

Kolloquium zur Didaktik der Mathematik – Einladung zum Vortrag

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First person exploration of Thurston's geometry

As we learn geometry at school we encounter many theorems (Triangle angle sum, Pythagorean theorems, etc) that are sometimes showcased as absolute truths. However there exist other geometries, like parallel universes, where these statements do not hold. In three dimensions, the possible geometries have been classified by Thurston. They are eight of them. They can be thought of as building blocks for any reasonable three-dimensional space leading to the solution of the long standing Poincaré conjecture. Some of them can be familiar to us like the Euclidean geometry or the spherical geometry, others are wilder like Nil or Sol. To gain more insight on this topic, we built an app that simulates in real-time what an inhabitant would see in each of these geometries. In this talk we will use this software to introduce Thurston's geometries and illustrate some of their fun features.

Zeit: **Donnerstag, den 16. Juli 2026, 17:45 Uhr**

Ort: Kollegiengebäude Mathematik (Geb. 20.30), Englerstraße 2, Seminarraum 1.067

Ab 17:15 Uhr findet im Raum 1.072 ein gemeinsamer Kaffee/Tee statt.

Die Fakultät für Mathematik und die Arbeitsgruppe für Didaktik der Mathematik laden alle Interessierten aus Schule und Hochschule zu diesem Vortrag und der anschließenden Diskussion herzlich ein.