

## Celtic-Plus Proposers Day 20<sup>th</sup> June 2017, Helsinki

# Maths at your fingertips

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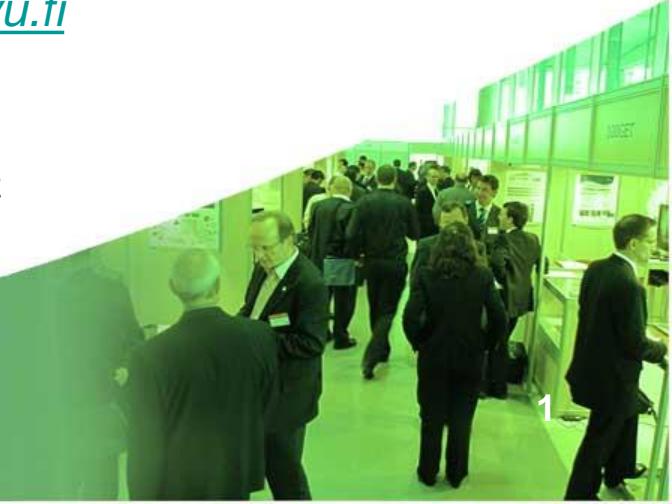
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**BREDEG®**



UNIVERSITY OF JYVÄSKYLÄ

Universitat  
de Girona



# Actionable relationships

- Imagine having a set of mathematical relationships on your touch screen
  - ROE= Net Income/Equity; Net Income = Pre Tax Profit\*Tax Burden; etc
- How to make them actionable
  - To exchange inputs and outputs by a swipe
  - To fix/release values by a touch
  - To make all conceivable what ifs without typing/rewriting/doing the maths
- How to count with your fingers in the mobile era!



# BREDEG Organisation Profile



BREDEG is a collaborative organization with

University professors:

*Manuel Moreno*, Universitat Politecnica de Catalunya

*Joan Josep Sunyol, Fabiola Vilaseca*, University of Girona

*Timo Tiihonen*, University of Jyvaskyla



as well as different private companies



coordinated by

*Josep Tarrés*



# Introduction to MNT

MNT complements the present knowledge and use of numerical relations

**With MNT you learn and use mathematical relations with “true” mobile technology.**

MNT: Intuitive, graphical, fast and reliable for

- Learning (touch screen native preschoolers)
- Process control (IoT GUIs etc)
- Teaching (tools to support system level understanding (science, economics, etc)

MNT

- Has global potential (no severe language dependencies)
- Widens the possibilities, increases problem solving, simplifies calculations of present methods, shortens learning process

## ***The vision***

*New ways to deal current methods trough mobile devices*

## ***Motivation***

*Improvement of Education and derived industrial applications*

## ***Expected outcome***

*A new way to complement the knowledge and use of numerical relations*

## ***Impact***

*It broadens user base. High market impact whenever a standard is achieved*

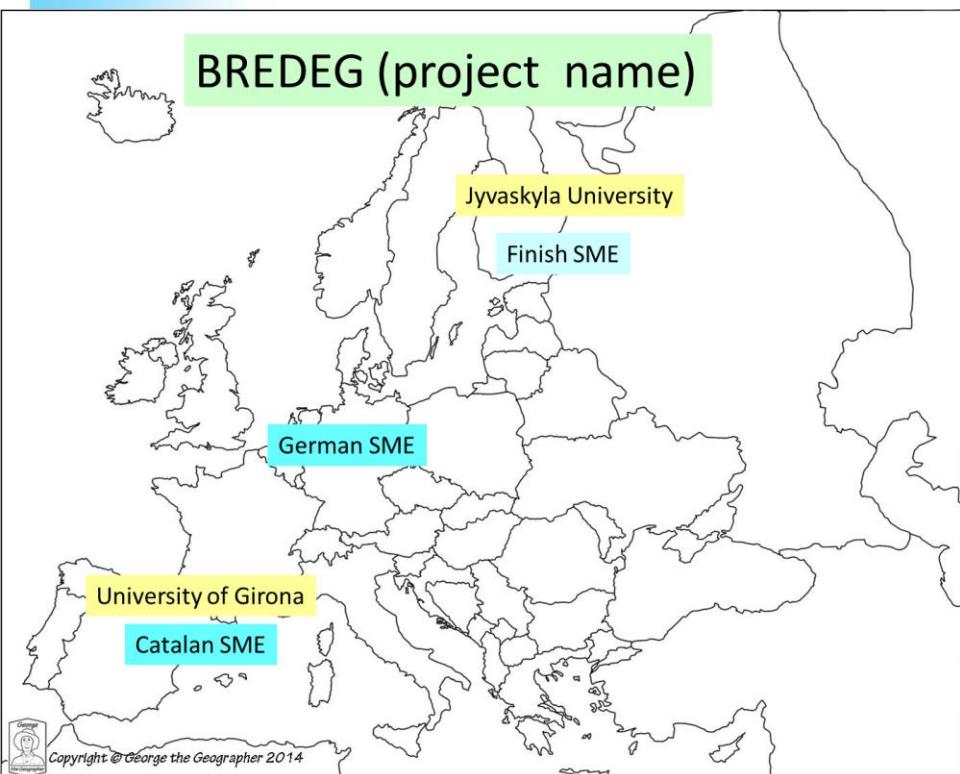
## ***Schedule***

*2018 Pilots*

*2019 Edu*

*2019 Industry*

## A REWARDING INITIATIVE with high ROI



**Further development** would benefit from contributions by

- Software/game designers (to develop attractive and usable tools)
- Learning/cognition researchers (to study, validate and justify the approach)

# Contact Info

For more information and for interest to participate  
please contact:



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