

# Index

## A

ACE Teaching Cycle, 442, 444, 456, 459, 462, 473, 474  
Action video games, 12, 308, 310, 311, 317  
Aesthetics, 13, 349–352, 356, 364, 365, 367  
Affordances of technology, 376, 378, 380, 385, 394  
APOS Theory, 15, 442–448, 450, 451, 456, 457, 462, 468, 473–475

## B

Bakhtin, 515, 516, 522

## C

Children's spatial knowledge, 280  
Circular functions, 14, 400, 403  
Collaborative emergence, 238, 239, 243  
Communication, 4, 21, 39, 129, 150, 151, 155, 156, 160, 162, 175, 187, 213, 259, 270, 324, 337, 411, 414, 415, 480, 487, 488, 534, 535, 552  
Conformal maps, 407  
Creativity, 4–23, 25, 26, 34–37, 52–54, 60–62, 73, 75, 76, 80, 82, 83, 90–92, 95–97, 101, 103, 108–110, 115, 120, 121, 127, 129, 130, 132–134, 136–138, 142, 143, 150–162, 164, 165, 167, 169, 171–175, 182–190, 195–199, 204–206, 208–212, 216–218, 220–222, 224, 226–228, 234–239, 242–246, 252, 253, 255, 256, 258, 263–265, 269, 271–273, 282, 283, 292, 304, 305, 315, 317, 318, 324–331, 334, 335, 337, 338, 341, 342, 347–350, 352, 355, 367, 371, 373, 375–377, 380, 382, 386, 387, 393–395, 400–402, 407, 410, 411, 413–415, 418, 421, 422, 425, 427–429, 431–435, 442–445, 451, 452, 455, 457, 458, 462, 464, 466, 467, 469,

473–475, 480, 481, 484, 486, 488–493, 495–497, 499–501, 508–518, 520–524, 532, 533, 535–538, 540–543, 547, 550, 552–554

Curiosity, 8, 13, 90–92, 96, 115, 120, 128, 130, 133–135, 150, 242, 325, 331, 332, 368, 415, 418, 422, 423, 425, 431–435, 445, 500, 515, 522, 533, 552

## D

Democratization of creativity, 513  
Design research, 4, 8, 11, 12, 16, 18, 19, 23, 24, 36, 37, 43, 51, 52, 54, 62, 67–69, 72, 74–76, 81, 82, 84, 91, 93, 94, 97, 98, 100–102, 107, 109, 110, 119–121, 127, 132, 133, 136, 142, 143, 150–152, 156, 158, 161, 162, 164, 171, 185, 188, 189, 209, 212, 215, 256, 259, 263, 264, 267, 269, 281, 282, 287, 289–291, 293, 294, 316, 324, 328–331, 334–336, 338, 339, 349, 352, 426, 442, 443, 449, 451, 458, 464, 474, 511, 521  
Digital technologies, 19, 156, 235, 242, 254, 281, 429, 508, 509  
3D modeling, 102, 329, 340  
3D printing, 13, 21, 324, 328, 330, 331, 334, 336, 338, 339, 341  
Dynamic technology scaffolding, 8, 23, 90, 91, 96, 97, 101, 102, 108, 109, 117, 118, 120, 121

## E

Early learning software, 189, 281, 282  
Educational technology, 73, 131, 143, 156, 510, 518  
Einstellung effect, 379, 380, 391, 394, 395  
Excelets, 10, 21, 205, 211, 212, 214–218, 220, 222, 228

**G**

GeoGebra, 34, 90, 98, 99, 102, 103, 107, 150, 151, 158, 163, 167–170, 175, 257, 267–269, 271, 352, 367, 518–521, 535

**H**

High school students, 14, 157, 223, 305, 306, 418–420, 434, 520

History of Calculus, 14, 38, 101, 160, 161, 164, 166, 174, 213, 260, 380, 400, 401, 407–410, 418, 458

