

IMAGINARY CONFERENCE 2018

Conference Program

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December 5-8, 2018
Montevideo, Uruguay

Conference Schedule

Wednesday 5		Thursday, 6	
09:00	Registration	09:00	INVITED SPEAKER Henry Segerman
09:30	Opening	09:30	Aaron Montag
		09:50	Danielle Brake
10:00	INVITED SPEAKER Grant Sanderson	10:10	Aubin Arroyo
10:30	Coffee Break	10:30	Coffee Break
11:00	Moritz Summermann	11:00	Tatjana Stanković & Radica Karović
11:20	Vyasasastry Sastry	11:20	Federico Holik & M. Laura Rodriguez
11:40	Asla Sá	11:40	Mariana Haim
12:00	Karina Ocana	12:00	Ana Paula Madrid
12:20	Lunch Break	12:20	Lunch Break
14:00	Santiago Laplagne	14:00	Parallel Workshops
14:20	Parallel Workshops		
	Coffee Break		Coffee Break
19:30	Dinner Break	19:00	Round Table
		20:30	IMAGINARY Documentary Film
			Toast

Friday 7

09:00 INVITED TALK
Plan Ceibal

09:30 INVITED SPEAKER
Antonio Montalbán

10:00 Oliver Labs

10:20 Coffee Break

10:50 Thomas Crawford

11:15 Demian Nahuel Goos

11:40 Alejandro Baranek &
Leonardo Belen

12:00 Lunch Break

13:40 Session
What's new in the
IMAGINARY
Universe

INVITED SPEAKER
Betül Tanbay

(additional speakers:
Rejoyce Gavhi-Molefe,
Bianca Violet, Milena
Damrau, Andreas Matt, ...)

15:25 Parallel Workshops

Coffee Break

20:00 Conference Dinner

Saturday 8

09:00 Parallel Workshops

10:00 Workshops
Presentations

Coffee Break

13:00 End

Invited speakers

Grant Sanderson (3blue1brown)

Grant Sanderson studied math at Stanford, worked as a content creator for Khan Academy for a couple of years, and is now fully dedicated to his project 3blue1brown, where he uses his own python library to animate videos.

3blue1brown.com

Henry Segerman

Henry Segerman is a mathematician and mathematical artist based at the Department of Mathematics at Oklahoma State University. His research is in three-dimensional geometry and topology and in mathematical visualization. As an artist he works mostly in 3D printed sculpture with other interests in virtual reality, procedural generation, self-reference, ambigrams and puzzles.

segerman.org

Plan Ceibal

(Paula Siberio*, Carolina García, Patricia Coiro, Sebastián Bonda)

The Plan Ceibal is a Uruguayan initiative to implement the "One laptop per child" model to introduce Information and Communication Technologies (ICT) in public education.

It was created in 2007 and since its implementation, every child who enters the public education system in any part of the country is given a computer for personal use with free Internet connection at school. In addition, Plan Ceibal provides programs, educational resources and teacher training courses that transform the ways of teaching and learning.

www.ceibal.edu.uy

Antonio Montalbán

Antonio Montalbán is an Associate Professor at the University of California in Berkeley. He works in Mathematical Logic and, within Logic, he focuses on Computability Theory. In general terms, his research studies the interplay between complexity and mathematics.

math.berkeley.edu/~antonio/

List of Talks

Aubin Arroyo UNAM, México	Imaginario Matemático
Alejandro Baranek Leonardo Belen Maths communicators, Argentina	RPolyhedra: Experiences and beyond
Danielle Brake University of Wisconsin, USA	Printing the entire Herwig Hauser Gallery of Algebraic Surfaces in 3d, with singularities
Thomas Crawford University of Oxford, UK	The Maths of Media Social
Demian Nahuel Goos Facultad de Ciencias Exactas, Ingeniería y Agrimensura Rosario, Argentina	Connecting teaching techniques of German as a foreign language with a mathematics course
Mariana Haim Universidad de la República, Uruguay	The maths behind the Dobble card game
Federico Holik, M. Laura Rodriguez Instituto de Física La Plata, Argentina	How to explain the notion of quantum probability to the general public?
Oliver Labs MO-Labs, Germany	Creating mathematical 3d objects from equations
Santiago Laplagne Universidad de Buenos Aires, Argentina	Britney, interactive fractals
Ana Paula Madrid UNICEN University Campus, Tandil, Argentina	entusiasMATE = mathematics and communication. Experiences and questions
Aaron Montag Technische Universität München, Germany	Rapid creation of GPU accelerated mathematical content
Karina Ocana CINVESTAV-IPN, Mexico	Powerful Mathematical Ideas Through an Interactive Exhibit

Asla Sá
Escola de Matemática Aplicada, FGV, Rio de Janeiro, Brasil

Constellations and Tessellations of Regular Polygons.

