



# An Approach for Interoperable and Customizable Web-based Mathematics Education

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- **Introduction and Overview**
- The WME Approach
- Demonstration
- Conclusion



# The Problem

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- The Web contains much content suitable for math education
  - National Library of Virtual Manipulatives
  - Calc101
  - MathForum
  - ...
- Problem 1:  
Finding some content of interest and ones that could be incorporated into a lesson takes non-trivial time



## The Problem (2)

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- Problem 2:

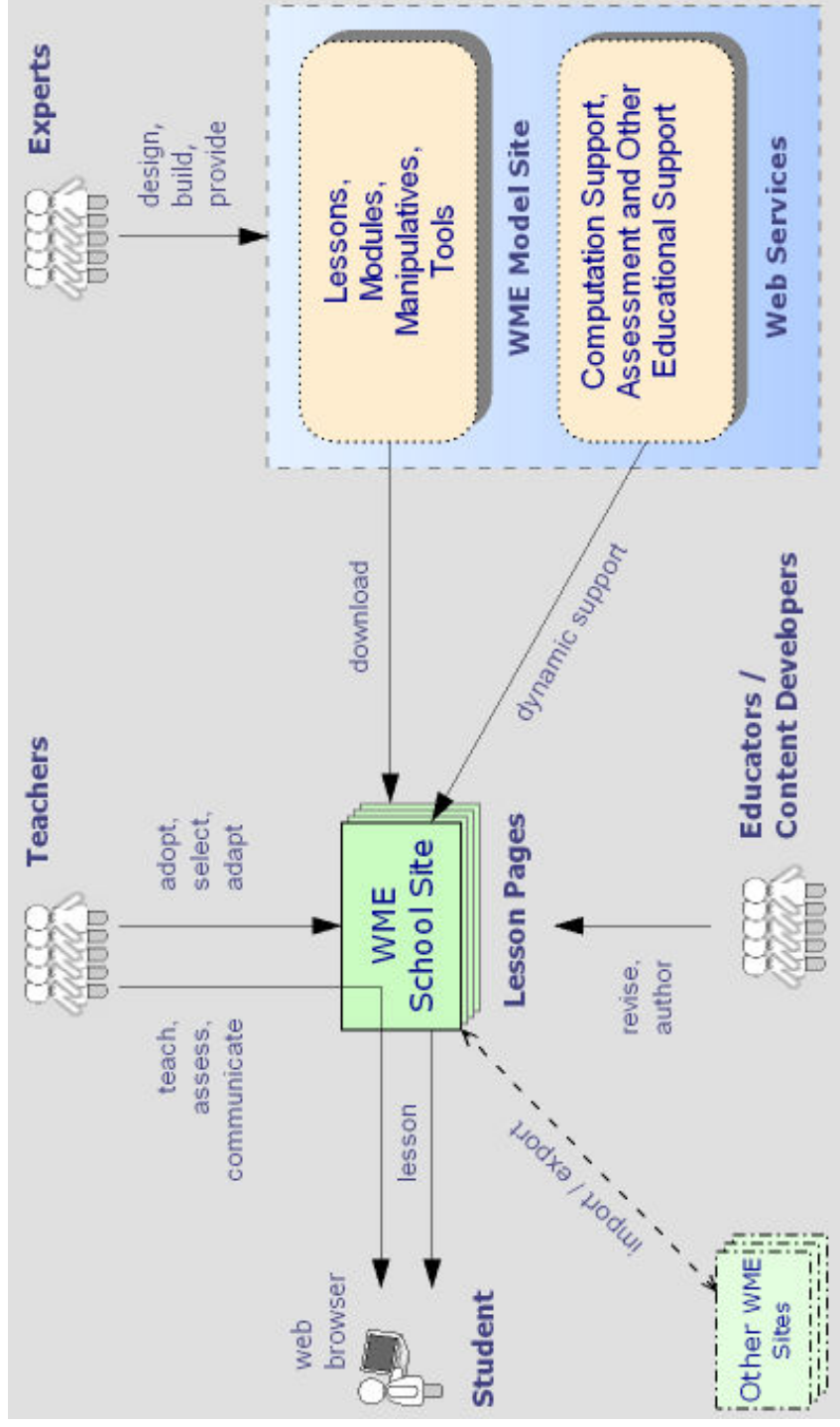
It is difficult for any teacher to *incorporate* these materials *effectively* into a lesson.

- Why?

