Mathematics Projects

What is a mathematics project?

Maths projects range from simple demonstrations of mathematical problems, techniques, principles or well-known results to exciting discoveries of new concepts or theorems.

The scale of a project depends on the time factor. The final product could be in the form of a report or an exhibit

Objectives

- (1) Stretch students' intellectual thinking in mathematics.
- (2) Stimulate and promote interest in mathematics.
- (3) Encourage reading in mathematics.
- (4) Provide opportunities for students to do independent work either individually or as a team.
- (5) Learn how to collate relevant data and information from various sources.

- (6) Sharpen students' problem-solving skills.
- (7) Gain 'new' knowledge not contained in syllabus.
- (8) Taste what 'research' is like.
- (9) Learn how to organize the relevant materials and to compile, edit and write the report.
- (10) Experience how to present the findings and to answer queries and respond comments from others.

Criteria

- (1) Problems are not too difficult to understand and do not require too much theory.
- (2) Do require thinking and problem-solving heuristics.
- (3) Interesting motivation or historical background.
- (4) Relevance and applications.

Others:

Multi-disciplinary, no solution is known, reaching frontiers.

Stages

- (1) Preparation of project topics.
- (2) Selection of projects by students.
- (3) Guidance during research period.
- (4) Submission of written reports.
- (5) Evaluation of reports.

Sources of project topics

- (1) List of previous projects.
- (2) Books and pamphlets.
- (3) Magazines and periodicals.
- (4) Web sites and web materials.
- (5) Mathematical Societies.

Eg, http://www.ams.org/ams/mathmoments.html

Guidance

- (1) Weekly or bi-weekly meetings with mentors.
- (2) Set a target.
- (3) Search for materials.
- (4) Study and discussion.
- (5) Selection of materials.
- (6) Preparation of a draft.
- (7) Final report.

Written Report

- (1) Title (precise and concise).
- (2) Introduction and motivation.
- (3) Notation and terminology.
- (4) Results, examples, proofs, remarks, significances and applications.

- (5) Summary of results and conclusions.
- (6) New problems and directions.
- (7) Appendices.
- (8) Acknowledgement.
- (9) References.

Some advice for supervisors

- Form project groups according to the nature of the topics
 - Number Systems
 - Algebra
 - Geometry & Trigonometry
 - Permutations & Combinations
 - Vectors
 - Graph Theory
 - Games
 - Mathematical Designs

etc.

- Propose & identify suitable projects
 - study & search
 - get ideas from experts
- Be familiar with the problems involved
 - motivation
 - background
 - contents
 - possible applications

- Be aware of the quality & capability of the candidates
 - Are the candidates good in problem-solving?
 - Are the candidates good in explanation?
 - Are the candidates good in presentation?
 - Is the level just right?
- Enthuse & inspire