

**Mathematical  
communication and  
representation in a virtual  
learning environment.  
A case study**

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A word of warning

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# The environment

## UOC

- Virtual learning environment  
(self-developed, aging, general purpose)
- “Long life learning”-like environment  
(not the standard first year Eng students)
- Editorial process  
(again, general purpose)

# Digitalization process

- From an “old textbook” model
- ...towards digital, more powerful “books”, in XHTML+MathML
- ...allowing for a better learning experience

# A non-trivial process

- The standards are there, but they have not been widely adopted by browsers
- Authors and editors are not always technically proficient
- Authoring tools are improving, but...

# Authoring

de las funciones seno y coseno se hará, en este caso, a partir de las fórmulas de Euler:

$$\begin{aligned}e^{ix} &= \cos x + i \sin x \\e^{-ix} &= \cos x - i \sin x\end{aligned}$$

con  $x$  real.

1. Sumando las dos expresiones anteriores obtenemos:

$$e^{ix} + e^{-ix} = \cos x + i \sin x + \cos x - i \sin x = 2 \cos x$$

$$\text{De aquí tenemos } \cos x = \frac{e^{ix} + e^{-ix}}{2}.$$

2. De la misma manera, pero restando las expresiones anteriores, obtenemos:  $e^{ix} - e^{-ix} = 2i \sin x$

$$\text{De aquí tenemos } \sin x = \frac{e^{ix} - e^{-ix}}{2i}$$

Estas dos expresiones simbólicas que hemos visto para las funciones reales  $\cos x$  y  $\sin x$  si que se pueden generalizar a los complejos (ya que precisamente utilizan funciones complejas en la definición).

Para  $z \in \mathbb{C}$  definimos las funciones trigonométricas complejas siguientes:

$$\cos z = \frac{e^{iz} + e^{-iz}}{2}$$

$$\sin z = \frac{e^{iz} - e^{-iz}}{2i}$$

$$\tan z = \frac{\sin z}{\cos z}$$

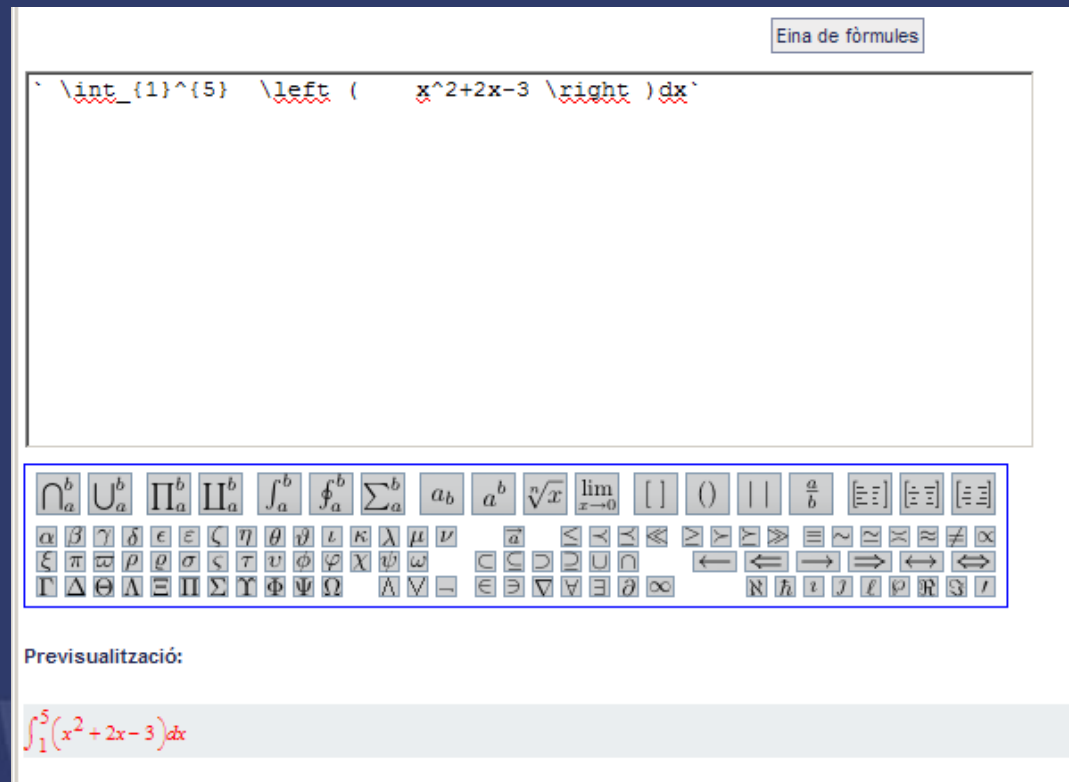
FF + fonts, IE + plug-in...

