

Mathematics Education Technology Prize

Code:	P849
Faculty:	Science
Applicable study:	Undergraduate or postgraduate Mathematics or Statistics
Closing date:	By nomination
Tenure:	
For:	Prize
Number on offer:	One
Offer rate:	Annually
Value:	\$500

Description

The Mathematics Education Technology Prize was established in the year 2003 and is financed from funds donated by members of the Mathematics Education Unit, Texas Instruments and organisers of local mathematics conferences.

The main purpose of the Prize is to recognise each year the student who has made the most significant contribution to the understanding of the use of technology in the teaching and/or learning of mathematics.

Selection process

- Nomination is made to the Scholarships Office
- The Prize will be awarded by the University of Auckland Council upon the recommendation of the Head of the Department of Mathematics

Regulations

1. The Prize will be known as the Mathematics Education Technology Prize.
2. One Prize will be awarded annually and will be of the value of \$500.
3. The Prize will be awarded to the student enrolled in an undergraduate or postgraduate Mathematics or Statistics course who has made the most significant contribution to the understanding of the use of technology in the teaching and/or learning of mathematics in the year of the award.
4. The Prize will be awarded by the University of Auckland Council upon the recommendation of the Head of the Department of Mathematics.
5. The University of Auckland Council will not be bound to award the Prize in any year if there is no candidate of sufficient merit.
6. In the event of a tie, the Head of the Department of Mathematics, in consultation with the Mathematics Education Unit, shall determine if the Prize may be shared. Both recipients will be awarded a Prize of equal value to the original stated value of the Prize.
7. The University of Auckland Council has the power to amend or vary these Regulations provided that there is no departure from the main purpose of the Prize.