

Course Outline

It is a 4-day program consists of two 2.5-hour workshops per day. In every workshop, relevant mathematical knowledge (and coding techniques if applicable) would be introduced. Candidates (individual or grouped) would apply what they have learnt and make their own designs.

Learning Outcomes

On successful completion of this course, students should be able to:

Course Learning Outcomes (CLO)	
CLO 1	explain some magic tricks using mathematical arguments
CLO 2	recognize the mathematical elements in some artistic designs
CLO 3	make use of software (e.g., GeoGebra, Scilab) for a variety of purposes
CLO 4	design their own artistic work and/or perform a magic show based on their mathematical knowledge learnt in the course

Assessments

In-class activities and individual/group presentations/performance