

# A Tutorial Workshop on

## WME: Web-based Mathematical Education

### May 9, 2008

Time: 2:00--5:00 Friday, May 9, 2008  
Place: Department of CS, Math and Engineering,  
Shepherd University, Shepherdstown, WV 25443  
Presented by: The WME Team, Kent State University  
Contact: Prof. Weidong Liao (wliao@shepherd.edu) Tel: (304) 876-5031  
Registration: FREE  
Certificate: Will be issued to each person who completes this tutorial

## What is WME

WME is a modern distributed system on the Web for mathematics education.

- WME connects mathematics education content by expert groups (in higher education) to K-12 teachers and students.
- WME delivers classroom ready, dynamic, and hands-on lessons and modules to teachers and students.
- WME provides assessment services, teacher guides, education research materials to teachers.

The WME system conforms to open standards, works with regular browsers, delivers integrated and complete lessons, enables easy customization, provides systematic access to client-side and server-side support, and allows these independently developed components to interoperate seamlessly. In short WME seeks to create a Web for Mathematics Education to foster a new paradigm for supporting and delivering mathematics education, and to help mathematics curricula improve exponentially.

## WME Tutorial Agenda

2:00 -- 2:30 Welcome and WME Overview (Paul Wang)  
2:30 -- 3:30 Parallel Tutorial Sessions (I)  
3:30 -- 4:00 Break and Refreshments  
4:00 -- 5:00 Parallel Tutorial Sessions (II)

Participants will be able to gain practical knowledge about WME and how to use it for teaching Mathematics. Hands-on activities for each participant guided by WME team members will cover these areas: *Using the WME Site, modules and lessons, Developing and using geometry manipulatives, Handling mathematical formulas, Creating and managing assessment, Applying WME to help adults.*