

# Contents

<b>1</b>	<b>Computer Animated Mathematics Videotapes</b> <i>Tom M. Apostol</i> . . . . .	1
<b>2</b>	<b>A Virtual Reconstruction of a Virtual Exhibit</b> <i>Thomas F. Banchoff and Davide P. Cervone</i> . . . . .	29
<b>3</b>	<b>An Intuitive Approach to Elementary Mathematics on the Web</b> <i>Bruce Bauslaugh, Richard Cannings, Claude Laflamme, and W. Keith Nicholson</i> . . . . .	39
<b>4</b>	<b>OpenMath Technology for Interactive Mathematical Documents</b> <i>Olga Caprotti, Arjeh M. Cohen, Hans Cuypers, and Hans Sterk</i> . . .	51
<b>5</b>	<b>The StageTools Package for Creating Geometry for the Web</b> <i>Davide P. Cervone</i> . . . . .	67
<b>6</b>	<b>Communicating and Learning Mathematics with Hypervideo</b> <i>Teresa Chambel and Nuno Guimarães</i> . . . . .	79
<b>7</b>	<b>Collaboration in a Multimedia Laboratory</b> <i>Éliane Cousquer</i> . . . . .	93
<b>8</b>	<b>jDvi – A Way to Put Interactive TeX on the Web</b> <i>Tim Hoffmann</i> . . . . .	117
<b>9</b>	<b>Visual Calculus – Development and Tools</b> <i>Lawrence S. Husch</i> . . . . .	131
	<b>Color Plates</b> . . . . .	141
<b>10</b>	<b>EG-Models – A New Journal for Digital Geometry Models</b> <i>Michael Joswig and Konrad Polthier</i> . . . . .	165

<b>11</b>	<b>The Future of Mathematical Software</b> <i>Ulrich H. Kortenkamp</i> .....	191
<b>12</b>	<b>A Dynamic Setup for Elementary Geometry</b> <i>Ulrich H. Kortenkamp and Jürgen Richter-Gebert</i> .....	203
<b>13</b>	<b>Dynamic Geometry on WWW</b> <i>Gilles Kuntz</i> .....	221
<b>14</b>	<b>Minimalistic Tools for Mathematical Multimedia</b> <i>Erich Neuwirth</i> .....	231
<b>15</b>	<b>Publication of Interactive Visualizations with JavaView</b> <i>Konrad Polthier, Samy Khadem, Eike Preuß, and Ulrich Reitebuch</i> .....	241
<b>16</b>	<b>The Solver Learning Environment for Solving Mathematical Word Problems: Pupils' Discussions</b> <i>Heli Ruokamo</i> .....	265
<b>17</b>	<b>Interactive Knot Theory with KnotPlot</b> <i>Robert G. Scharein and Kellogg S. Booth</i> .....	277
<b>18</b>	<b>Developing Gato and CATBox with Python: Teaching Graph Algorithms through Visualization and Experimentation</b> <i>Alexander Schliep and Winfried Hochstättler</i> .....	291
<b>19</b>	<b>Rescalable Real-Time Interactive Computer Animations</b> <i>John M. Sullivan</i> .....	311