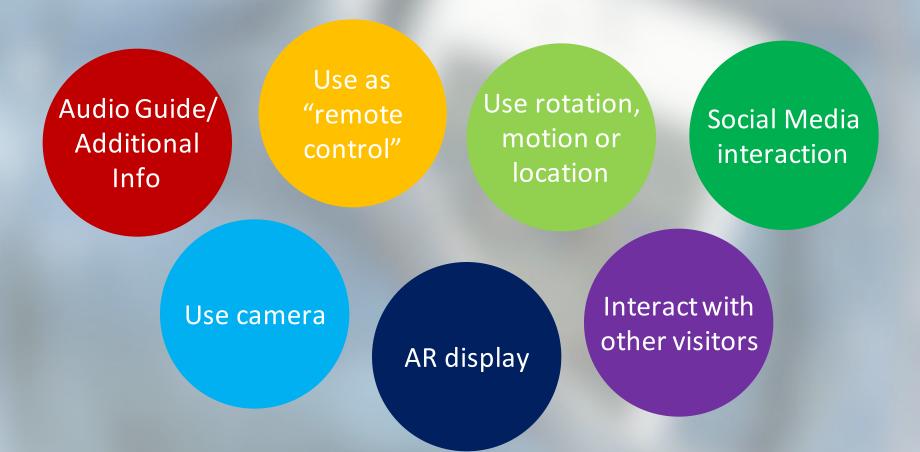


The Team

- Philipp Legner (Google, Mathigon.org)
- Margaret Brown (MathsWorldUK)
- Josh Chen (University of Bonn)
- Cindy Lawrence (MoMath)
- Katie McCallum (University of Brighton)
- Victor Pessers (University of Leuven)
- Eric Londaits (IMAGINARY)

Everyone has a smartphone...

How can we use them in a mathematics exhibition?



Ground rules

You need Easy to use to be at an Collaborative exhibition Clear mathematical Can't be done lesson better by "just Feels cutting a website" edge Feasible

Tensions: Should we...

...have visitors interact individually or in groups?

...have a central display, or just a virtual exhibit distributed across smartphones?

...gather people together for an event at a set time?

...have a single exhibit or spread throughout the exhibition?

...collect photos or personal data to accumulate/display?

Some Ideas

- Collaborative music creation / harmonies
- Birthday paradox: statistics and visitor matching
- Using selfies to create tessellations or transformations (e.g. in spherical space)
- Graph theory: e.g. colouring when every phone is a node, degrees of separation, travelling salesperson
- Game theory, e.g. Prisoners' Paradox
- Distributed computation
- Visitors are "numbers" or "operations" and have to find + arrange themselves to solve certain tasks

DEMO

http://ic16.mathigon.org/slider/display

http://ic16.mathigon.org/swarm/display

http://adobe.ly/2a5FWK6

http://www.ericlondaits.com.ar/ic16/index.html