Collaborative Project Guidelines

Math 199–Math and the Creative Process: A Participatory Exploration of Number Theory

Here are several guidelines for the collaborative projects:

(1) For instructions for each part of the project, see *Assignments Related to the Museum Project* in the Assignments section of Canvas.

(2) I will give you substantial time during class during the next few weeks (other than Wednesday of Week 5, when we have a guest leading a workshop during class) to work in breakout rooms with your project group. Before the end of each class session, you will spend some time briefly discussing next steps and dividing up tasks, and I will check in with each group about what the group's immediate next plans are.

(3) You may divide the work how you would like amongst your group. Not everyone has to do every step in unison (or ever), but everyone should contribute meaningfully. Also, everyone should learn enough to be able to communicate at least an overview of the mathematics the group is exploring and why.

(4) Because of the remote format, you may not require your group members all to meet with each other at specific times outside of class. (You are welcome - and encouraged, if it works for you - to meet on Zoom or Skype or whatever you'd like; but you may not require each other to do this.)

(5) Because we all have different setups at home, please be mindful of the fact that not everyone in our class has access to a printer. (So do not require your teammates to print!) Likewise, please be understanding of technical issues that others might occasionally face with internet availability, etc.

(6) Be sure to cite any references you use. For example, if you use a particular reference for the history portion or for a mathematical fact, be sure to cite it in your writeup.

(7) The internet has lots of examples of code and apps related to the project topics. If you want to use something that was not produced in this course:
   - You must make sure its author/creator has given people permission to use it. (If it is not completely clear, you must check with me.)
   - You must give credit to anyone whose code/product you have used. (Of course, you must also have permission to use it in the first place.)
   - You must be able to explain what you are using, AND you still must do something truly new and explain what that is. (If you are not absolutely sure, check with me.)

(8) At the moment, I want you to have a lot of freedom to explore (and to get painfully stuck, as that is also part of the process). Since we also need to get through this project during the next several weeks, though, I also encourage you to ask me questions if your group needs additional direction or help. (I will let you know if I think you need to think about it more on your own first.)

(9) Different projects have different flavors and will likely progress at different rates. Advice that I give specifically to one group might not make sense in the context of another project. When in doubt, please ask me rather than assuming that something I told a different group applies to your project.

(10) For additional suggestions, see "Tips for Learning and Collaborating Remotely" in the Pages section of Canvas.