

# Concepts and Visions for Math and Science

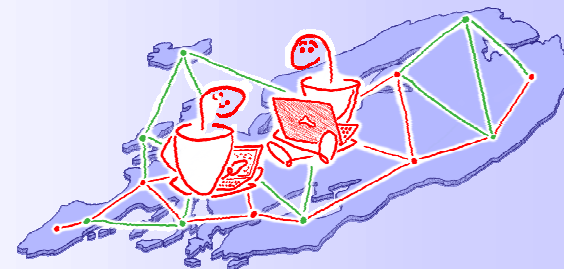
OpenMath Thematic  
Network Meeting:  
Bremen 2003



Authors: Sabina Jeschke  
Tilman Rassy

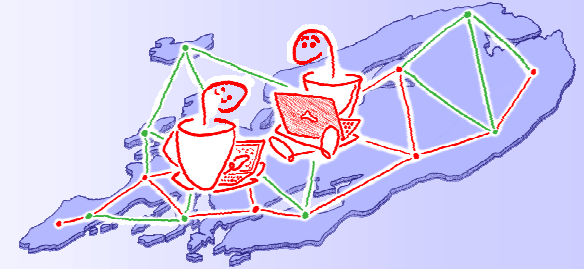


together with: R. Keil-Slawik Univ. Paderborn  
R. Seiler TU Berlin  
C. Thomsen TU Berlin  
E. Zorn TU Berlin



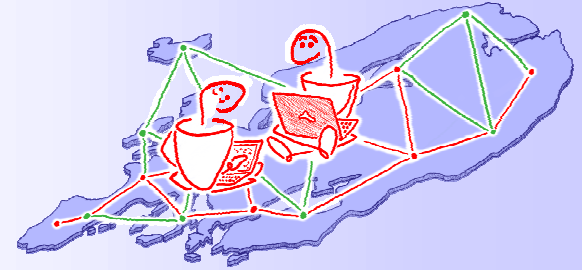
## Aim of this Talk:

- ✘ give some insight on our projects and interests
- ✘ illustrate the necessity of semantic description of mathematics by eTeaching, eLearning & eResearch scenarios
- ✘ define (inpicitely) some demands & requirements on the semantic description of mathematics

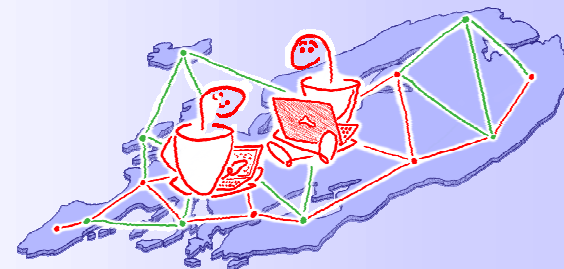


## About this talk:

1. Introduction
2. Pedagogical Approach for Maths & Science
3. eLearning, eTeaching & eResearch Scenarios
4. Barriers, Problems & Answers...



# Introduction



## Today:

✘ Organizational Scenarios:

✘ Learning Scenarios:

✘ Training Scenarios:

✘ Communication Scenarios:

✘ Presentation Scenarios:

mainly:

Distribution of Information

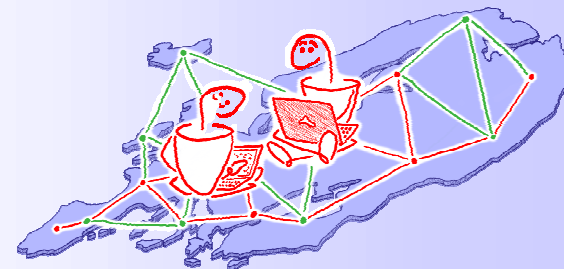
Distribution of (static) Documents

Simple tests (multiple choice)

Chat, forum, mailing-lists

Electronic Presentations (html, ppt, ...)

**= 95% of "eLearning"**



## Potential of electronic media

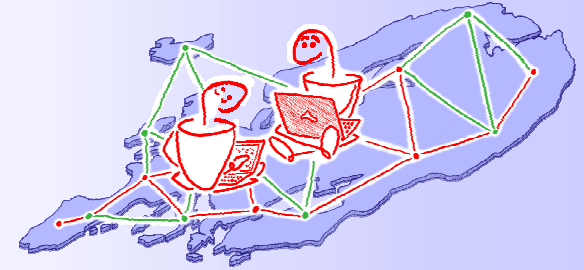
(particularly with regard to eLearning, eTeaching & eResearch)

- ✘ interactivity & experimental environment
- ✘ non-linearity
- ✘ adaptivity & personalization
- ✘ support of different learning styles & needs

- ✘ reusability & recomposition
- ✘ accessibility (anytime, everywhere, ...)

pedagogical  
& educational

organisational  
& political



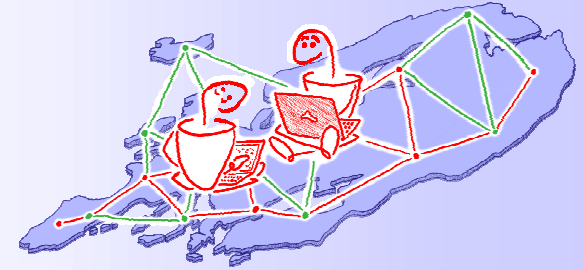
We have to face

a huge divergence

between the potential

and the reality!





