How to Use Some Multimedia Technologies in a Course of Mathematics in University

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The term multimedia has been around for several decades. Until recently, the term has meant the use for several media devices, sometimes in a coordinated fashion. The computer plays a central role in this environment and it coordinates the use of various symbol systems.

We describe an activity developed for a first-year undergraduate course at the Academy of Architecture of Mendrisio (a new university of Italian Switzerland). There is a course of mathematics where the students learn some different and interesting aspects of this subject.

It intends to provide an introduction to basic facets of mathematical thought (logic, algebra, geometry, topology, analysis and stochastics).

This course of Mathematics is presented as 26 lectures, given weekly throughout the academic year, and we have used some multimedia technologies (e.g., CD-ROM, computer-aided design (CAD) tools, scientific documentaries, educational hypertext and hypermedia) in alternative to the traditional educational tools (overhead projector or blackboard).