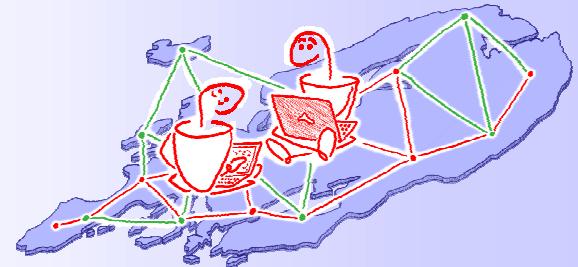


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# Concepts and Visions for Math and Science

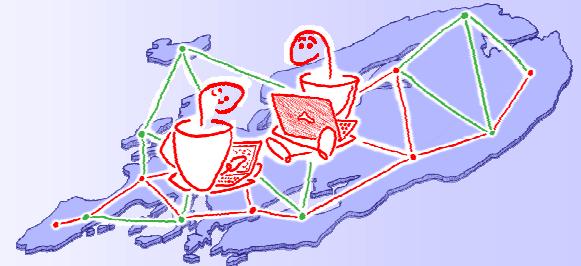
OpenMath Thematic  
Network Meeting:  
Bremen 2003



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 (implicitly) 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

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by:  
Sabina Jeschke & Tilman Rassy

Department of Mathematics  
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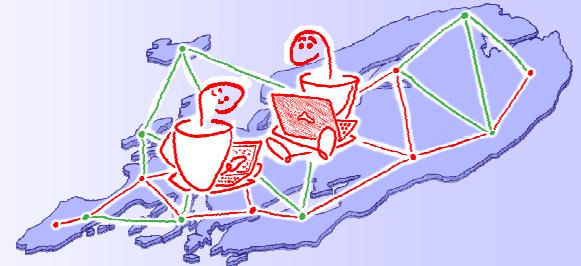


## Today:

mainly:

- ✖ Organizational Scenarios: Distribution of Information
- ✖ Learning Scenarios: Distribution of (static) Documents
- ✖ Training Scenarios: Simple tests (multiple choice)
- ✖ Communication Scenarios: Chat, forum, mailing-lists
- ✖ Presentation Scenarios: 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

pedagogical  
& educational

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

organisational  
& political



We have to face

a huge divergence

between the potential

and the reality!

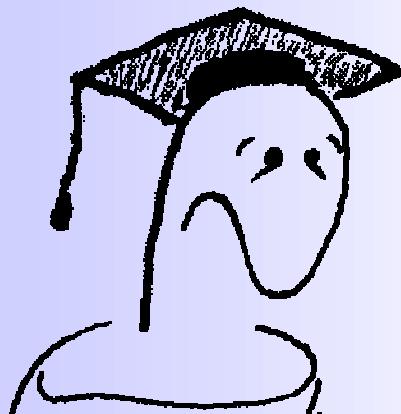




So far:

The Potential of

Electronic Media in Education



is Dramatically Wasted !



# Pedagogical Approach for Math & Science

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by:  
Sabina Jeschke & Tilman Rassy

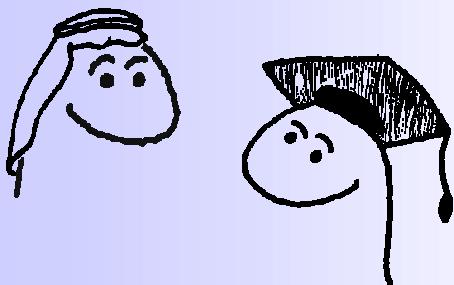
Department of Mathematics  
Berlin University of Technology