**So far:**

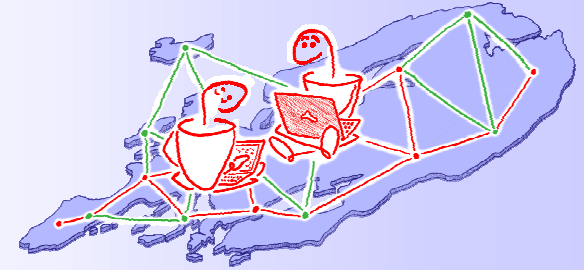
**The Potential of**

**Electronic Media in Education**

**is Dramatically Wasted !**







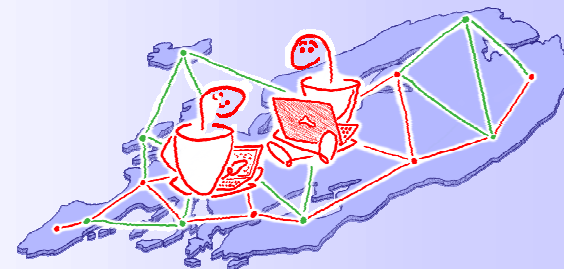
# Pedagogical Approach for Math & Science

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by:  
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Berlin University of Technology

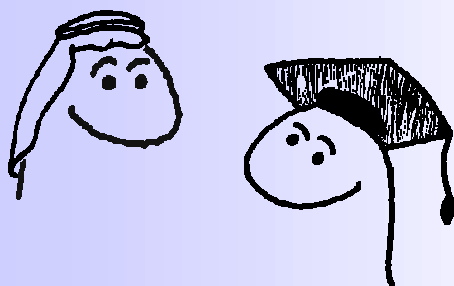


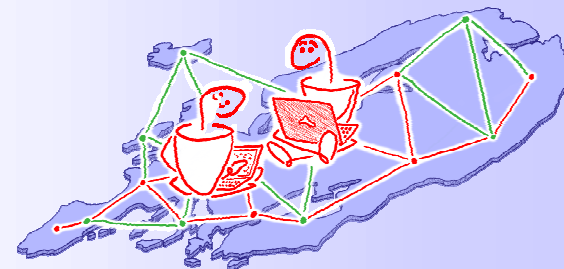


## Qualitative Change in Mathematical Power

leads to:

- ✓ Changes in Learning and Teaching
- ✓ Changes in Research
- ✓ Changes in Society

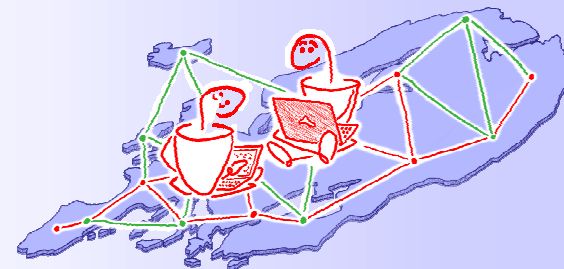




## → Changes in Pedagogical Approach...

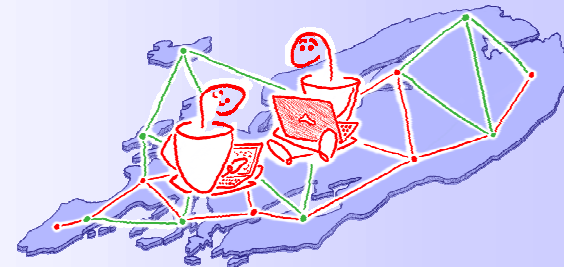
- ✘ Awareness of the potential and power of mathematics
- ✘ Formulating, modelling and solving problems in context
- ✘ Mathematical reasoning
- ✘ Awareness of connectivities between mathematical ideas
- ✘ Handling mathematical symbols and formalism
- ✘ Communicating in, with and about mathematics
- ✘ Reflectively using mathematical tools & machinery
- ✘ Awareness of Mathematics for Society & Democracy

