

VISUALIZING MATHEMATICS

MATH 136

Visualizing Mathematics

2. OVERVIEW

2.1. The landscape of teaching has changed rapidly in the last decades. I personally witnessed various revolutions: xerox copy machines, overhead projectors, Manipulatives like Cuisenaire, calculators, video tapes, first primitive, then programmable then graphical and PCs. I could take a TV based electronic course which came with lectures, homework and book. In college, more powerful computers, Unix mainframe computers and then Unix machines became accessible The web brought web, gopher, then in 1993, a webbrowser. Teaching with websites became possible. The web exploded from 1994-2000. I worked on AI math bots in 2002-2003, on google video since 2004, youtube since 2006, massive online teaching, 3D printing in 2012-2013, teaching hybrid in 2014 then zoom 2016. The remote years 2020-2021 were a time of experimentation with dozens of technologies. Computer games allow for exploration of new graphical and interactive worlds, including mathematical. Since 2022 we live in an AI revolution.



FIGURE 1. AI generated picture: here is a picture of classroom 507. Populate it with math objects.