## 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

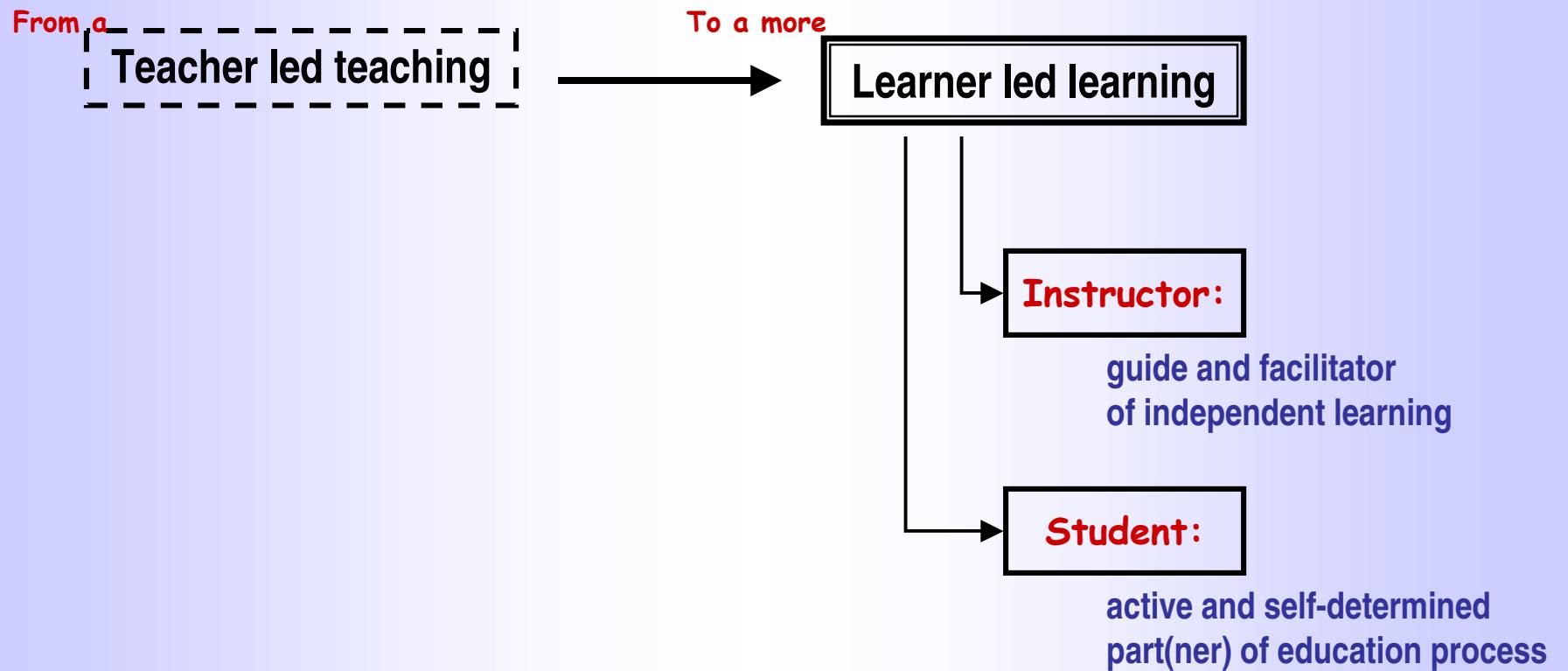


## ... requires:

- ✖ (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:

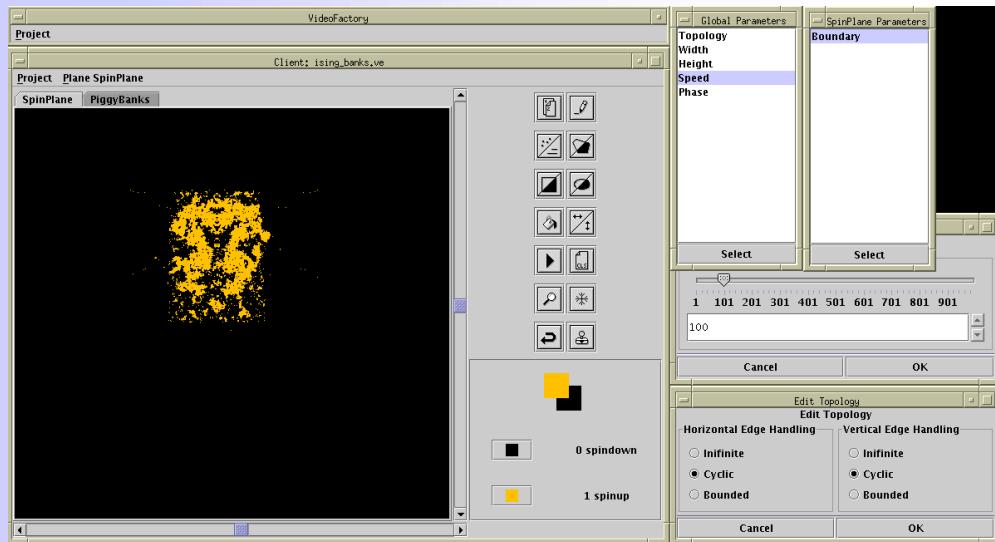




- eLearning
- eTeaching Scenarios
- eResearch



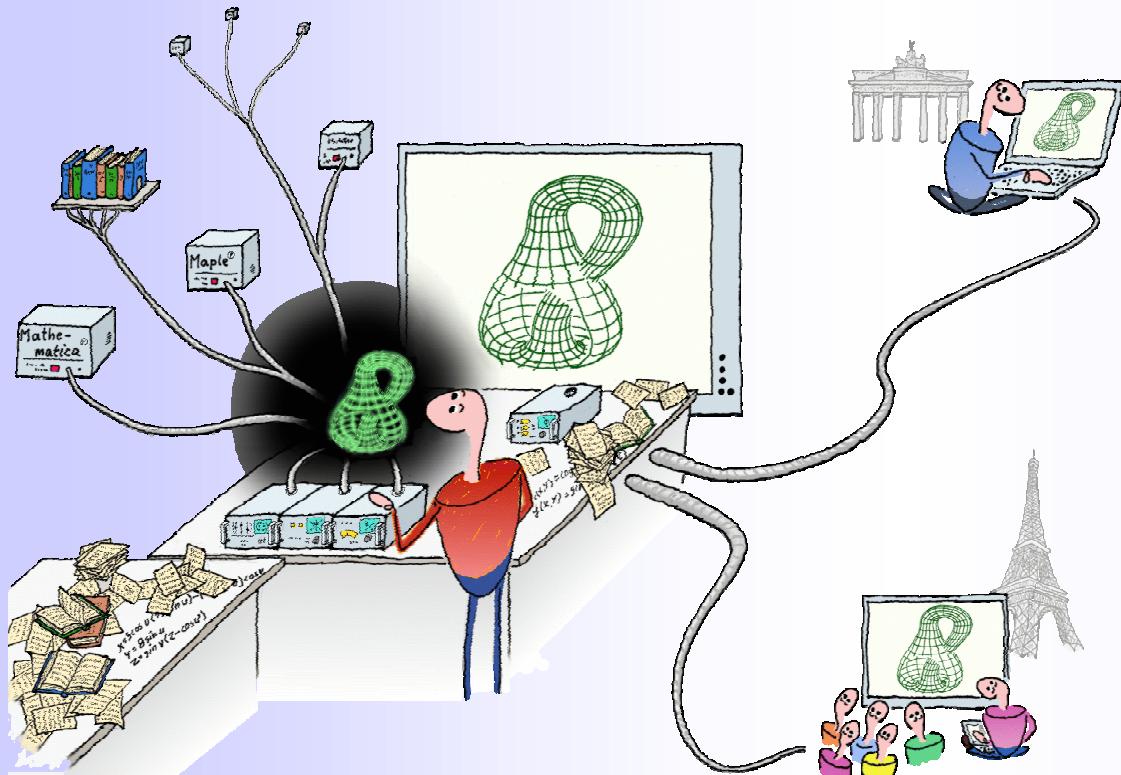
## Scenario “Virtual Laboratories”:



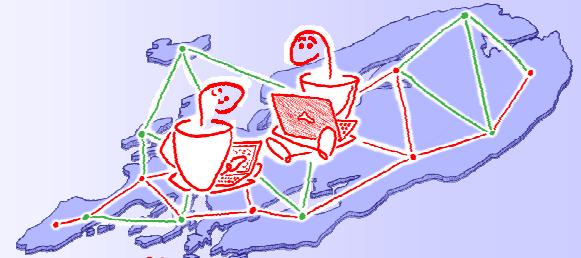
- ✖ virtual equivalence to “real lab”
- ✖ experimental learning scenarios
- ✖ highly interactive
- ✖ focus on self-directed discovering
- ✖ open for integration of other tools



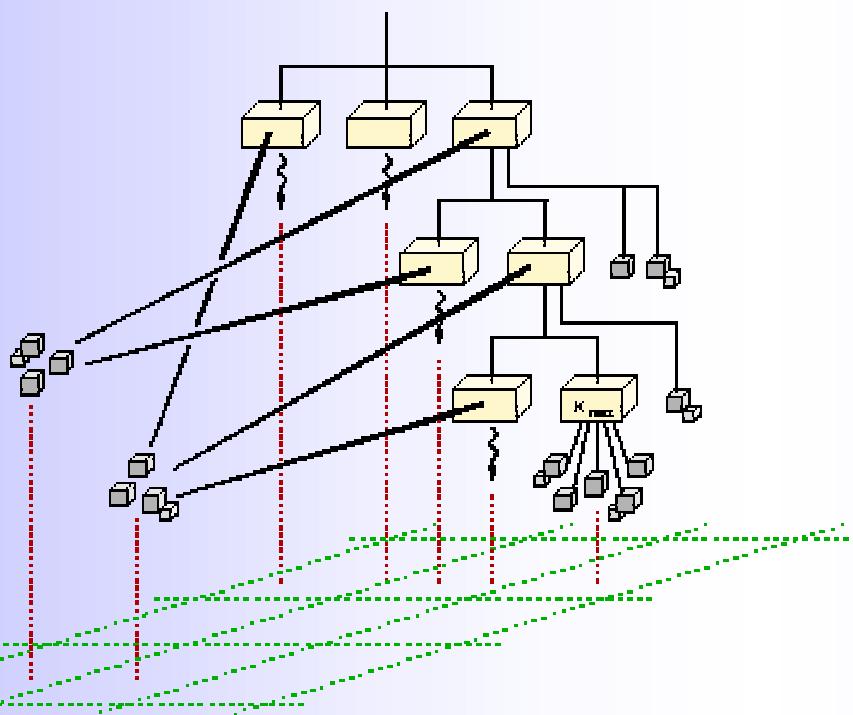
## Scenario "Cooperation in Virtual Spaces":



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



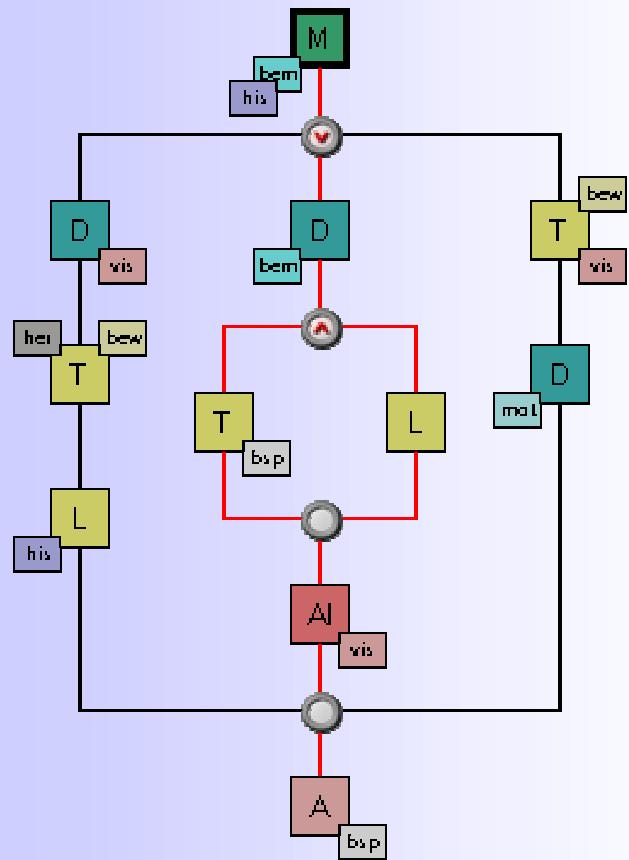
## Scenario "Granular interactive Math-Pieces":



