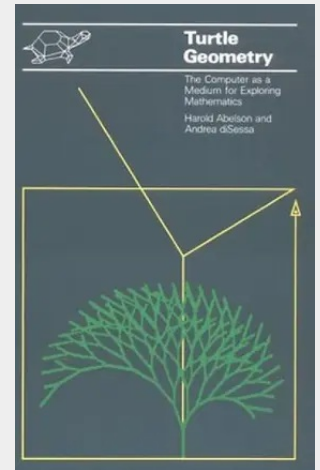


Turtle Geometry

The Computer as a Medium for Exploring Mathematics

Turtle Geometry presents an innovative program of mathematical discovery that demonstrates how the effective use of personal computers can profoundly change the nature of a student's contact with mathematics. Using this book and a few simple computer programs, students can explore the properties of space by following an imaginary turtle across the screen. The concept of turtle geometry grew out of the Logo Group at MIT. Directed by Seymour Papert, author of Mindstorms, this group has done extensive work with preschool children, high school students and university undergraduates.

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45,90 €

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Lieferfrist: bis zu 10 Tage

Artikelnummer: 9780262510370

Medium: Buch

ISBN: 978-0-262-51037-0

Verlag: MIT Press

Erscheinungstermin: 09.07.1986

Sprache(n): Englisch

Auflage: Erscheinungsjahr 1986

Serie: Artificial Intelligence Series

Produktform: Kartoniert

Gewicht: 714 g

Seiten: 498

Format (B x H): 152 x 229 mm

