



# Working group

## FUTURE TRENDS IN INTERACTIVE GEOMETRY

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Interactive (or Dynamic) Geometry software (DGS) has become an accepted tool for teaching mathematics in the last two decades. Those who are accepting the use of computers in schools are well aware of the potential of these software packages, and there exist lots of resources, pre-explorations, illustrations, and exercises that can be used off-the-shelf to exploit a great part of this potential.

However, several new trends and developments have emerged: some packages allow for a tighter integration with algebraic and symbolic approaches, some offer novel user interfaces, others include methods for numeric simulation, etc. As these developments are unfamiliar to most users (teachers and scientists), there is no or little formal evidence of their usefulness or evaluation results. Also, new hardware – innovative input devices, sensors, mobile devices – is available that might change the integration of DGS completely – or not.

This session tries to give an overview over both innovative approaches to DGS and innovative use of traditional DGS, and to demonstrate how these could be applied to mathematical education. We invite submissions on the subject of

- Innovative features of DGS,
- Specialized and experimental DGS,
- Interaction between DGS and other mathematical software
- Interaction between DGS and the real world,
- New mathematical methods that are used to improve DGS,
- Non-standard classroom activities that make use of new features or make creative use of "old features",
- Evaluation results for DGS use that could be used to identify new directions in the development of DGS,
- Usability studies for DGS,
- Innovative Hardware and mobile devices,
- and other topics that are related to the above.

This session builds on the tradition of the last CADGME conferences and was initiated for CADGME 2007 in Pécs.



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