Vyasasastry Sastry
Maths communicator, India

Ramanujan Math Park: a new approach to take mathematics to people

Tatjana Stanković
Radica Karović
University of Belgrade, Serbia

Quiz “The Bridge of Mathematics” - mathematical competition with a cross curricular approach

Moritz Summermann
University of Cologne, Germany

Drawing Topology

List of Talks

Aubin Arroyo · UNAM, México

Imaginario Matemático

This talk is about the exhibition "Imaginario Matemático" in the Universum science museum of the UNAM. In this talk I will show you some of the devices, old and new, of the exhibition.

Alejandro Baranek & Leonardo Belen · Maths communicators, Argentina

RPolyhedra: Experiences and beyond

An R based library to explore and manipulate Polyhedra from different sources, with OpenGL rendering capabilities. Experiences compiling the library and taking it to the real life.

Danielle Brake · University of Wisconsin, USA

Printing the entire Herwig Hauser Gallery of Algebraic Surfaces in 3d, with singularities

3d printing enables individuals to make whatever they can dream of, and can realize mathematical principles for public consumption. Herwig Hauser's Gallery of Algebraic Surfaces is a beautiful collection of static images. My project to replicate all 72 into plastic is nearly complete. I will discuss my tools for computing and printing the gallery, particularly Bertini real, which decomposes algebraic curves and surfaces in any number of dimensions. I will also discuss other methods for, and some of the barriers to, printing algebraic objects.

Thomas Crawford · University of Oxford, UK

The Maths of Media Social

Dr Tom Crawford will talk about his journey from maths researcher to maths communicator, as he shares his experience working with mainstream media organisations such as the BBC and UK national newspapers. Using his insider knowledge of the industry, he will present a set of simple rules that can be followed when presenting a mathematical topic to the media to help to increase your chances of a successful pitch. Examples from his own catalogue of award-winning work will also be presented for discussion, all of which can be found at tomrocksmaths.com.

Demian Nahuel Goos · Facultad de Ciencias Exactas, Ingeniería y Agrimensura,
Rosario, Argentina.

Connecting teaching techniques of German as a foreign language with a mathematics course

“Life is too short to learn German” is a humorous quote you frequently hear as a German teacher. This problem led to a huge research effort in Germany, trying to provide modern teaching tools to make learning German easier. Learning maths is not easy either, which is why I started combining my two passions, teaching maths and teaching German, and used these new concepts in my math course. In this talk I would like to share with you the techniques I used and how they lead to a truly successful experience.

Mariana Haim · Universidad de la República, Uruguay

The maths behind the Dobble card game

The construction of a deck of cards to play Dobble is strongly linked to finite projective planes. This fact gives us a good excuse to present and work with finite fields and finite geometry with young students, and at the same time to show them some advanced Maths and open problems.

Federico Holik, M. Laura Rodríguez · Instituto de Física La Plata, Argentina

How to explain the notion of quantum probability to the general public?

Based on the experience we accumulated in the area of the popularization of quantum theory, we discuss some strategies for explaining the notion of quantum probability to the general public.

Oliver Labs · MO-Labs, Germany

Creating mathematical 3d objects from equations

The aim of this talk is to present a series of blog posts about how to understand and create interesting equations and shapes. One of the technical tools used for the interactive illustrations in 2d and 3d contained in the blog will be CindyJS, a javascript library based on and related to the Cinderella dynamic geometry software. The talk will give a brief introduction into this great free tool, and how we use it for our purpose.

The blog will be a great basis for future generations of IMAGINARY visitors / school kids / online users, and may easily and successively be translated into other languages. We hope to get other writers and translators involved into this project.