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



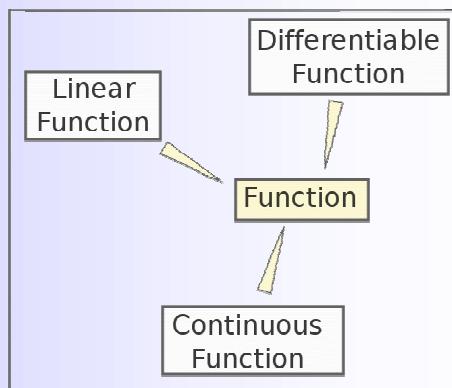
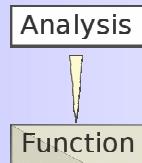
## Scenario “Non-linear Course Representation”:



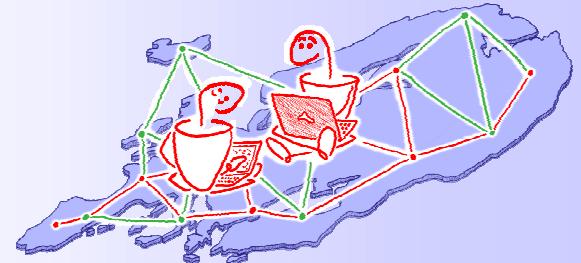
- ✖ multidimensional arrangement of content
- ✖ non-linear navigation structure
- ✖ visualization of different connections



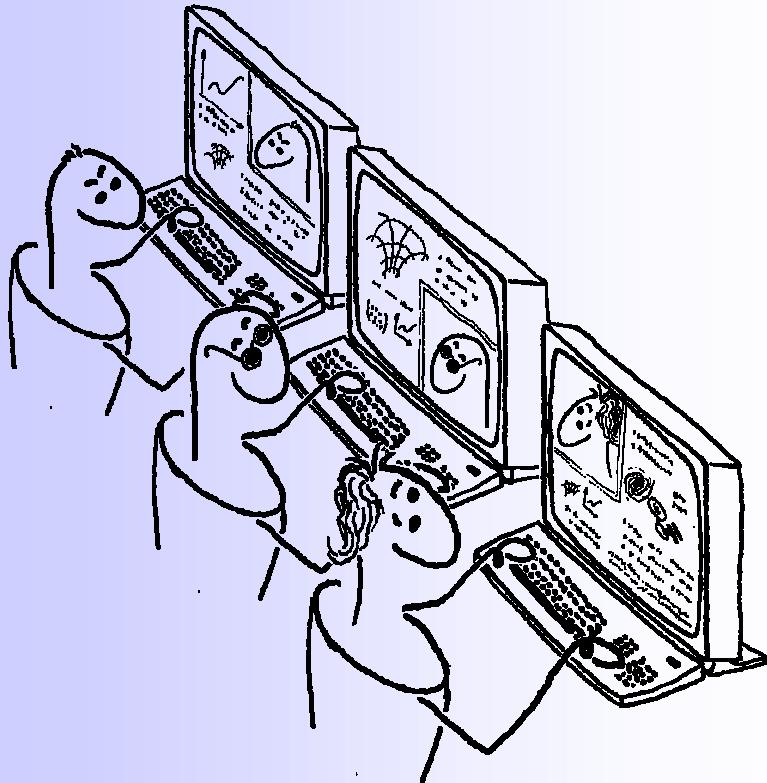
## Scenario “Knowledge-Nets”:



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



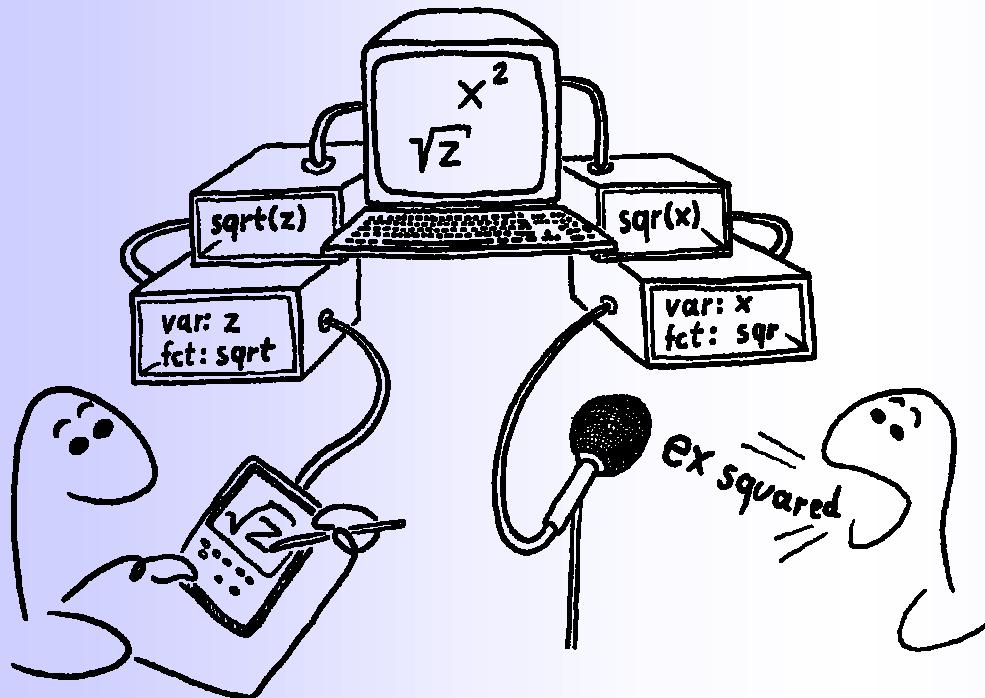
## Scenario “Intelligent Training Environment”:



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



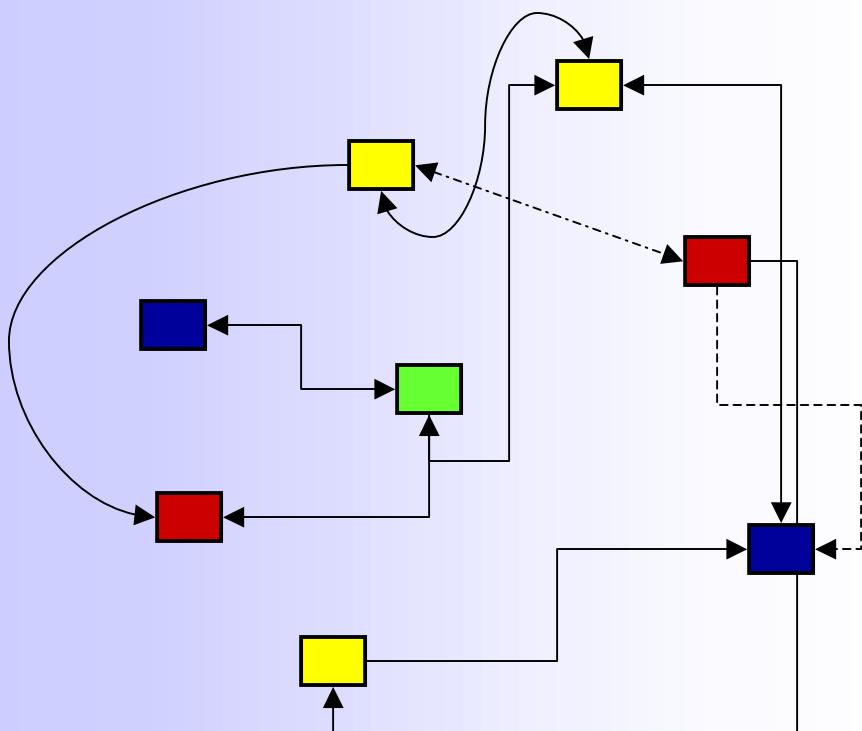
## Scenario "Natural formula recognition":



