

# Project Plan

## Interactive Visualizations in Mathematica

### Fall 2019

Faculty Mentor: A.J. Hildebrand

IGL Scholars: Michael Jiang, Krishna Kalki, Derek Li, Benji Lim, Shichen Qi

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## 1 Project Goals

- Create interactive Mathematica-based visualizations on interesting mathematical topics in game theory, probability, and related areas for use in instruction and outreach activities.
- Learn more about the mathematics behind these topics.
- Make the visualizations available to a broader audience through publication at the Wolfram Demonstrations website.

## 2 Responsibilities

- All team members are expected to develop the necessary Mathematica skills for this project.
- As the semester progresses, we may split into subgroups, with each focusing on a different aspect of the project.

## 3 Meeting Times

- Saturdays, 4:00 PM - 6:00 PM
- Wednesdays, 5:00 PM - 7:00 PM