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Juan Carlos Álvarez Paiva (Université Catholique de Louvain) and the speaker (W&L University) are continuing development of a web site begun by Dr. Álvarez in support of a discovery-based, interactive course for projective geometry. Among our aims are: to exercise the student in the visualization of mathematical concepts, to present a unified view of basic geometry as the study of group actions, to develop and exercise problem-solving techniques, and to give the student a sense of the unity of mathematics by relating projective geometry to other fields such as special relativity, integral geometry, topology, and hyperbolic geometry. A modified Moore method is used in the course to motivate key definitions and to develop subjects through a series of problems. It is the purpose of this talk to demonstrate the effective use of the interactive geometry software Cinderella<sup>TM</sup> in accomplishing some of our pedagogical goals. Cinderella<sup>TM</sup> is based on fundamental concepts from projective geometry and invariant theory and may be run inside a web browser, making it ideally suited for our purposes. (Received September 14, 2000)