History of infinite series, 400

**I**

Integrated mathematics, science, and technology, 62

Integration, 61, 63, 72, 74, 77, 82, 128, 131, 132, 135, 142, 185, 195, 207, 208, 216, 221–223, 227, 329, 400, 402, 405, 508, 511

Interactive geometry, 7, 21

Interactive Geometry Software, 21, 35, 37

Interpolation, 14, 400–402, 407, 410, 411

**J**

John Wallis, 401, 403

**L**

Latour, 511, 512, 522

Lesson planning, 7, 62, 81, 83, 120

**M**

Mathematical creativity, 4, 5, 14, 15, 17, 19–22, 24, 90, 92–94, 98, 100, 120, 154–156, 205, 206, 218, 233, 255, 256, 260, 267, 268, 272, 273, 324–327, 348, 350, 352, 367, 373, 375, 379–381, 385, 387, 388, 393, 394, 400, 413, 415, 420–422, 431, 434, 435, 442–445, 447–451, 453, 454, 462, 463, 467, 475, 509, 532–538, 540–543, 545–554

Mathematical modeling, 34, 116, 126, 133, 206, 210–212, 215, 216, 220, 256, 257

Mathematics, 4, 5, 7–26, 34–38, 42, 52–55, 60–62, 65–69, 73, 75, 76, 78–80, 83, 84, 90–98, 101, 107, 111, 115–121, 127–133, 135–137, 142, 143, 150–153, 155–161, 164, 165, 167, 168, 171–175, 182, 184–190, 192, 194, 195, 197–199, 204–218, 220–222, 224, 227, 228, 233–235, 237–240, 242–245, 252–257, 259–263, 265–269, 271–274, 283, 291–293, 295, 304–313, 315–318, 324, 326–328, 330, 334, 335, 337, 340–342,

348, 350, 352, 364, 366, 367, 372–376, 379–381, 387–390, 392–394, 400, 401, 406, 411, 414–435, 442–446, 450, 458, 462, 464, 474, 480, 481, 484, 487, 488, 490, 493, 494, 499, 501, 508–510, 514–518, 520–523, 532–535, 539–541, 543, 545, 551, 553, 554

Mathematics education, 4, 9–14, 17, 18, 26, 53, 55, 96, 128, 143, 154, 175, 184, 190, 199, 207, 213, 234, 235, 237–239, 242–245, 254, 256, 258, 269, 271, 273, 285, 292, 315, 324, 327, 351, 371, 374, 376, 380, 393, 400, 410, 442, 473, 475, 508–510, 512, 513, 515, 516, 520, 522–524, 532, 553

Math instruction, 126

Modeling, 10, 12, 13, 18, 19, 21, 37, 40, 53, 62, 90, 91, 97, 98, 109–112, 114, 119–121, 133, 150, 159, 161–163, 167, 168, 188, 204–206, 210–212, 214–216, 218, 220–222, 224–228, 267, 269, 271, 324, 328–330, 338, 340, 384

Multimedia message design, 8, 135

Music, 9, 10, 16, 23, 24, 67, 185, 186, 189–199, 253, 347, 374, 416, 480, 481, 484, 487–490, 501

**O**

Online spaces, 10, 238

**P**

Parents and math development, 307

Participatory model of creativity, 235, 245, 246  $\pi$ , 401, 406

Piaget, 15, 16, 95, 287, 288, 443–445, 450, 451, 456, 473, 480–486, 489, 491, 492, 497, 498, 500

Preservice education, 34

Preservice mathematics teachers, 34, 182, 190, 226

Preservice teacher education, 189

Preservice teachers, 34, 76, 127, 132, 133, 136, 143, 182, 186, 189–191, 194–199

Problem-based learning, 25, 66, 129, 162

Problem-posing, 130, 133, 387, 388

Problem reformulation, 394

Problem solving, 4, 7, 8, 13, 14, 17–19, 22, 34–36, 38, 39, 43, 48, 51–55, 60, 74, 90, 93, 94, 100–102, 118, 126, 129–134, 142, 143, 150, 155–158, 164, 165, 182, 187, 189–192, 197, 205, 209, 214, 216, 222, 236, 237, 239, 252, 254, 256, 284, 304, 305, 307, 313, 314, 316, 324, 326, 332, 334–337, 341, 348, 349, 373, 374,

