

1135-VJ-974      **Lina Wu\*** (lwu@bmcc.cuny.edu), 529 West 42nd Street Apt. 5K, New York, NY 10036. *Applying Maple Technology in Calculus Teaching To Create Artwork*. Preliminary report.

Using Maple Software as educational tool to help students create artwork is an effective way to teach math. It brings excitement to mathematic education. The presenter is interested in sharing her research experiences on how to link math and art by using Maple Software. She introduced the use of Project-Based Learning (PBL) Pedagogy in her teaching career. A sequence of Calculus projects of using Maple Software were assigned to her students at Borough of Manhattan Community College. The design of the “2018 Asian Art” and “2017 Sports Art” and “2016 Multi-Cultures Art” and “2015 Geometric Abstract Art” and “2014 Cartoon Art” and “2013 Polar Art” have been completed in pilot Calculus courses. Students’ technical skills as well as their mathematical knowledge have been well-recognized in their artwork. Students’ creativity and diversity in their math thinking have been fostered in PBL Pedagogy. Projects descriptions and students’ artwork will be presented. Benefits to students and challenges to teachers in PBL Pedagogy will be discussed at the end of this presentation. (Received September 18, 2017)