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



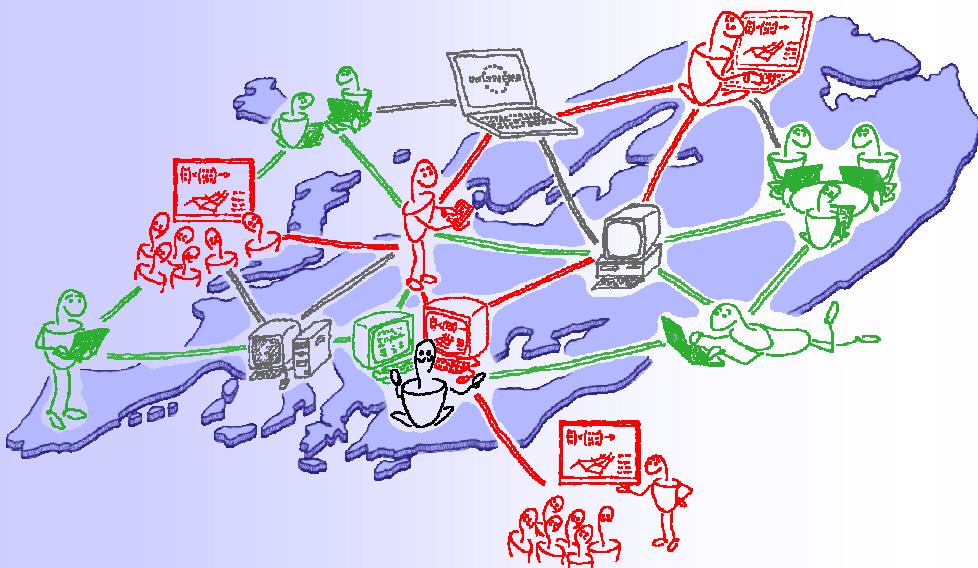
## Scenario “Flexible Tool Composition”:



- ✖ integration of different specific software
- ✖ crosslinking & interconnectedness
- ✖ interface defined by open standards



## Scenario “Single Sign On”:



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



# Barriers, Problems, Answers

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by:  
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Berlin University of Technology





