Cinderella.2

Math in Motion.

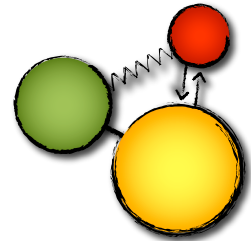http://cinderella.de

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PRESS RELEASE

The Interactive Geometry Software Cinderella.2 has been released. More than seven years after its award-winning first version was published, this version sets new standards for interactive geometry in the classroom. The previous version received, among others, the European Academic Software Award and the German Educational Software Award digita^{2001}.

Besides extensions to the geometry part of the software the integrated physics simulation engine is particularly interesting for classroom use in mathematics and science education. Furthermore, an API allows for even more customized virtual experiments. The solid mathematical foundation of Cinderella.2 makes it a suitable software not only for K-12 education, but also in university teaching and research.

Cinderella has been developed by Prof. Dr. Dr. Jürgen Richter-Gebert (Technical University Munich) and Prof. Dr. Ulrich Kortenkamp (University of Education Schwäbisch Gmünd). A single user license is available for 59 US$, an extended school license, which can be used by all teachers and students of a school at school and at home, costs 199 € (VAT might be added). More information about Cinderella.2 as well as a demo version are available at its web site http://cinderella.de.

As an introductory offer customers entering the coupon code *CDY2-INTRO-M* will receive a discount of 10%. The offer ends July 1st.

Currently, Cinderella.2 is a download product only. A book version including a CD-ROM to be published by Springer-Verlag is in preparation.

More informationen about the software and graphics are available on request.