

1145-L1-1548 **Lee Stemkoski*** (stemkoski@adelphi.edu). *Virtual and Augmented Reality Applications for Math Education.*

In this talk, we will begin by describing some current applications in mathematics education that make use of virtual reality and augmented reality. We then present some new applications that use A-Frame, an open-source framework which can be used to develop both virtual reality and augmented reality applications. The A-Frame library greatly simplifies the content creation process by using an HTML-like tag system, and also simplifies dissemination by enabling applications to be shared as websites. Virtual reality applications can be experienced with inexpensive technologies such as Google Cardboard or Oculus Go, while augmented reality applications can be experienced with smartphones, tablets, or desktop computers with webcams. (Received September 23, 2018)