Santiago Laplagne · Universidad de Buenos Aires, Argentina

Britney, interactive fractals

We present a new software for drawing iterative fractals. The software was developed as part of the "Möbius, imaginación a las aulas" project of the Departamento de Matemáticas, Facultad de Ciencias Exactas y Naturales, Universidad de Buenos Aires. The software allows the user to draw iterative fractals in a very attractive way: by simply drawing a few segments on the screen they will be used as the first levels to automatically draw the fractal. No mathematical knowledge is required to use the software, but learning the mathematical concepts involved one can make more complex and sophisticated pictures. This allows using it at different levels, from primary school students to advanced students of scientific courses. We have used it successfully in workshops, festivals and courses. The participants start to draw beautiful fractals almost immediately.

You can be download it for free from our website: moebius.dm.uba.ar.

Ana Paula Madrid · UNICEN University Campus, Tandil, Argentina

entusiasMATE = mathematics and communication.

Experiences and questions

entusiasMATE, is an Interactive Mathematics exhibition, developed by researchers of the Mathematics Department of the Faculty of Exact Sciences UNCPBA, with the purpose of with the purpose of awakening and increasing interest in mathematics, encouraging curiosity, and achieving positive attitudes towards mathematics in all social groups. Mathematical games provide visitors the opportunity to discover new facets of their imagination, think numerous alternatives for a problem, develop different ways and styles of thinking, as well as favor behavior change that is enriched and diversified in group exchange. Throughout this process, it is possible to increase valorization and empowerment, which makes these places an optimal instrument to improve the quality of life of the most vulnerable sectors of society, breaking down socio-economic, gender, and different capacities barriers and age.

Aaron Montag · Technische Universität München, Germany

Rapid creation of GPU accelerated mathematical content

For several modern visualizations used in communication and exhibits, the use of GPU acceleration is essential. However, the development of GPU based interactive visualizations is tedious and requires expert knowledge.

We have developed an approach for integrating the development of visualizations utilizing graphical shaders into existing dynamic geometry software: CindyGL as a plugin for CindyJS. A programming environment with primitives that are familiar to mathematicians eases the creation of interactive GPU accelerated applets. The produced applets rely on widespread web technologies such as WebGL and can be used on websites and modern portable devices.

We will demonstrate some applications created with our tool, mathematical processing of live footage, and a WebGL based version of SURFER.

Karina Ocana · CINVESTAV-IPN, Mexico

Powerful Mathematical Ideas Through an Interactive Exhibit

Designing interactive exhibits is a big challenge and is even bigger when the topic of the exhibit is about math. The aim of this talk is to present the design and development process of an interactive exhibit about powerful mathematical ideas: variation, generalization and infinite processes. This exhibition is part of a PhD research project, and it will be used to study the users' behavior while interacting with it, in order to gather this data visual saliency will be tracked. Partial results of the tests being carried out will be shown as well.

Asla Sá · Escola de Matemática Aplicada, FGV, Rio de Janeiro, Brasil

Constellations and Tessellations of Regular Polygons

Tessellations of regular polygons are highly structured planar patterns aesthetically explored since ancient times. A standard way to classify such planar patterns is throughout the types of vertices that occur in a specific given tessellation. Much less explored are the aesthetic insightful patterns that emerge from visually coding the vertices types that we refer to as constellations. The present work presents a software to explore constellations of regular polygons both as inspiration for advancing the research boundaries on the topic as well as to produce aesthetic graphic patterns of regular polygon tessellations and constellations.

Vyasastry Sastry · Maths communicator, India

Ramanujan Math Park: a new approach to take mathematics to people

A new approach is needed to take mathematics concepts to the people, and to students in particular. Ramanujan Math Park with stand alone interactive exhibits fills the need.

Tatjana Stanković & Radica Karović · University of Belgrade, Serbia

Quiz “The Bridge of Mathematics”

Mathematical competition with a cross curricular approach

“The Bridge of Mathematics” is mathematical competition with a cross curricular character that is held yearly in Serbia each May since 2016. The quiz is organized by Udruženje “Mladi matematičar” (the “Young mathematician” Association) and has 4 levels: eighth finals, quarter finals, semi finals and the final quiz. Its goal is to popularize mathematics, reduce mathematical anxiety, develop and nurture the culture of mathematics and science in general. It’s characterized by an innovative approach, taking into account regular curricula. The quiz has four games: Mathematical questions, Geometrical challenge, Project, Mathematical bouquet. Although it’s a four member team competition, the game Project allows involving many more students and giving them an opportunity to take part within a mathematics competition contributing to the team’s result.

