

1125-97-449

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Gesture-Based Geometry on Mobile Platforms.

A new geometry application for mobile devices will be presented. This application uses gesture-based pattern recognition to allow students to create circles, lines, perpendiculars, etc, by simply drawing on the screen with their finger, much as they would on paper. This application permits exploration of Euclidean and Non-Euclidean geometries and is ideally suited for use in K-12 and college level geometry. (Received September 02, 2016)