- 377, 380, 381, 385, 387, 391, 393–395, 434, 445, 449, 474, 480, 488, 492–494, 497, 498, 515, 532–535, 537, 541, 542, 552
- Promoting creativity, 430
- Prototypes, 108, 264, 328, 335
- Provocative tasks, 96, 97
- Python, 150, 151, 158, 163
- Q**
- Q&A sites, 10, 235, 245
- Quadratures (areas), 401
- R**
- Real-world learning, 8, 61, 62, 65–67, 69, 71, 74–76, 79, 82, 84
- Relationship with knowledge, 16, 481, 485, 500
- Richness of mathematical problems, 17, 537
- S**
- Scaffolding children's learning, 289, 291, 293
- Screencasting, 7, 35, 37, 53, 55
- Secant function, 407, 408, 410
- Secondary preservice teachers, 34, 90, 205, 206, 208, 212, 214
- Second Life, 182, 188–192, 194, 196–198
- Social media, 15, 23, 132, 233, 331, 413–416, 418, 420, 421, 429–436
- Spatial play, 12, 280–282
- Spatial skills, creativity, 12, 282, 283, 290, 291, 293, 305–311, 313–318
- STEM teacher education, 12, 14, 22, 44, 83, 142, 184, 185, 198, 252, 253, 261, 262, 264, 266, 267, 270, 272, 283, 292, 304, 305, 307, 308, 316–318, 331, 386
- Student discourse, 352
- Student engagement, 69–72, 74, 199, 255, 256, 259, 260, 328, 333, 338, 339, 341
- T**
- TCA, 510, 518, 522, 523
- Teacher education, 10, 12, 14, 19, 23–25, 54, 75, 76, 164, 189, 209, 227, 253, 255–257, 264, 268, 271–273, 316, 373, 393
- Teamwork, 19, 68, 154, 171
- Technology, 4–16, 18–26, 34, 35, 37, 38, 40, 51, 52, 54, 60, 61, 63, 69, 72–75, 77, 82, 90, 91, 93–96, 100, 101, 103, 104, 107, 109, 115–121, 129–132, 135, 142, 150, 152, 155–158, 163–169, 173–175, 182, 185–190, 193–195, 197–199, 204–213, 217, 220–222, 227, 228, 234–239, 242, 243, 245, 246, 252, 253, 255–262, 264, 265, 267, 269, 271–274, 281–290, 292–295, 305, 309, 315, 317, 318, 327–331, 334, 337–340, 342, 349, 352, 367, 372–376, 379–389, 391–395, 400, 403, 408, 410, 414, 421, 429, 430, 434, 435, 442–444, 450, 457, 464, 473–475, 481, 486–488, 494, 499, 508–512, 517, 518, 521–524, 534
- Technology-enhanced collaboration, 5, 19, 25, 26, 207, 257, 258, 269, 379, 442
- Technology integration, 8, 19, 60–63, 72–76, 80, 82–84, 126, 131, 132, 206, 372, 380
- Three act mathematics tasks, 8, 22, 24, 126–128, 130–137, 142, 143
- TITE problems, 381, 382, 386, 389, 392–394
- TPACK, 150, 207, 208, 212, 214, 216–218, 222–227, 255, 257, 260–263, 265, 269, 272, 273
- Transdisciplinary, 4, 480, 481, 486
- U**
- Undergraduate and graduate students, 420, 429
- V**
- Virtual Communities of Problem solvers, 554
- Vygotsky, 16, 93, 103, 107, 109, 280, 480, 481, 483–485, 497, 499, 500, 511–514, 516, 517, 522
- W**
- Writing and running computer programs, 452