

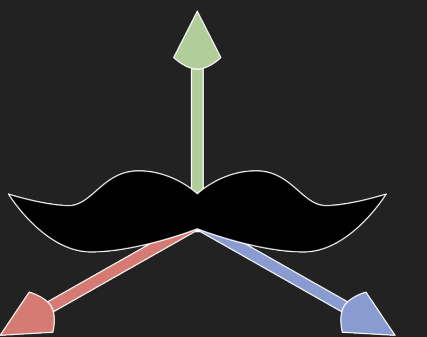
mr.graph

a math learning tool for the future
on Hololens 2

DUBHACKS

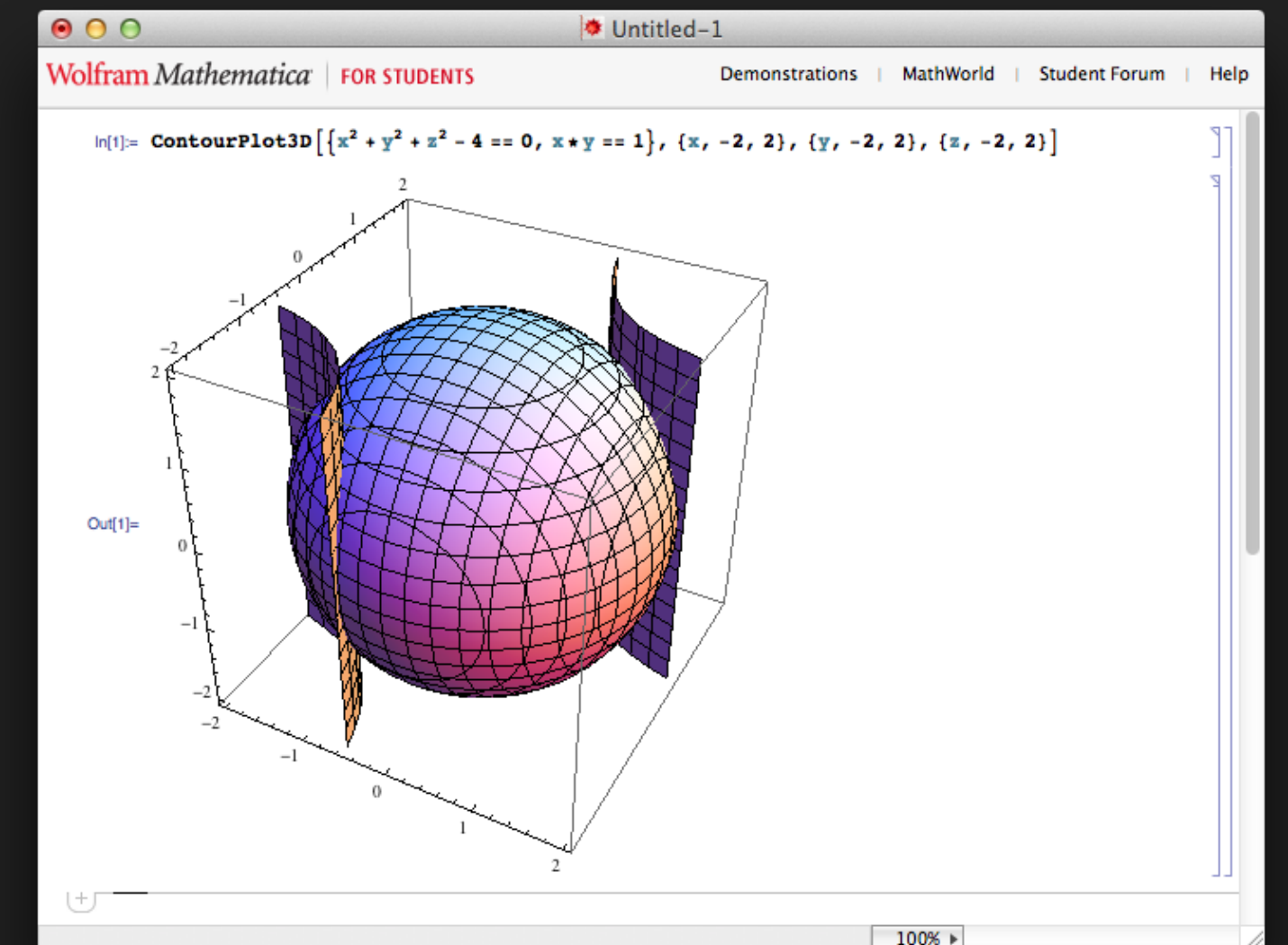
Problem Statement

How might we allow teachers and students to better visualize and understand complex math equations?



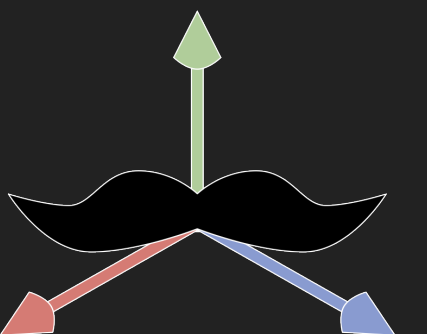
Research

Existing math visualization solutions include online graphing tools such as Wolfram Alpha and GeoGebra. However, they fall short in interactivity and ease of use. Studies have shown that the incorporation of interactive learning technologies help students, including disabled students, learn better.