# Writing

The e-mail problem...

Eina de fórmules

```
` \int_{1}^{5} \left( x^2+2x-3 \right) dx`
```

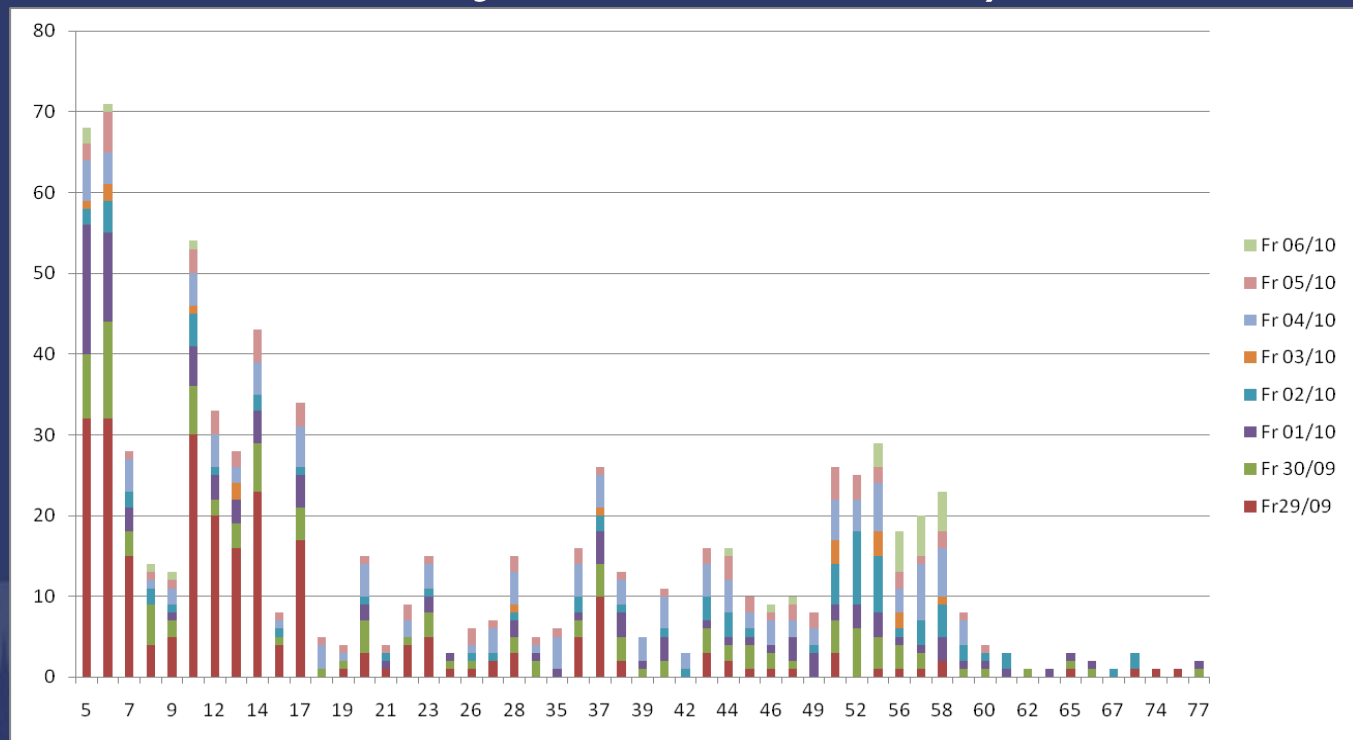


Previsualització:

$$\int_1^5 (x^2 + 2x - 3) dx$$

# Reading

The accessibility problem  
(and it's not only for the blind)





# Reading

Two approaches:

- Human generated (quick and dirty, better, non-scalable)
- Computer generated (faster, error prone)

# Where we are now

- We have some digital content. And it does work better:
  - Online CAS use
  - Verbalization tools
  - Multimedia resources
- Steps have been taken so we can profit from initiatives such as NIST's Digital Library

# The future

- Technology has been improving (MathJax, HTML5)
- The editorial process has been improving
- Better information, better tools

**Merci beaucoup!**

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