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Interactive Math Texts on the Web using MathJax, JSXGraph, and HTML5.

There has been a convergence of three different technologies that now provide a simple, yet powerful, platform for the development of interactive math texts on the web. These freely available technologies include MathJax – an open source JavaScript display engine for mathematics, JSXGraph – an open source JavaScript library for interactive geometry, function plotting, charting, and data visualization in web browsers and other devices such as the Ipad and Android tablets, and the new HTML5 format which includes a rich set of video, audio, and drawing canvas elements, along with native support for MathML.

In this talk, the presenter will discuss his experience in translating several chapters of a traditional geometry textbook into an on-line interactive text using these three technologies. (Received September 25, 2012)