Castaño-Muñoz, J. , Duarte, J. M. and Sancho-Vinuesa, T. (2014), The Internet in face-to-face higher education. Br J Educ Technol, 45: 149-159. doi:10.1111/bjet.12007

García-Carrión R, Molina Roldán S and Roca Campos E (2018) Interactive Learning Environments for the Educational Improvement of Students With Disabilities in Special Schools. Front. Psychol. 9:1744. doi: 10.3389/fpsyg.2018.01744

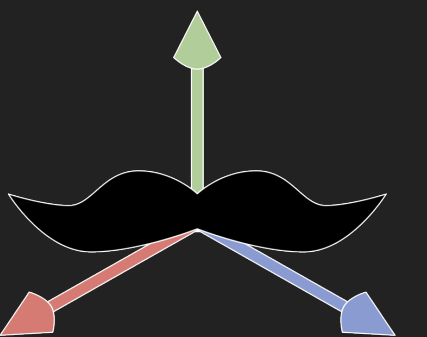


Design Requirements

Interactive

Engaging

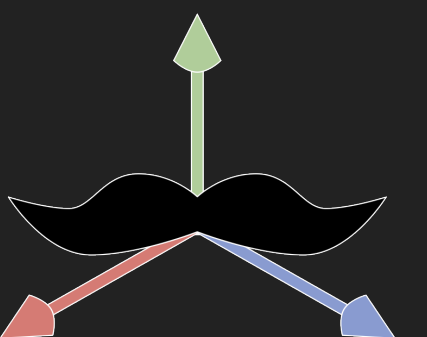
Easy to use



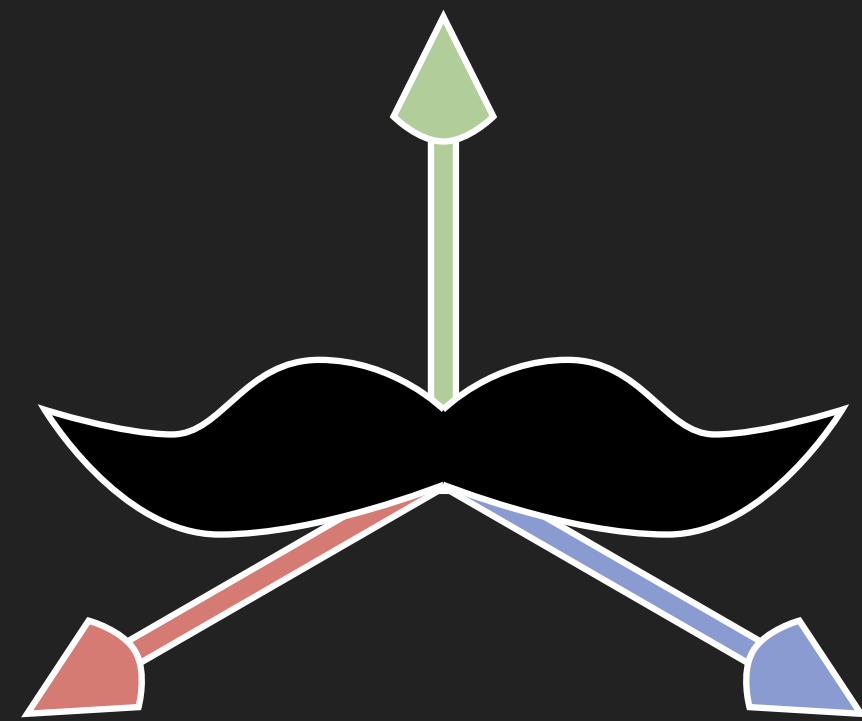
Ideation

The technology that drove our ideation was Microsoft's Hololens 2. We wanted to utilize this device because of its inherent interactivity and precise controls.

We considered different ways of inputting and visualizing equations, and ultimately settled on converting handwritten equations into 3D graphs which can be manipulated.

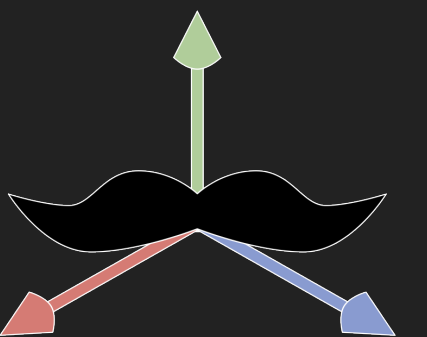


Our Solution



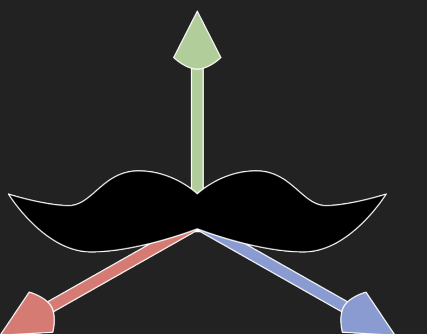
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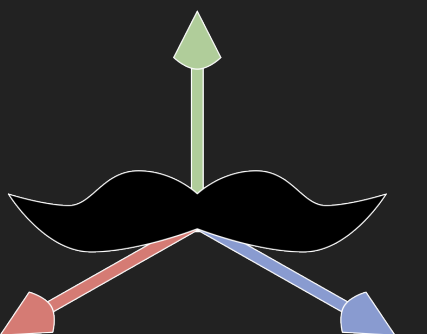
How It Works

1. Write a math equation you would like to graph
2. Look at it through the Hololens 2
3. Set the bounding box around the equation and press 'Submit'
4. See and interact with the generated graph



Next Steps

- Implement support for long distance collaboration and ability for multiple users to view the same graph
- Tooltips on the graph to show details about the graph such as extrema
- Implement ability to view multiple graphs overlayed simultaneously and details about their intersection



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