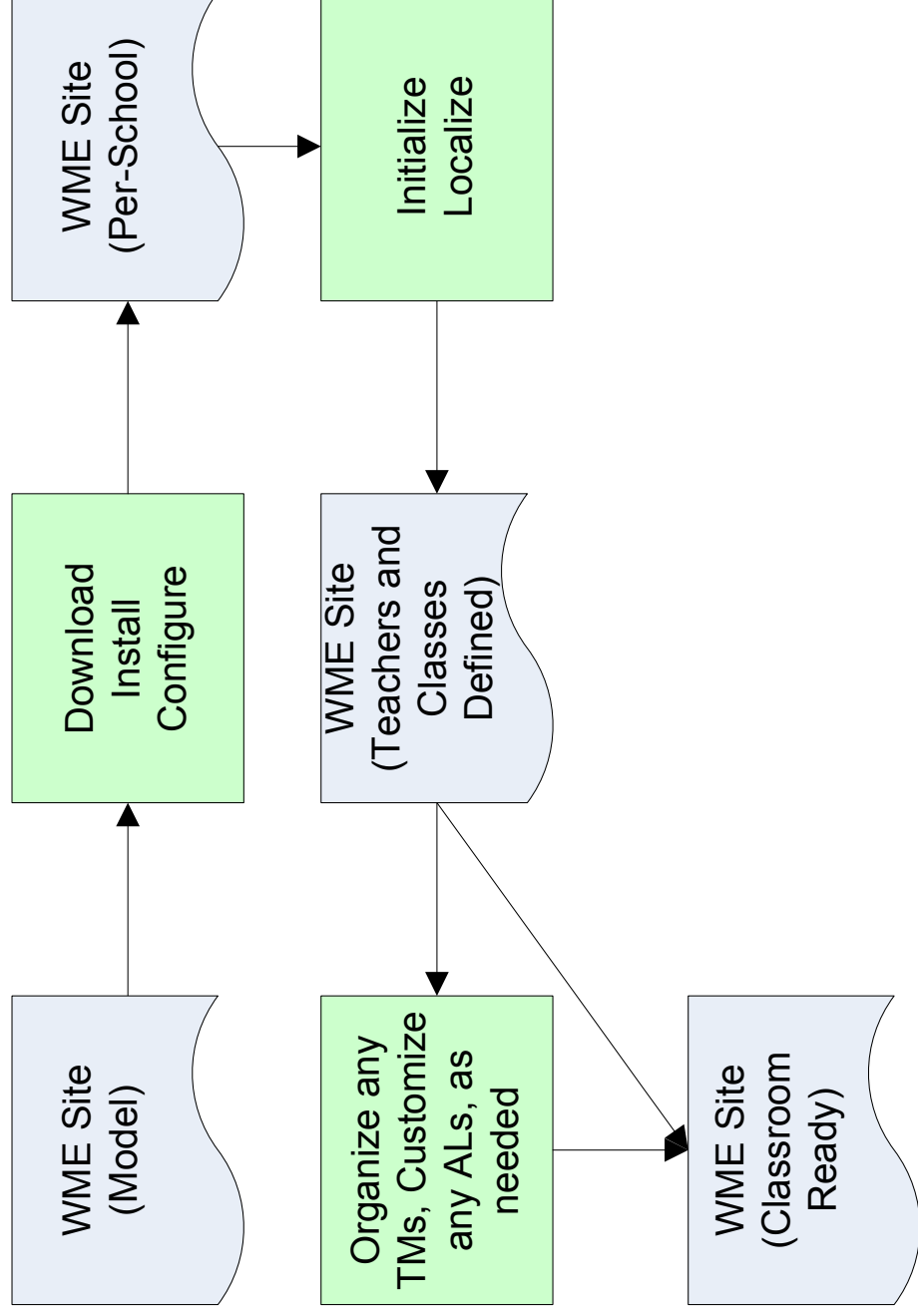
- Little interoperability between these components
- Lack of customization

# What is WME?

- A distributed system for Web-based mathematics education



# What is WME? (2)





## So What?

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- WME offers classroom-ready lessons that abide national proficiency standards
- **WME's lesson modules and components are *searchable, reusable, interoperable,* and *customizable* among any other WME site**