**New view on  
mathematical  
competences**

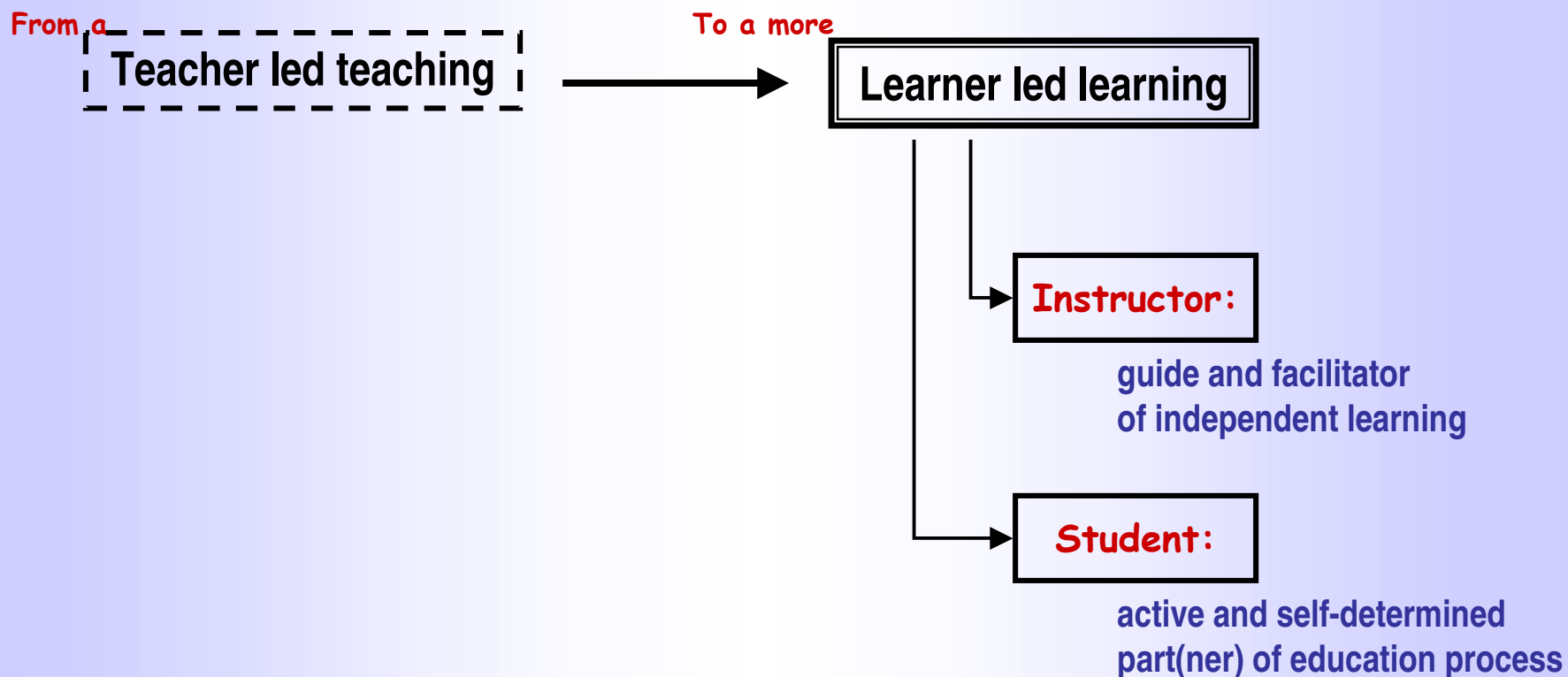


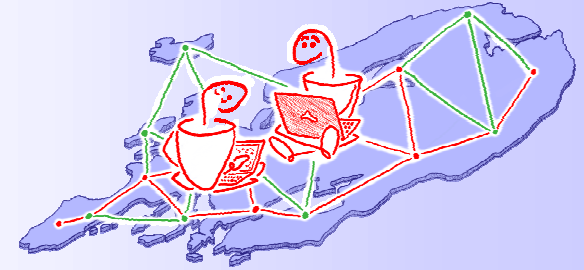
**... requires:**

- ✘ (Inter-)Active selfdirected mathematical exploration**
- ✘ Intensive learning by intelligent tutoring**
- ✘ Individualised & Competence oriented learning**
- ✘ Non-linear learning**
- ✘ Mathematics embedded in its context**
- ✘ Active creation of new mathematical knowledge**
- ✘ Communicate freely in mathematics**
- ✘ Cooperative & collaborative learning in distributed environments**

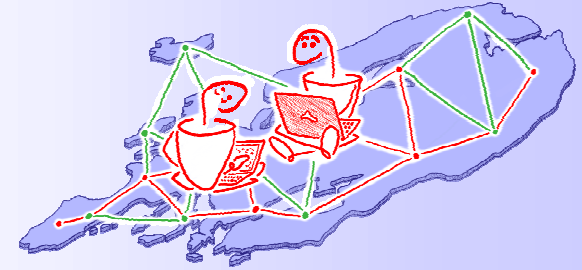


## Changes in Learning Process and Roles of Actors:

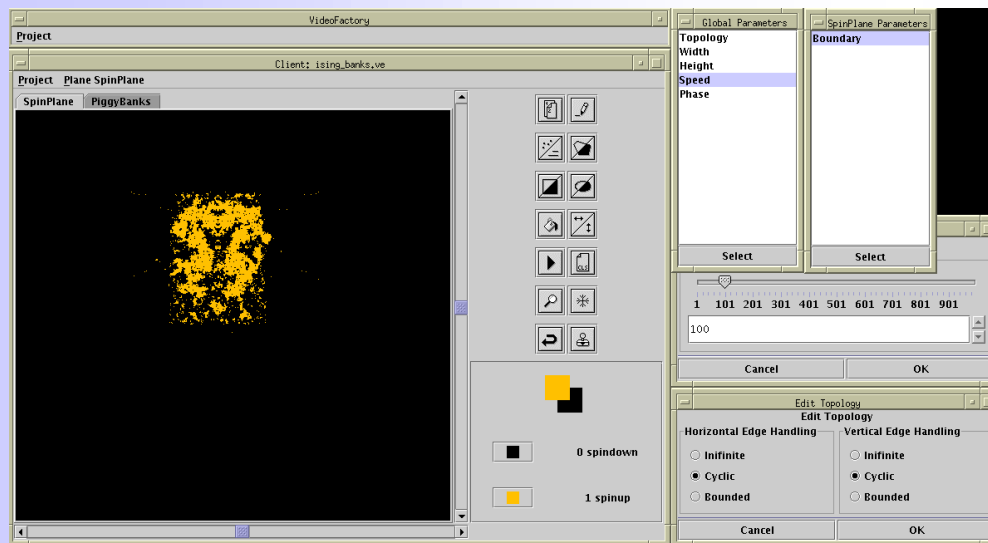




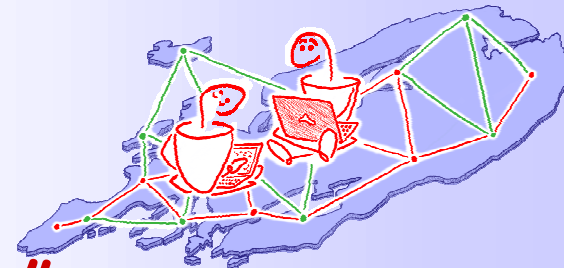
- eLearning
- eTeaching Scenarios
- eResearch