Moritz Summermann · University of Cologne, Germany

Drawing Topology

In this talk I will present Ariadne, a visualization software/learning environment/game for touch-screen devices for learning about paths and homotopies of paths. I will give a short introduction into the mathematical subject of paths and homotopies, concepts from algebraic topology. This will be followed by their implementation in Ariadne by showing some example problem solving situations. Finally, I will give an outlook on the ongoing and planned projects and studies using Ariadne. After and during the talk, there will be time for some experimentation of your own, using your smartphone.

Workshop Program

The IC18 workshops run in parallel. Participants work in small groups of up to 15 people to jointly create and implement ideas, prototypes, concepts, exhibits, etc. It is important that you are present during the whole workshop (about 10-12 hours in total). The results of each workshop will be presented on the last day of the conference to all participants.

Workshop 1

Live Coding, hands on workshop

Workshop leader: Vitor Rolla

In this workshop mathematics and science educators, students, and researchers jointly explore the use of live coding as a mean to show how mathematical logic and formal structures of computer algorithms produce aesthetically pleasant music and sounds to a broad audience.

Live coding, programming audio and music in real time in front of an audience, is a new kind of artistic performance that is strongly tied to mathematics and computer science. The projection of the code to the audience allows the understanding of the music, and for this reason, the act of live coding becomes a powerful tool for the learning process. The group will produce a collective live coding performance to be exhibited to the whole conference participants

Workshop 2

Designing an open explorable medium for mathematics

Workshop Leaders: Ben Hambrecht & Philipp Legner

In most educational software for mathematics, there is a fundamental trade-off between, on the one hand, power and flexibility (allowing users to “explore” and try out new ideas), and ease of use on the other (allowing users to focus on the underlying mathematics, rather than specific implementation details).

In this workshop, we want to brainstorm ideas and create UX prototypes for a “Magic Canvas”: an explorable medium that allows for open play with interconnected mathematical objects. We welcome mathematicians, educators, designers and developers to share and develop ideas together. Programming skills are not required, only strong opinions on what makes great math-ed software.

Workshop 3

A global web portal for math puzzles

Workshop Leader: Holger Dambeck

Popularization of mathematics needs many different approaches. One possibility are intelligent puzzles that stimulate creativity and mathematical thinking. I started the “Puzzle of the week” in 2014. Between 50.000 and 200.000 readers try to solve it every week. It’s a huge success. And it could be a world wide success story if the puzzles were published on an open global website in different languages.

Participants will try to concretely plan such a portal. What kind of puzzles would fit? How challenging the puzzles should be/can be? Does such a portal need an app? How to develop/invent new puzzles? Do we need columns/categories like (Sam) Loyd of the week, Gardner classics etc.? How to market and finance the portal? Invited are all math puzzle specialists, coders, designer, social media experts and everybody interested.

Workshop 4

Visualisation of Mathematical Ideas for Sightless Students

Workshop Leader: Evgeniy Shiryaev

Participants of the workshop will develop equipment (mechanisms, exhibits, demonstrational models, etc) to supply a course for sightless students. It is a challenge since success criteria are not evident and the only way to test our result is to give lessons using developed equipment.

We will start modifying known demonstrative models. Perhaps some of them will require to develop auxiliary items. This will be up to our solution.

One or several topics can be chosen for the workshop (equal to number of small groups if more than one).

Workshop 5

Developing a Guideline for Organizing Mathematics Workshops by Creating a Best Practice Example on "Polyhedra and Music".

Workshop Leaders: Milena Damrau & Anna Maria Hartkopf

What are the ingredients for a successful mathematics workshop? And how can we determine success? During this workshop we aim to address these questions as we are developing a workshop on the subject of "polyhedra and music". Parallel to this particular endeavour we want to establish a reflection level that uses the tool of journaling to depict the challenges, important aspects, difficulties and phases of the organization process. This reflection process will lead to a guideline for successful mathematics workshops. The twofold goal of the workshop is a thought-out and applicable workshop and this guideline.

Workshop 6

The Math of Machine Learning

Workshop Leader: to be announced

Machine Learning algorithms (under different names) are a hot topic in the scientific community, and of course, there's a lot of math behind it.

In this workshop, we will try to generate content for showing the basic principles of functioning for these methods. The output could be ideas or prototypes for explanation texts or posters, software based exhibit, board games, workshop concepts, museum installations, robot experiments, or any new format.