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# WME Interoperability

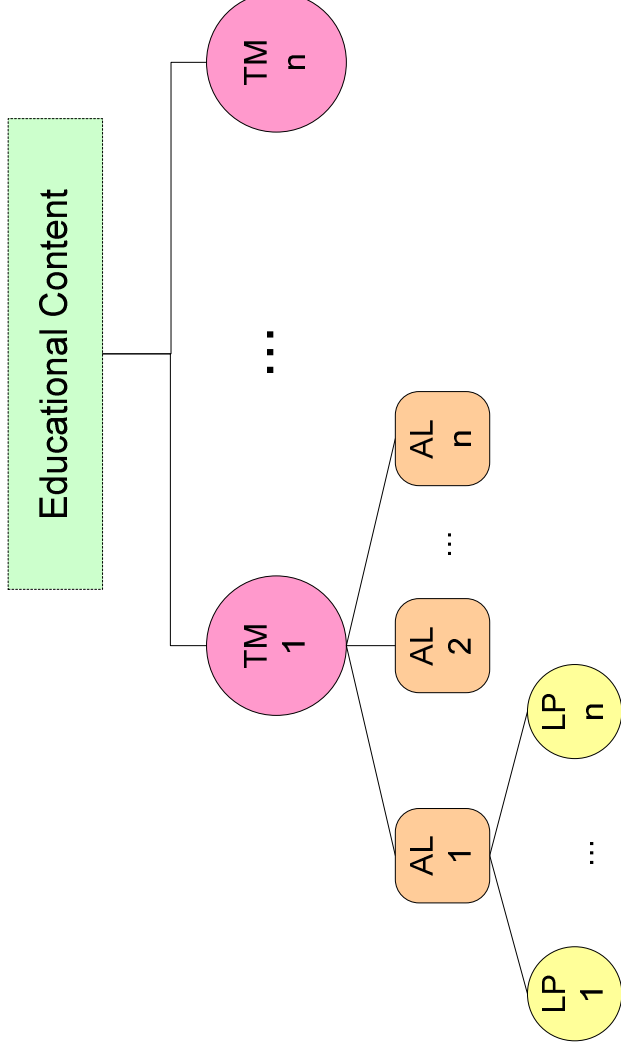
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- Goal: To make WME components “plug-and-play”
- 2-Step Approach:
  - Separation of Components
  - Define Connection Interface