## 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!

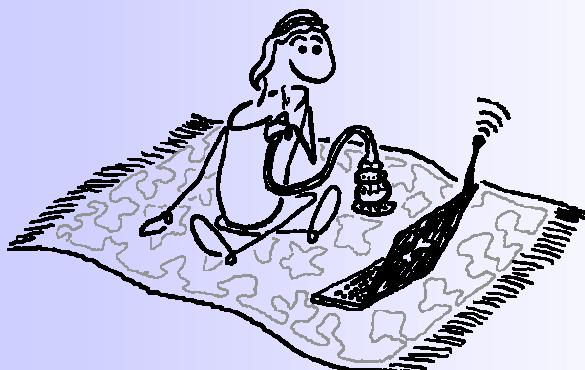
We have the arguments -

We have the vision -

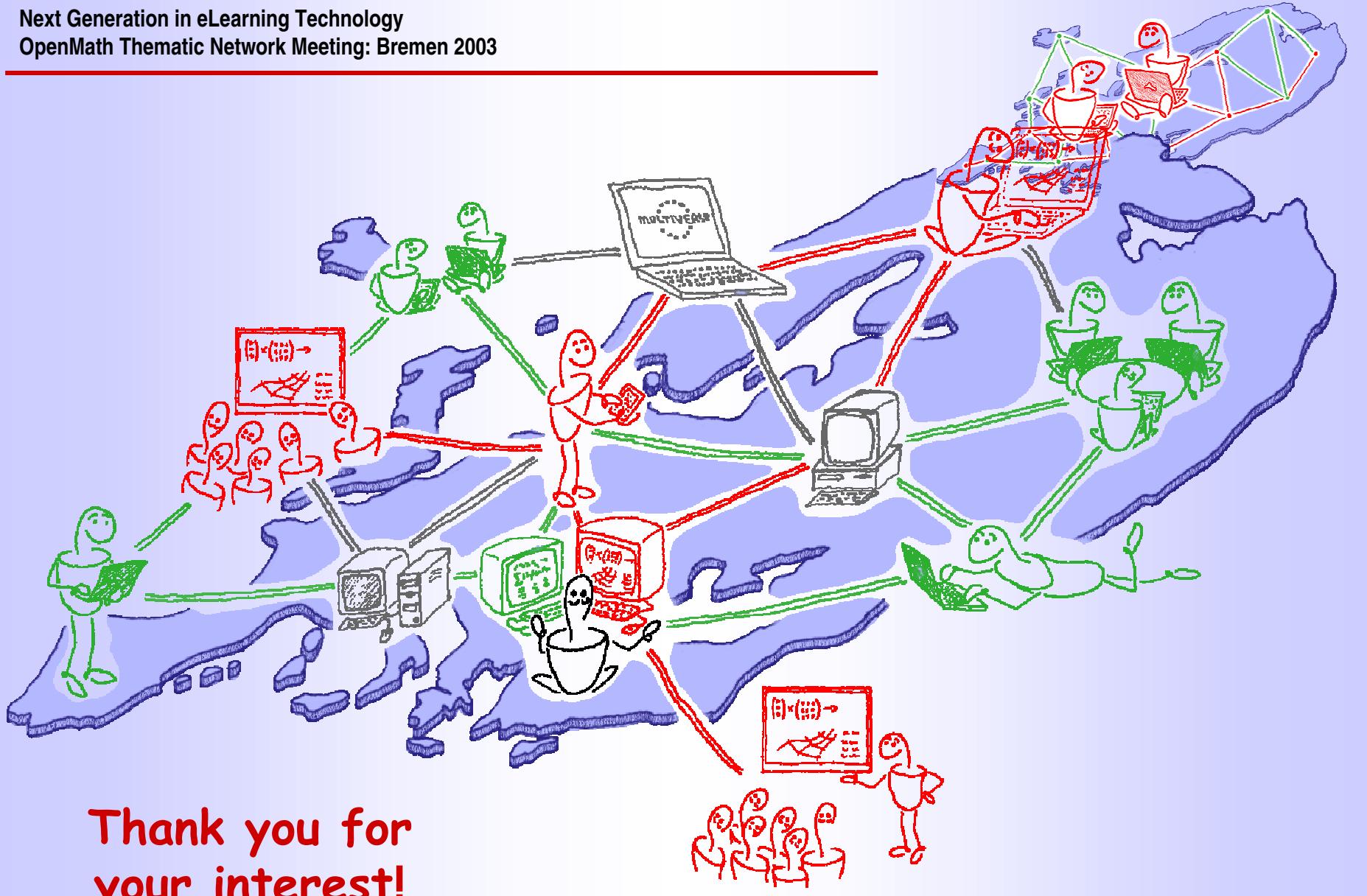
We have the concept -

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!

by:  
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