SEEMATH

math visualization website

Group A

Department of Mathematics
Kathmandu University

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Introduction

- 'bring your own laptop' event.
- mathematical coding contest
- Problems that have less prerequisites but demand a high level of out of the box thinking and average coding skills.
- Could follow a short workshop on related topic. (e.g, stenography , cryptography , combinatorics)

Target Audience

Undergraduate Students.
preferably Computer and Math related courses.

Resources Needed

- Large Hall or Class.
- Lunch and Water.
- Basic Web Portal. (optional)

Manpower Needed

- Question Team
- Volunteers for managing resources.
- Judges.

Time estimates

- 1 to 1.5 hour for workshop
- 2 to 2.5 hours for actual solving time
- Result can be announced. half an hour after