

FluidMath for Microsoft Windows 10

On Tuesday (6/28/2016), Fluidity Software announced that its first-of-its-kind, award-winning FluidMath application for the teaching and learning of math on pen and touch devices is now available on Microsoft's Universal Windows App in the Windows Store. FluidMath provides teachers and students with an easy-to-learn and easy-to-use application which makes mathematics "come to life" on the touch sensitive screen of a Windows 10 device. FluidMath recognizes, graphs and solves handwritten algebraic expressions and can associate math with sketches to generate dynamic animations.

Using FluidMath is like writing with pencil and paper. Teachers and students do not have to learn a new programming language or a complicated series of button pushes. Teachers quickly create illustrations for their lessons, work with students to manipulate math models, and teach in a more interactive, visual, and hands-on manner. Students actually create and view animated simulations of the solutions to their problems in their own handwriting!

Margo Day, Microsoft Vice President of U.S. Education said, "Windows 10 users can now easily bring their handwritten math to life with FluidMath on their desktop, tablet, or mobile device. Teachers and students can instruct and learn in a more natural and direct way by using pen and touch to seamlessly create and manipulate connections between handwritten math, graphs, tables, solutions, animations, and more."

FluidMath can be employed by all students no matter their proficiency in math. Teaching and learning with FluidMath engages students and can improve learning because more time is focused on mathematics itself rather than the software.

"The unique features of FluidMath provide teachers and students with a very engaging and dynamic math teaching and learning experience," said Dr. Donald Carney, CEO of Fluidity.

"We are excited to work with Fluidity Software to bring the FluidMath Universal Windows App and its applications of pen and touch for math exploration and learning to more than 300 million Windows 10 devices via the Windows Store," said Steve Teixeira, General Manager, Windows Partner App Experience at Microsoft Corp.

In 2011, FluidMath was awarded "Most Innovative Educational Technology Product" by the Software and Information Industry Association (SIIA) and received consecutive eSchool News Readers' Choice Awards for the 2012 and 2013 school years. In 2012, Fluidity Software Inc. was an IES SBIR Success Story, featured on the Department of Education, Institute of Education Sciences (IES) SBIR website. In 2013, FluidMath was a winner of the NYC Gap App Challenge. In 2015, FluidMath was awarded "1st Place Highest Performing Office Add-in".

About Fluidity Software

Fluidity Software was founded in 2006 by four Brown University Alumni. Fluidity's long-term goal is to further the effort to optimize the human-computer partnership, especially for highly-interactive educational domains such as math and science. FluidMath for Windows 10 is the latest realization of Fluidity's long-term goal.