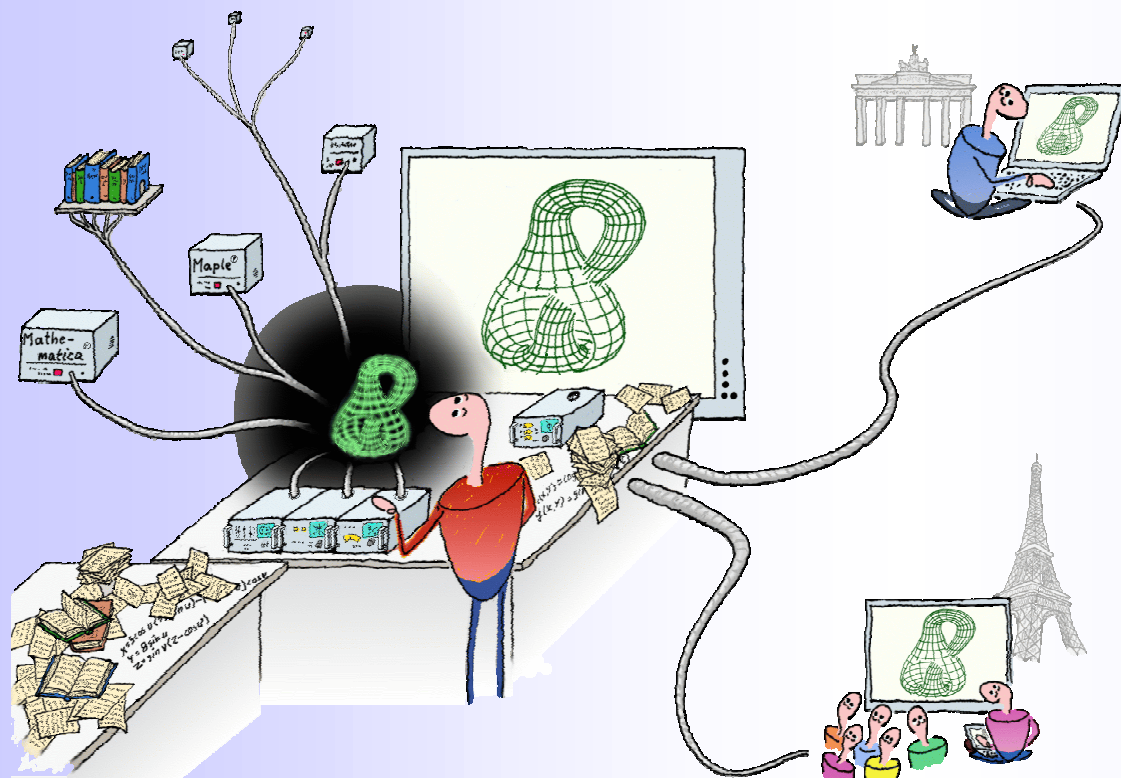
## Scenario "Virtual Laboratories":



- ✗ virtual equivalence to "real lab"
- ✗ experimental learning scenarios
- ✗ highly interactive
- ✗ focus on self-directed discovering
- ✗ open for integration of other tools

