

18.821: Mathematics Project Lab:
Presentation comment form

Names of presenters

What did you particularly like about the presentation?

The agenda was a good roadmap. I like that the presenters spoke in a normal pace. The pictures were also very helpful.

Good proof of theorems

Good presence

Which part of the presentation was the most difficult to follow?

A little slower on the scaling definitions, not sure I understood the parameters the first time. Also the 3-value game's introduction was a bit rushed, maybe give the audience a bit more time to think and answer.

What advice do you have for the presenters for the future?

Very good presentation, maybe keep the pictures of the games from the beginning for reference.

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What did you particularly like about the presentation?

- β -value game easy to understand
- for how many definitions you had to make, they were mostly clear and easy to follow
- Projected well, good communication skills

Which part of the presentation was the most difficult to follow?

- definitions a bit unclear, elaborate more
- concept of symmetry, if it was the most difficult maybe spend more time on it
- over \mathbb{R} got a bit complex

What advice do you have for the presenters for the future?

- Give definitions a bit slower at the beginning, since the topic is newer

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What did you particularly like about the presentation?

Zach: Starts with an example - easy to grasp the topic. Nice handwriting and good use of diagrams
Easy to catch up by reading what's written on the board

Yida: Tries to engage the audience, also starts with an example and visualizes the main concept.

Matt: Makes very clear what he is about to do. Motivates proofs, easy to follow. Nice mixture of board writing and engaging the audience. Explains why a certain concept is important/interesting.

Which part of the presentation was the most difficult to follow?

- Choice of terms: i) state \rightarrow vertex? ii). game \rightarrow state, since s_0 is the initial state of the game, s_1 is the first step, s_2 is the second step...
- Proof of cycling states in 3-value game. why are cases 4 & 5 more interesting? Are these states the initial states? It would have also helped to write more things on the board for cases 4 & 5.
- Characteristic polynomial? What is it?

What advice do you have for the presenters for the future?

- A brief sentence or two about each speaker's topics might have made the flow of the presentation clearer
e.g. now we'll explore the ~~best~~ basic properties of the number squares game under simple manipulations such as scaling, offsetting... etc.
- I thought there was an agenda written on the board about n-value games. ~~and that~~
was this supposed to be covered?

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What did you particularly like about the presentation?

(Great talk!)

- Very well organized, great opening
- Equivalence definition was well-presented
- Asking for ideas from audience was cool!
- Nice proofs: ^{the} two different approaches showed a nice sample of your work.

Which part of the presentation was the most difficult to follow?

- Did not know if vertices needed to be positive ints or just ints
(though I guess it is always non-neg after the first iteration...)
- I was surprised to start with $n=4$ then immediately go to general n , but it was a good choice for time purposes

What advice do you have for the presenters for the future?

- Do not erase a board where something was just written!
- Stop erasing everything. Grrr!
- Inconsistent notation for states. Keep it the same!

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What did you particularly like about the presentation?

I liked the formal definitions given. I also liked when he asked if there were any questions periodically.
I also liked the questions given to the audience to make sure they understand what is going on.
Really good explanation of φ value discussion.

Which part of the presentation was the most difficult to follow?

The beginning was a little too formal so I was confused on the big picture and a bit too mathematical.
Also wanted a few more examples to understand it better.

What advice do you have for the presenters for the future?

Perhaps start at the very beginning of the project (why the square? what's the point of the game?).
It would have been better to introduce the def. w/ conceptual examples so we know why we learn the definitions.
Overall, great presentation: very detailed and informative!

Your name: (on the back if you prefer anonymity)

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