Useful Addresses

Conference Venue

Edificio Polifuncional "José Luis Massera".
Senda Nelson Landoni 631, Montevideo.
(Next to Facultad de Ingeniería: Herrera y Reissig 565)

Conference Dinner Venue

La Commedia Trattoria.
Viejo Pancho 2414, Montevideo.

Conference Website and contact

ic18.imaginary.org
ic18@imaginary.org

List of Participants

Aaron Montag	Technical University of Munich	Germany
Adrián Andrada	Universidad Nacional de Córdoba	Argentina
Agustin Castellano	Student	Uruguay
Akuye-Shika Odametey	University of Energy and Natural Resources	Ghana
Alejandra Vahnovan	Teacher, Researcher	Argentina
Alejandro Baranek	Data scientist	Argentina
Alejo García	Student	Uruguay
Alexander Schmitt	University Professor	Germany
Ana Cichero	Math Teacher	Uruguay
Ana Paula Madrid	Math teacher - Researcher	Argentina
Andrea Felipe	Coord. De pregrado	Colombia
Andrea Felipe Berrio	Coord. Pregrado	Colombia
Andreas Matt	IMAGINARY	Austria
Andrés Sosa	Universidad de la República	Uruguay
Antonio Montalbán	The University of California, Berkeley	USA
Anu Nkemtendong	Math teacher	Cameroon
Asla Medeiros e Sá	FGV/EMAp	Brasil
Aubin Arroyo	Instituto de Matemáticas - UNAM	México
Aurélien Alvarez	University of Orléans	France
Beatriz Pereyra	Teacher	Uruguay
Ben Hambrecht	Independent ed-tech developer	Switzerland
Betül Tanbay	Professor of Math	Turkey
Bianca Violet	IMAGINARY	Germany

Brian Britos Simmari	Student - UdelaR	Uruguay
Brian Stefanovich	Student	Uruguay
Bruno Gaudio	Student	Uruguay
Bruno Tió	Student - UdelaR	Uruguay
Camila Condon Rodríguez	Student at Fing	Uruguay
Camilo Millot	Universidad de la República	Uruguay
Carla Cornetta	Teacher	Uruguay
Carolina Allende	Student	Uruguay
Carolina García	Plan Ceibal	Uruguay
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Damián Ferraro	Universidad de la República	Uruguay
Damian Sire	Student	Uruguay
Daniel Grimaldi	Scientific Communicator	Argentina
Daniel Montenegro	Teacher	Uruguay
Danielle Amethyst Brake	University of Wisconsin - Eau Claire	United States
Demian Nahuel Goos	Departamento de Matemática - FCEIA-UNR	Argentina
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Diego Sellanes	Student	Uruguay
Domingo Maiolo	Teacher	Uruguay
Elena Gomes	Student - UdelaR	Uruguay
Eli Parra	Programmer	Mexico
Eliana Rosselli	Student	Uruguay
Elisa Rocha	Universidad de la República	Uruguay
Emmanuelle Feaux de Lacroix	Caen University	France

Eric Londaits	IMAGINARY	Argentina
Ernesto Garcia	Student	Uruguay
Esteban Baragatti	Teacher	Argentina
Evgeniy Shiryayev	Polytechnical Museum - Moscow	Russia
Facundo Almeida	Student - UdelaR	Uruguay
Federico Carrasco	Universidad de la República	Uruguay
Felipe Figueroa	Universidad de la República	Uruguay
Florencia Chiappe	Math Teacher	Uruguay
Francesca Iezzi	University of Edinburgh	United Kingdom
Gabriel Babatunde Ipede	University of Ibadan	Nigeria
Gabriela Jeronimo	Universidad de Buenos Aires & CONICET	Argentina
Gastón Arévalo	Designer	Uruguay
Georgia Maragkou	High School of Skala Oropou	Greece
Gonzalo Cousillas	Assistant professor	Uruguay
Gonzalo Morales	Math Teacher	Uruguay
Grant Sanderson	3blue1brown	United States
Gustavo Aguilar	Teacher	Uruguay
Gustavo Armagno	Software Engineer	Uruguay
Holger Dambeck	Science writer	Germany
Hongtaek Hwang	Kumoh Institute of Technology	South Korea
Hongtaek Hwang	Emeritus Professor	south Korea
Inah Montero	Primary school Teacher	Uruguay
Javier Cóppola	IMERL - FIng - UdelaR	Uruguay
Javier Wagner	Math teacher	Uruguay
Jazmin Schmunis	Universidad de Buenos Aires	Argentina
Jean-baptiste Aubin	INSA-Lyon	France
Joaquín Lejtregger	Student	Uruguay
Joaquín Brum	Universidad de la República	Uruguay