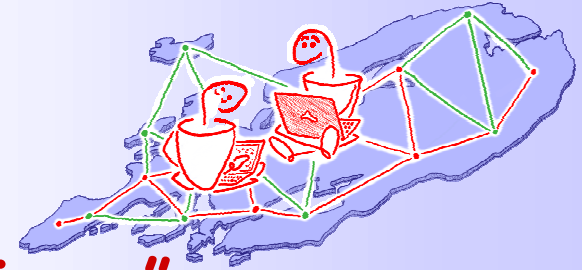


## Scenario "Cooperation in Virtual Spaces":

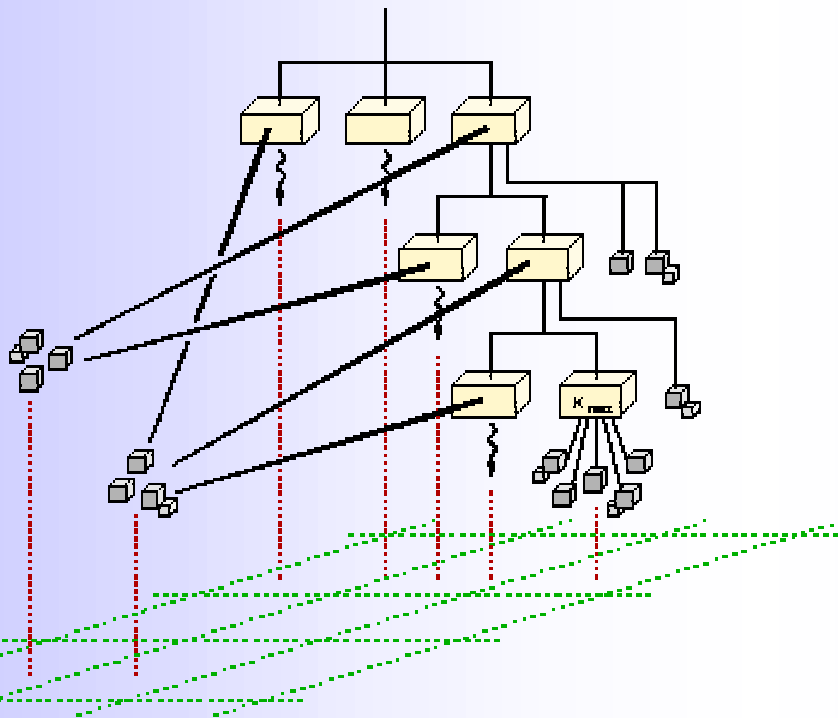


- ✗ cooperative studies
- ✗ in virtual laboratories
- ✗ given a geographically separated situation

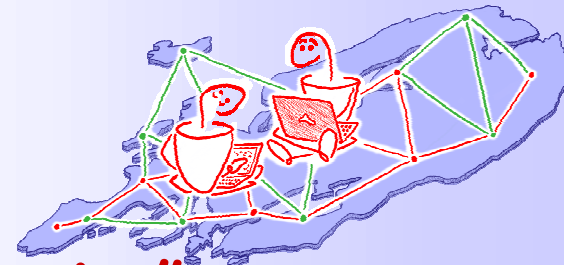




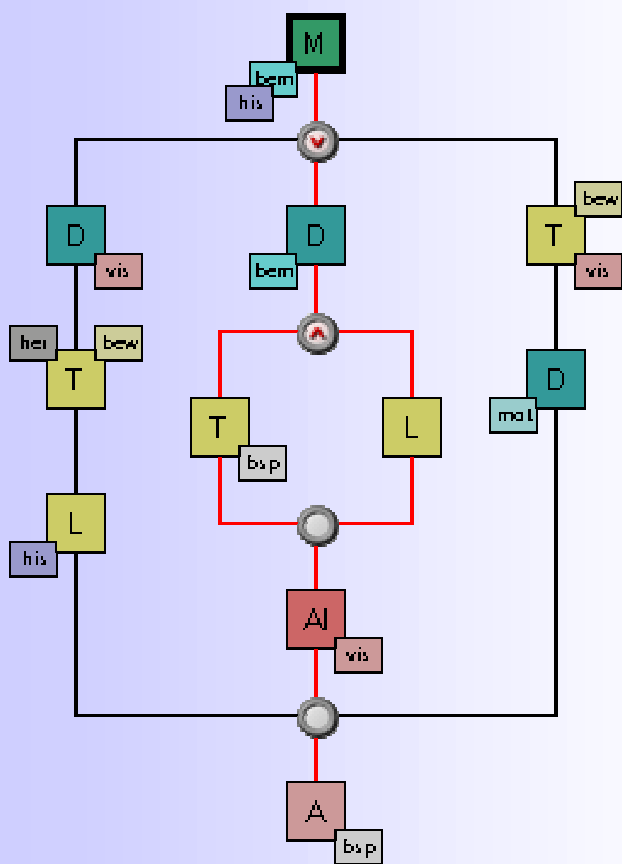
## Scenario "Granular interactive Math-Pieces":



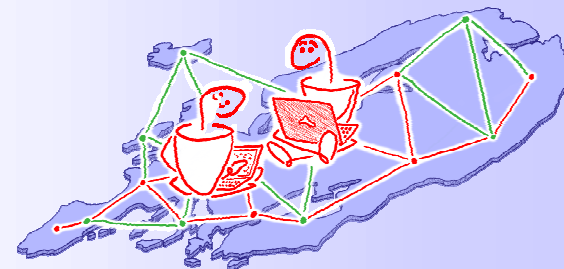
- ✗ fine-granular knowledge content
- ✗ for recomposition
- ✗ for flexible usage
- ✗ interactive & multimedial
- ✗ arranged by its interior logical structure



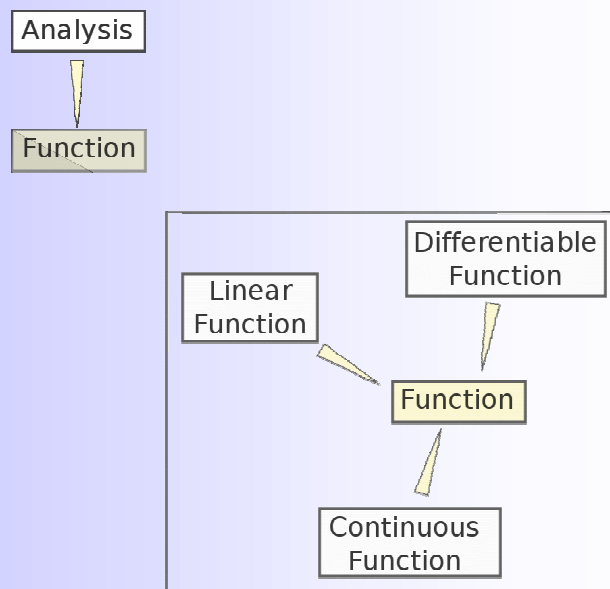
## Scenario "Non-linear Course Representation":



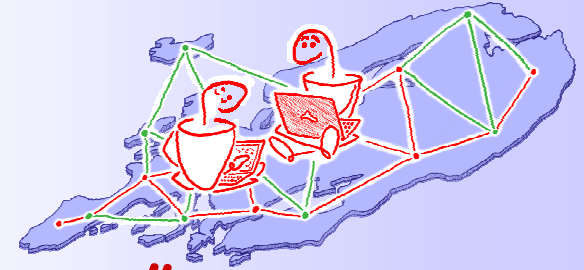
- ✗ multidimensional arrangement of content
- ✗ non-linear navigation structure
- ✗ visualization of different connections



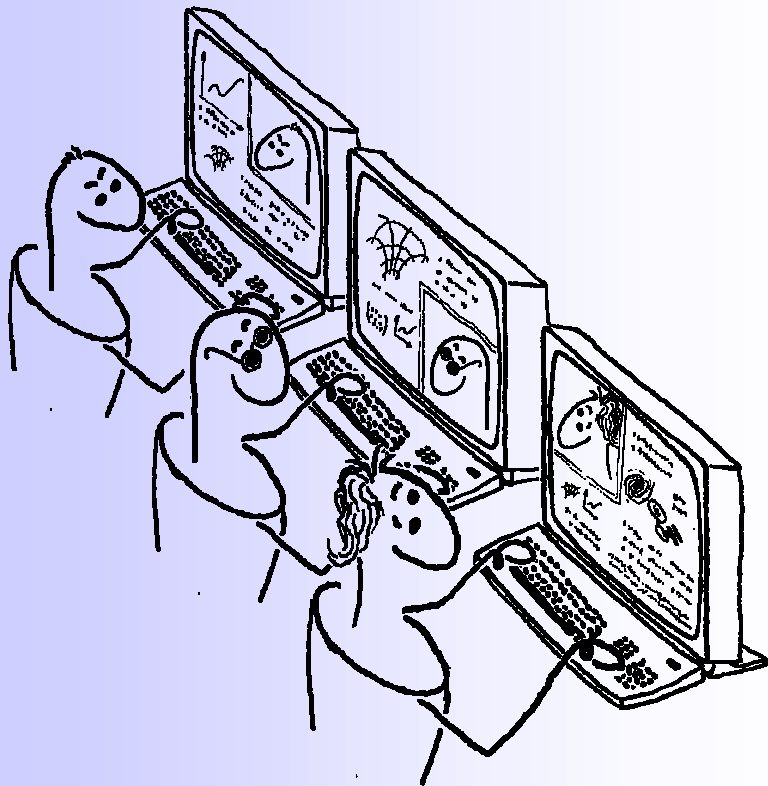
## Scenario "Knowledge-Nets":



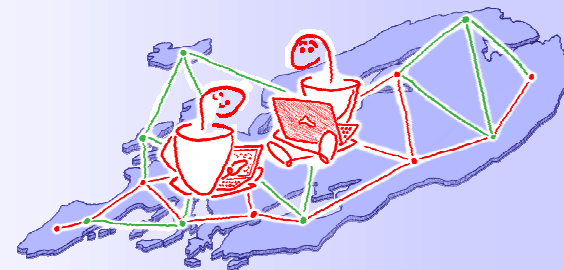
- ✗ dynamical knowledge nets
- ✗ representing knowledge connections
- ✗ answering individual inquiries
- ✗ open for integration of new content
- ✗ self-organized, increasing



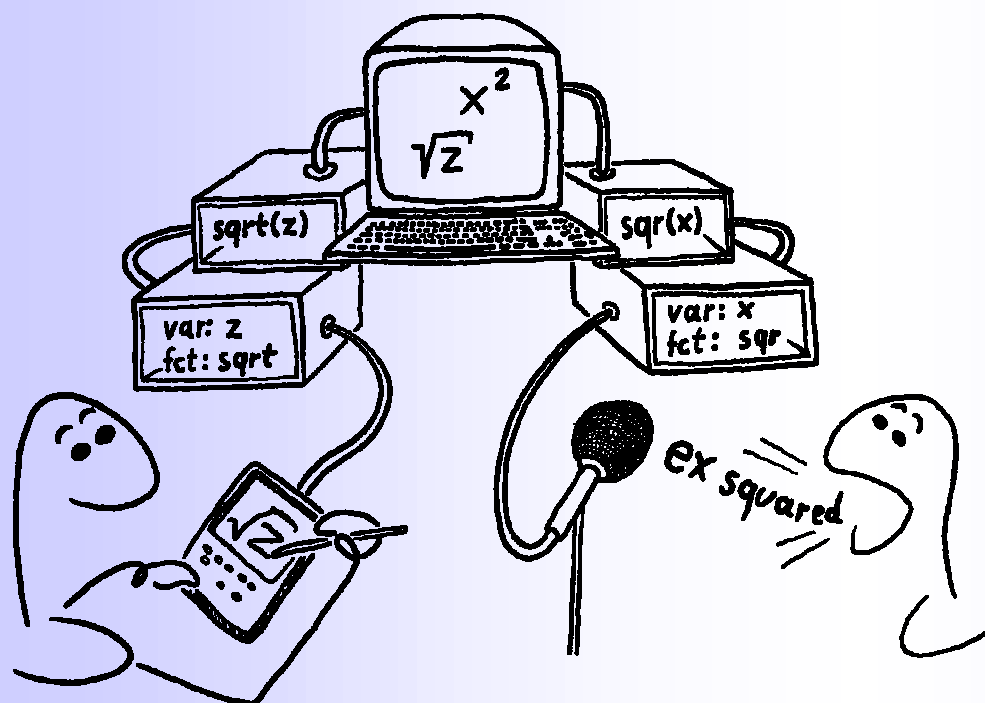
## Scenario "Intelligent Training Environment":



- ✗ adaptive to different learning styles
- ✗ adaptive to different precognition levels
- ✗ adaptive to different learning targets
- ✗ intelligent check mechanisms

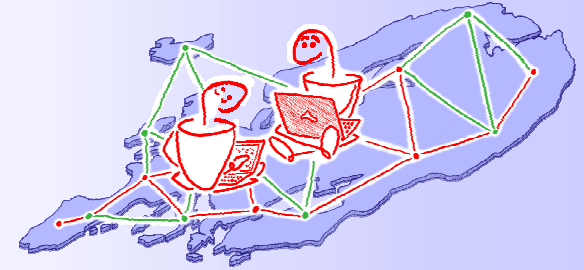


## Scenario "Natural formula recognition":

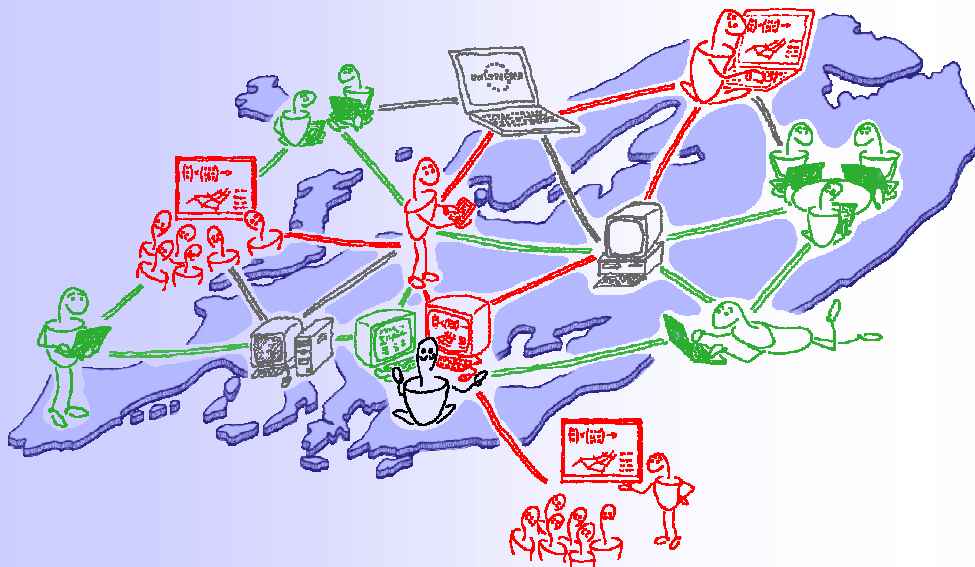


- ✗ handwritten formula recognition
- ✗ speech-based formula recognition
- ✗ with semantic interpretation

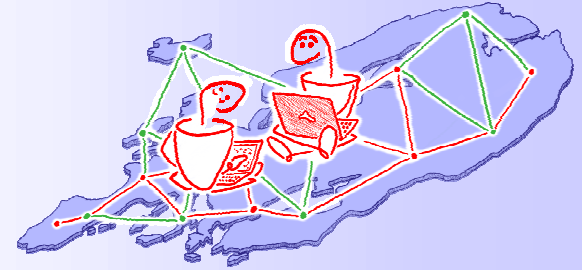




## Scenario "Single Sign On":



- ✗ open framework structure
- ✗ standard-based
- ✗ networked
- ✗ integration of heterogeneous partners



# Barriers, Problems, Answers

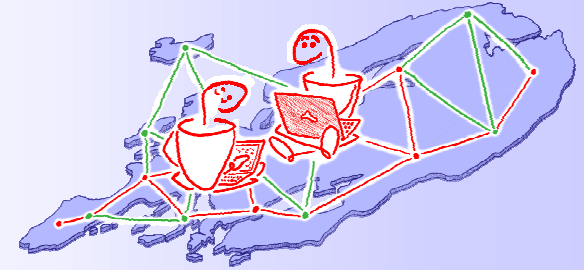
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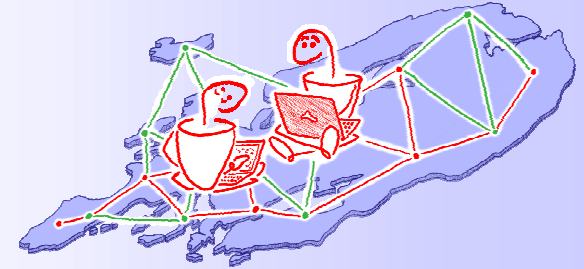


## All problems are basically caused by:

➤ monolithic design of the majority of all eLearning software

➤ missing granularity and missing ontological structure of content

➤ usage of static typographical objects

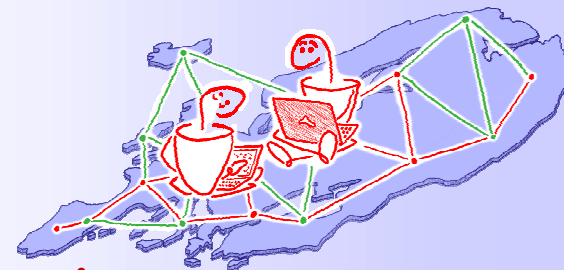


... and answered by:

➤ open heterogenous platform-independent portal solutions

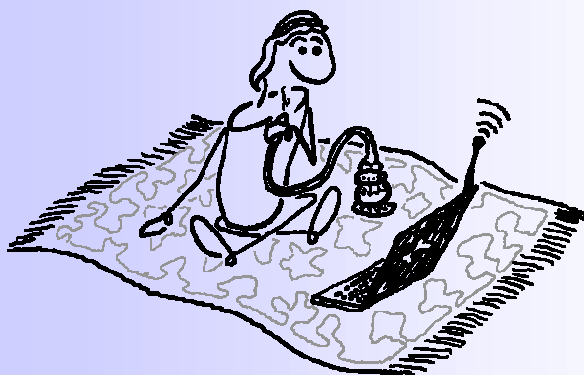
➤ analysis and synthesis of self-immanent structures of knowledge fields

➤ usage of active executable processes with semantic description

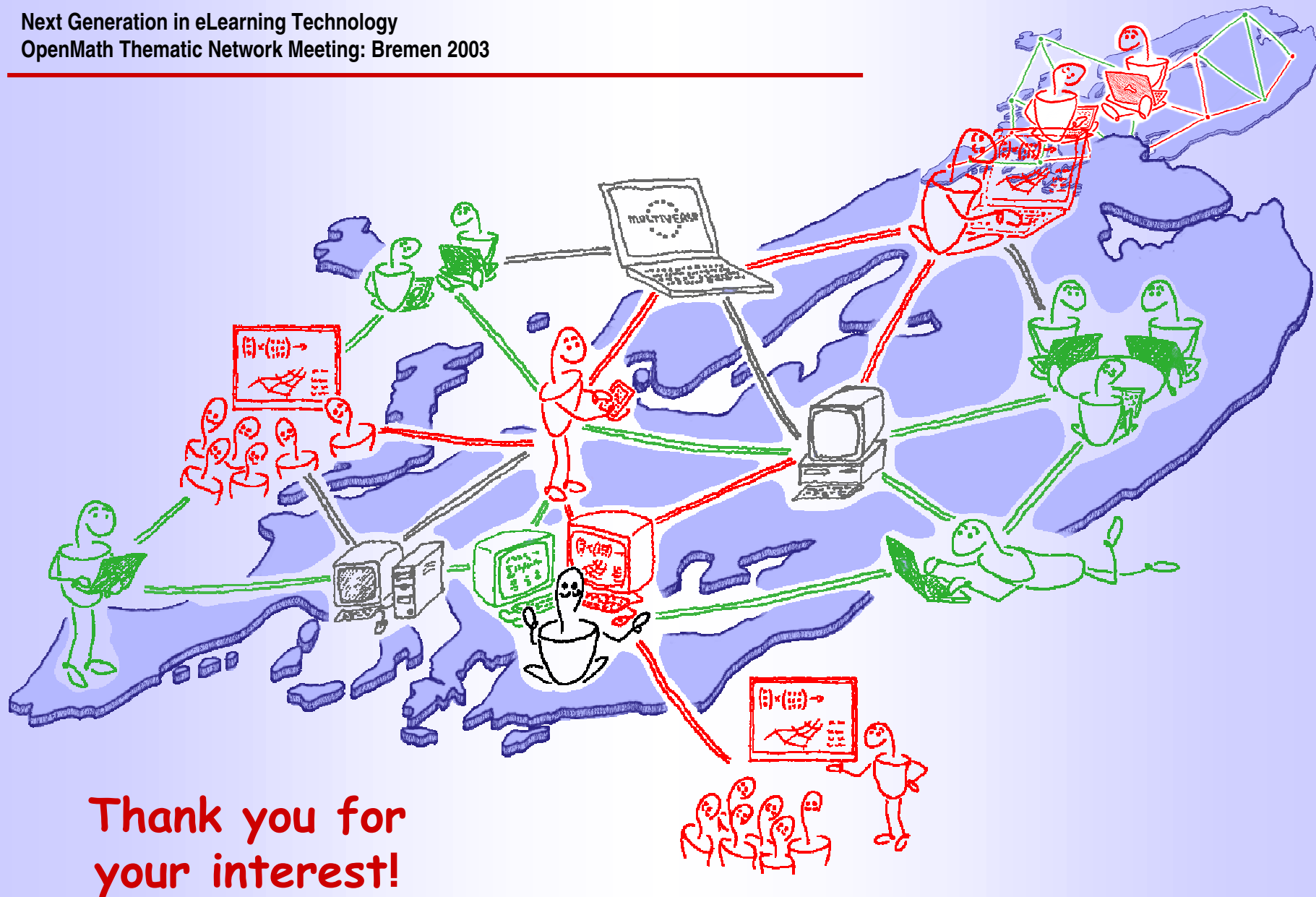


## Next Generation of eLearning Environment has to overcome these barriers!

- We have the arguments -
- We have the vision -
- We have the concept -
- We have the power -
- We have the technology -



... and we have to apply  
them to use the potential  
of multimedia for the  
learning, teaching and  
research in Math!



Thank you for  
your interest!