# WME Interoperability

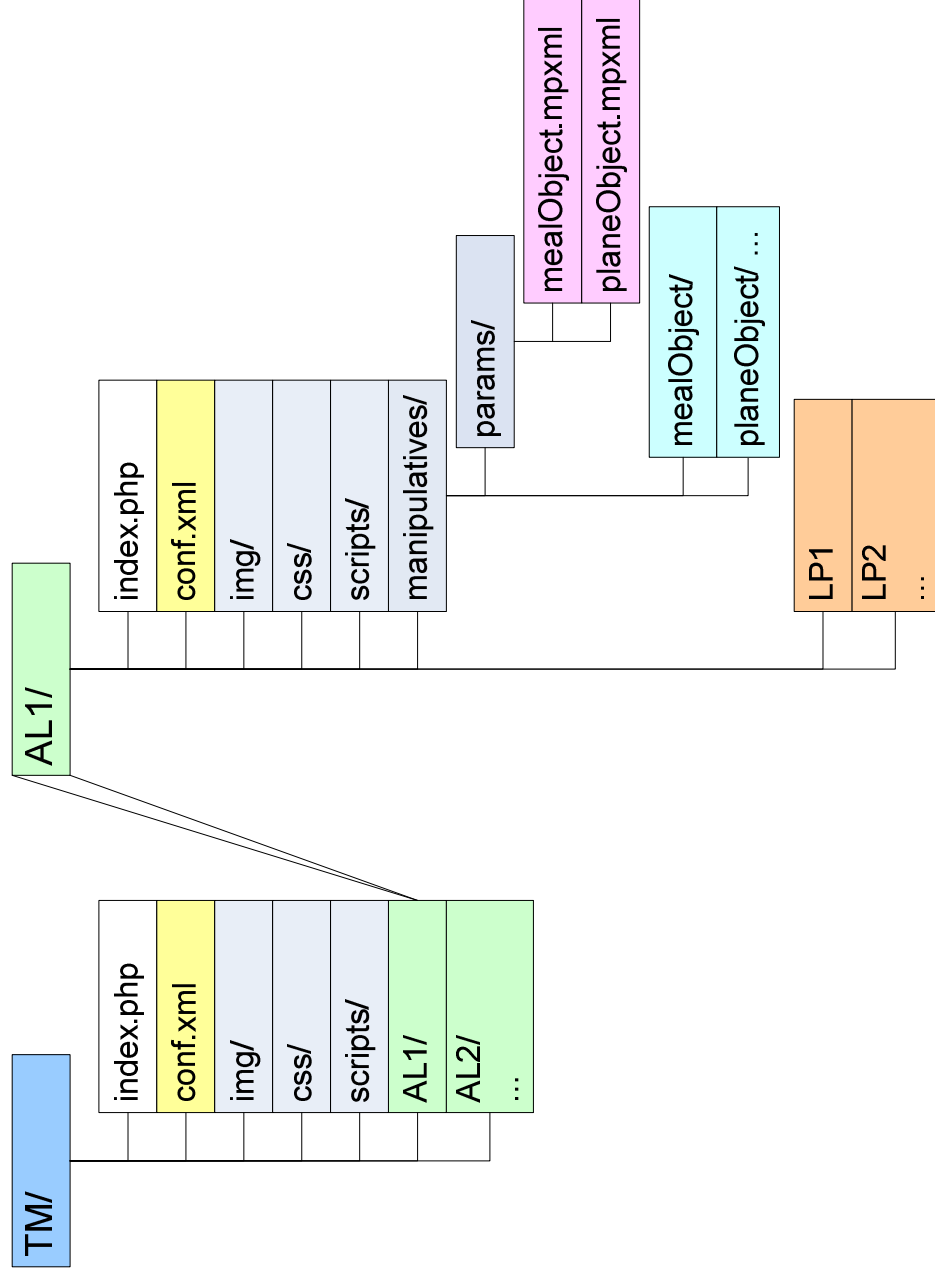
## Step 1: Separation of Components

- Exploit the hierarchical nature of these components to make them independent from each other



# WME Interoperability

## Step 1: Separation of Components





## WME Interoperability

### Step 2: Define Connection Interface

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- Every “separated” component contains an XML-based configuration file.
- Each configuration file exposes information relating to components so that the connecting counterpart understands its interface and allows it to work properly



## WME Interoperability

### Step 2: Define Connection Interface

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- Once the interface is understood, the WME site “installs” the component under the proper level in the hierarchy
- The newly installed component becomes immediately available and usable



# WME Customization

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- Goal: To allow intuitive methods for customizing/tailoring a WME site and all WME components
- 2 Levels of Customization:
  - School-wide Administration
  - Lesson Management

# A Sample Manipulative



Please press the TAB key after entering a quantity.

| Quantity                       | Item                         | Amount |
|--------------------------------|------------------------------|--------|
| <input type="text" value="2"/> | Chicken Noodle Soup (1.95)   | 3.90   |
| <input type="text"/>           | Garden Salad (2.45)          |        |
| <input type="text" value="3"/> | Club Sandwich (3.95)         | 11.85  |
| <input type="text"/>           | All Beef Burger (3.25)       |        |
| <input type="text"/>           | Double Chocolate Cake (2.95) |        |
| <input type="text"/>           | Apple Pie (2.65)             |        |

Clear Entries

**Total:** 15.75

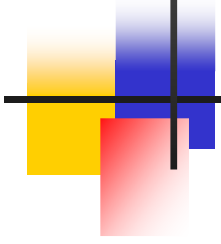




# Manipulative Customization

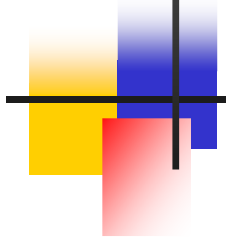
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- Object-Oriented Approach:
  - Encapsulation
  - Instantiation
  - Manipulation



## Manipulative Customization (2)

- **Encapsulation:** The manipulative's object class is defined in a JavaScript file
- **Instantiation:** Deployed by object instantiation(s) into a web page via DOM
- **Manipulation:** Its behavior and appearance can be controlled by the set of *parameters* used to instantiate the object



## Manipulative Customization (3)

- “A manipulative object class must be written in such a way that the designer anticipates which aspects can be customized”
- Parameters are passed to exploit these aspects the manipulative

