

# The Prize Winners of the MPE Competition

## **First prize: USD 5000**

*Sphere of the Earth*, by the team of Daniel Ramos (Spain)

This exhibit shows that maps of the spherical surface of the Earth on a plane must have distortions. The user interactively selects a disc region and sees how various maps distort it. The engaging and easy-to-use interface effectively conveys mathematical ideas relevant to the Earth."

## **Second prize: USD 3000**

*Dune Ash*, by the team of Tobias Malkmus (Germany).

This interactive computer program graphically simulates the dispersion of a volcanic ash cloud using a mathematical model. The user chooses the location of the volcano, sketches the direction and strength of the winds, and sets the rate of dispersion. An original interface allows the user to specify complex wind patterns and invites repeated exploration."

## **Third prize: USD 2000**

*How to predict the future of glaciers?*, by the team of Guillaume Jouvet (France/Switzerland/Germany)

In an entertaining way, this video illustrates the collaboration between a mathematician and a glacier expert as they develop a dynamic model for the evolution of glaciers. At the end of the video, the user can choose among alternative scenarios to see possible futures for the Aletsch glacier in the Alps."

The prize winners were chosen by an international jury chaired by Ehrhard Behrends (Germany).

The other members were :

Thomas Banchoff (USA)

Ahmed Djebbar (France)

Ana Eiro (Portugal),

George Hart (USA)

Oh Nam Kwom (Korea)

Adrian Paenza (Argentina)

There were 29 contributions from 11 countries.