Jonathan Acuña	Student - UdelaR	Uruguay
José Ezequiel Soto Sánchez	PhD student	Mexico
Josefina Gonzalez	Student	Uruguay
Juan Cerviño	Engineer	Uruguay
Julián Epstein	PhD student	Argentina
Julieta Ferrario	Teacher, Researcher	Argentina
Karina Fernández	Teacher	Uruguay
Karina Ocana-Izquierdo	Student	Mexico
Leandro Bentancur	Student - UdelaR	Uruguay
Leandro Dominguez	Student	Uruguay
Leonardo Javier Belen	Business Administrator	Argentina
Leticia Smal	Science communicator	Argentina
Lía Rivero	Student	Uruguay
Luciano Lacurcia	Student	Uruguay
Ludovic Bekou	Student	Benin
Marcelo Fiori	Universidad de la República	Uruguay
María de los Angeles Chara	Universidad Nacional del Litoral	Argentina
María Florencia Cubría	Universidad de la República	Uruguay
María Montenegro	Teacher	Uruguay
Maria Paz	Math Teacher	Uruguay
Maria Sanchez	Teacher	Uruguay
Mariana Haim	Professor	Uruguay
Mariel Paula Kuna	UBA & IMAS-CONICET	Argentina
Mariela Carvacho	SOMACHI	Chile
Martin Carvajales	High school Student	Uruguay
Mathias Bourel	Universidad de la República	Uruguay
Mauricio Delbracio	Universidad de la República	Uruguay
Mauricio Genta	Student - UdelaR	Uruguay

Maximiliano Diaz	Student	Uruguay
Mbanong Caroline Angwi	Cameroon College of Commerce	Cameroon
Mercedes Camarero	Universidad Pablo de Olavide	Spain
Michael Hurtado	Researcher	Perú
Milena Damrau	Bielefeld University	Germany
Moritz Sümmerrmann	University of Cologne	Germany
Mpafereleni Rejoyce Gavhi	African Institute for Mathematical Sciences	South Africa
Nancy Guelman	Universidad de la República	Uruguay
Natalia Bottaioli		Uruguay
Noimot Olonade-Shoyemi	Obafemi Awolowo University Ile Ife	Nigeria
Oliver Labs	MO-Labs - Math Objects	Germany
Olutayo Victor Olayeni		Nigeria
Omar Gil	Universidad de la República	Uruguay
Pablo Coll	Professor	Argentina
Pablo González Cifuentes	Math Teacher	Uruguay
Pablo Plada		Uruguay.
Paula Siberio	Plan Ceibal	Uruguay
Pedro Souza	PhD Student - IMPA	Brazil
Philipp Legner	Mathigon	United Kingdom
Praveen Kumar Dhankar	Student - RTM Nagpur University	India
Radica Karović	Math Teacher	Serbia
Rafael Bertolotto	Astronomy student	Uruguay
Ramiro Nieto	Student	Uruguay
Rodrigo Bottero	Student	Uruguay
Romina Da Silva	Universidad de la República	Uruguay
Santiago Robaina	Student	Uruguay
Santiago Bosch	Student - Researcher	Uruguay
Santiago Laplagne	Universidad de Buenos Aires	Argentina

Santiago Montouliu	Student - UdelaR	Uruguay
Sebastián Bonda	Plan Ceibal	Uruguay
Silvia Brigante	Universidad del Trabajo de Uruguay	Uruguay
Sriram Kannekanti	PROGRESPECT	India
Stella Maris Sevrini	Math Teacher	Uruguay
Tatjana Stanković	Math teacher - PhD student	Serbia
Teresa Krick	Universidad de Buenos Aires & CONICET	Argentina
Tom Crawford	University of Oxford	United Kingdom
V.S.S. Sastry	Gyanome	India
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Verónica Molfino	Math Teacher	Uruguay
Vitor Rolla	IMPA	Brazil
Viviana Gubitosi	Universidad de la República	Uruguay
Viviana Rivera	Math Teacher	Chile
Wilhemina Pels	Student	Ghana

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Cedric Villani, Mathematician, Mathematics communicator, Politician

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Organizing Team

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The IMAGINARY Conference 2018 is founded and supported by:

