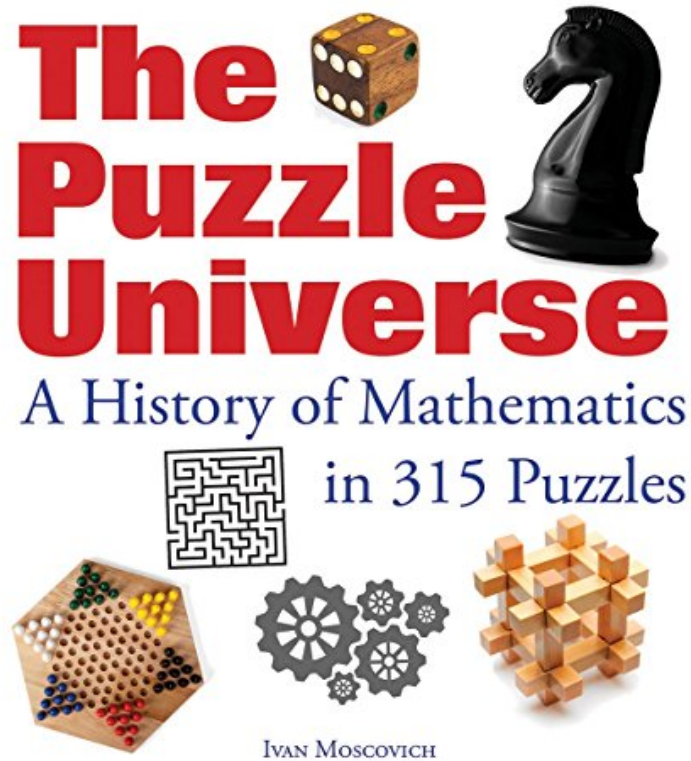


The Puzzle Universe: A History of Mathematics in 315 Puzzles

Ivan Moscovich

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Ivan Moscovich : The Puzzle Universe: A History of Mathematics in 315 Puzzles before purchasing it in order to gage whether or not it would be worth my time, and all praised The Puzzle Universe: A History of Mathematics in 315 Puzzles:

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The Puzzle Universe is intended for general readers and devoted puzzlers. It is about the latent beauty of mathematics, its history, and the puzzles that have advanced and emerged from the science of numbers. It is full of challenging

historical facts, thinking puzzles, paradoxes, illusions, and problem solving. There are 315 puzzles in this book. Extended captions explain in easy terms the value of the puzzles for mathematical and educational purposes, particularly in light of the findings of recent research. This historical and pedagogical dimension sets *The Puzzle Universe* apart from similar books. The puzzles appear in a dynamic layout for a visual experience that is Ivan Moscovich's trademark. There are ten chapters complete with answers. Icons show the challenge rating and the tools needed (pencil, scissors, ruler, and of course, brain). The chapters are: Thinking about Playthings and Your Brain Beginnings, Greek Math, Geometry and The Ahmes' Puzzle Primes, Magic Squares and Queen Dido's Problem Points, Topology and Euler's Seven Bridges Puzzle Knights And Queens, Cutting Cakes and The Mystery of the Pendulum Science, Dimensions, Randomness and The Tower Of Hanoi Puzzle Infinity, Impossible, Mixed Hats and Mixing Tea with Milk Puzzle Paradoxes, Cellular Automata, Hollow Cube and Night Crossing Puzzle Perception, Illusions, Parity and Puzzles about Truth and Lies of Ray Answers. With this book, Ivan Moscovitch invites readers to join him in the puzzle universe, a pleasant environment of creative discovery, problem solving, fun and enjoyment.

This trove contains puzzles, brain teasers and games, some of which date back thousands of years. (Keith Blanchard Wall Street Journal 2015-11-17) First things first: To ease your mind, yes, this book includes an answer section as well. But Moscovich, a celebrated puzzle inventor, makes a compelling case for puzzle solving as a means of developing creativity and even intelligence, so you might want to give it a go to solve a few on your own before consulting the answers. Colorful illustrations are mixed with historical notes about famous mathematicians, all kinds of puzzles and games, and discussions of objects ranging from gears to the Sphinx--making this book all the more engaging for puzzle enthusiasts and those interested in the history of science. Gift Guide 2015 Selection. (Fenella Saunders American Scientist 2015-12-18) *The Puzzle Universe* is a quixotic, informative, and enlightening encyclopedia of recreational mathematics. It should prove to be an inspiration to mathematical idlers, and a rich resource for learners and teachers who wish to be attuned to the playful and creative side of mathematics. (Dan MacKinnon Mathrecreation Blog 2015-12-17) Having read several of Ivan Moscovich's previous puzzle books, I was not surprised in thumbing through it to find a wonderful collection of puzzles and problems to challenge mathematicians of all ages and levels, and all presented in beautiful color. What seems to be even newer here is a larger focus on the historical nature of the problems in the development of mathematics... Check out what I believe may be the most beautiful coffee table holiday gift for all the puzzle lovers on your Christmas list. (Pat Ballew Pat's Blog 2015-11-15) Would make a great gift for a mathematically minded friend or family member. (Mike Dr. Mike's Blog 2016-06-06) About the Author Ivan Moscovich is celebrated worldwide as one of the leading inventors and presenters of visual games and puzzles. He has more than 40 illustrated books to his credit, of which *The Big Book of Brain Games* has sold over one million copies and was translated into more than 20 languages. He is widely recognized as one of most innovative inventors in the toy industry.