

Mathematicaı User-Interfaces Workshop

At the Third Mathematical Knowledge Management Conference

Bialowieza, Poland 2004 Sept 18

Programme Committee

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Scope

The impact of mathematical knowledge management on user interfaces is only begininning to show. In interactive proof construction, the system is able to suggest suitable theorems to apply to subgoals by harvesting online libraries; in computer algebra, folding/unfolding and automatic completion of terms helps the user with the input of complex expressions. Paradigms on how to use third-party software from within a preferred GUI are emerging and promise to innovate the notion of mathematical workspace.

This workshop wants to focus on novel aspects of UI brought forward by the developments in MKM. It would like to bring together researchers and practioneers working with contemporary mathematical user-interfaces, including, but not limited to:

- mathematical knowledge presentation
- interactivity with mathematical objects
- interactive simulations
- mathematical objects input and manipulations.
- access to mathematical knowledge

http://www.activemath.org/~paul/MathUI

WebEQ Example: Projectile Motion

 45
 Angle of the cannon (degrees)

 50
 Exit velocity of the cannonball (m/s)

 9.81
 Force of gravity (m/s²)

 shoot
 reload

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Graph MathML			

