

PLENARY PANEL International projects

On Saturday

1. Birgit Pepin, Ulises Salinas Hernandez & Zeger-jan Kock
"University mathematics students' interactions with digital resources"
2. Guido Pinkernell, Jose Manuel Diego Mantecón, Zsolt Lavicza, Chris Sangwin
"The Project AuthOMath : Towards a didactic concept for designing digital interactive tasks with automatic answer based feedback"
3. Bärbel Barzel, Laura Graewert, Anica Eumann
"BASE - Formative self-assessment of arithmetic competencies"
"SMART - Specific Mathematics Assessments that Reveal Thinking"
4. Michael Rumbelow
"Augmenting Block Play: using ai to recognise and respond to arrangements of physical block manipulatives"
5. Chronis Kynigos
"STEAMTEACH - STEAM Education for Teaching Professionalism"
"GAMMA-GAME-based learning in Mathematics"
"EXTENDT2 - Extending Design Thinking with Emerging Digital Technologies"
"TRANSEET - Transforming Education with Emerging Technologies"
6. Osama Swidan, Michael N. Fried, Sara Bagossi, Otman Jaber, Omar Abu Asbe, & Inbal Israel
"AR4MATH - Augmented reality for learning Math"
7. Anna Baccaglioni-Frank, Samuele Antonini, Chiara Bonadiman, Pietro Di Martino, Giulia Lisarelli, Elena Macchioni, Mirko Maracci, Elisa Miragliotta, Bernardo Nannini, Cristina Poli, Elisabetta Robotti
DynaMat: Dynamic Math for Inclusive Education
8. Rebecca S. Stäter, Bjarnheiður Kristinsdóttir
"<colette/> = Computational Thinking Learning Environment for Teachers in Europe"
9. Tonia Esposito, Francesco Saverio Tortoriello
"Building toys with a 3D printer in kindergarten"