

## **Sketchometry and JSXGraph - Dynamic Geometry for mobile devices**

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Tablet computers seem to be a possible solution to many long-standing problems for technology based mathematics education. These new mobile devices make computer laboratories obsolete, students can use them side by side with their paper sheets and traditional text books.

But a traditional user interface may not be the best way to interact with dynamic geometry software on a touch device. The new software sketchometry (<http://sketchometry.org>) enables students to create mathematical constructions by drawing sketches with fingers or pens. Students' drawings are interpreted by gesture- and sketch-recognition algorithms and are instantly converted into exact geometrical objects.

This direct approach to Geometry invites students to experiment and thus stimulates active discovery learning.

Sketchometry runs in all web browsers on mobile devices and desktop PCs and - surprisingly - speeds up the construction also on desktop computers. Further, with the help of the underlying software library it is possible to include sketchometry constructions into interactive ebooks.