# Parameterizing

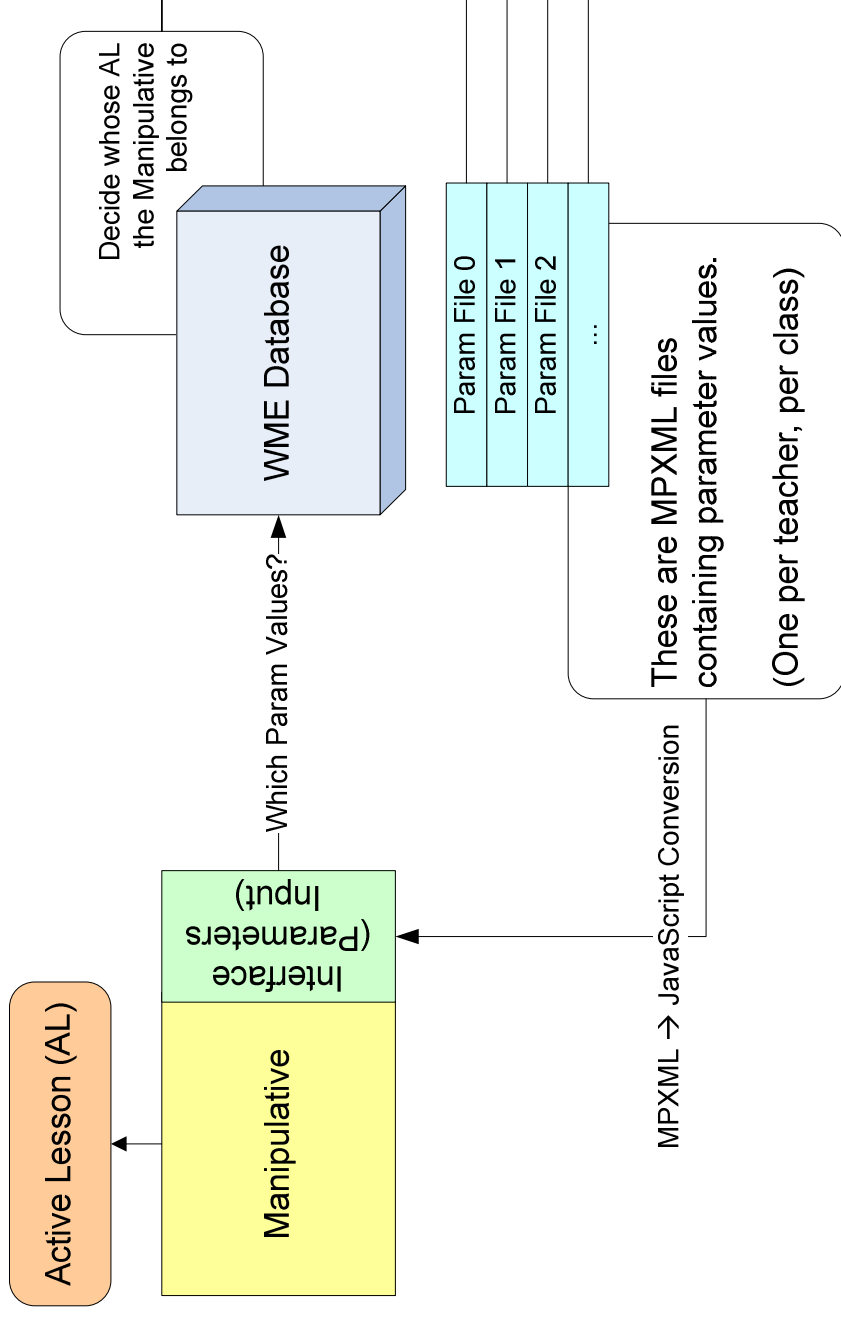


Please press the TAB key after entering a quantity.

| Quantity                       | Item                         | Amount        |
|--------------------------------|------------------------------|---------------|
| <input type="text" value="2"/> | Chicken Noodle Soup (1.95)   | 3.90          |
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| <input type="text"/>           | Double Chocolate Cake (2.95) |               |
| <input type="text"/>           | Apple Pie (2.65)             |               |
| <b>Clear Entries</b>           |                              | <b>Total:</b> |
|                                |                              | 15.75         |

# Manipulative Parameter Files

- Manipulative parameters defined per-class and per-teacher in MPXML



# Customized Menu Manipulative

Please press the TAB key after entering a quantity.

| Quantity             | Item                             | Amount |
|----------------------|----------------------------------|--------|
| <input type="text"/> | Italian Wedding Soup (2.25)      |        |
| <input type="text"/> | Caesar Salad (3.45)              |        |
| <input type="text"/> | Macaroni and Cheese (3.45)       |        |
| <input type="text"/> | spaghetti with Meat Balls (4.65) |        |
| <input type="text"/> | Tiramisu (2.95)                  |        |

Clear Entries

Total:





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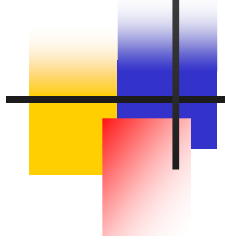




# Summary

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- WME is a distributed web-based system that specializes in mathematics education
- WME offers classroom-ready lesson content that can be customized
- Any component written to specifications is expected to interoperate with any WME system



# Future Opportunities

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- Other WME Projects
  - Interactive Geometry (GeoSVG)
  - Assessment Database (DMAD)
  - ...
- Other WME Advances
  - Further expansion and collaboration
- **Ultimately, WME seeks to create a *Web for Mathematics Education***



# Questions/Comments?

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- WME Project Site  
<http://wme.cs.kent.edu>
- WME contact list:  
[wme@cs.kent.edu](mailto:wme@cs.kent.edu)