



CLAREMONT CENTER
for MATHEMATICAL SCIENCES

CCMS COLLOQUIUM

HOW NOT TO WRITE A MATHEMATICS TEXTBOOK

by

Sheldon Axler

San Francisco State University

Abstract: This provocative talk will focus on topics and techniques connected with elementary college-level mathematics courses. Which topics should be removed from these courses? How should the remaining topics be presented? How does technology change what and how we teach? Almost all of this talk will be understandable by students who have taken calculus. A few mathematical tricks will provide entertainment.

About the speaker: Sheldon Axler is Dean of the College of Science and Engineering at San Francisco State University. Axler received his AB in mathematics from Princeton University with highest honors, followed by a PhD in Mathematics from the University of California at Berkeley. During his postdoctoral appointment at MIT, Axler received a university-wide teaching award. Axler was then a faculty member at Michigan State University, where he received the first J. Sutherland Frame Teaching Award and the Distinguished Faculty Award. Axler received the Lester Ford Award for expository writing from the Mathematical Association of America in 1996. He has published numerous research papers in mathematics along with five mathematics textbooks. Axler has served as Editor-in-Chief of the *Mathematical Intelligencer*, as Associate Editor of the *American Mathematical Monthly*, as a member of the Council of the American Mathematical Society, and as a member of the Board of Trustees of the Mathematical Sciences Research Institute. He currently serves on the editorial board of Springer's series *Graduate Texts in Mathematics* and *Undergraduate Texts in Mathematics*.

Wednesday, October 26, 2011, at 4:15pm

Millikan Auditorium, Pomona College

Refreshments at 3:45 p.m. & wine and cheese after the talk in Harry's Room (Millikan 209)

*The dinner will be hosted by Prof. Stephan Garcia.
Please contact Prof. Garcia if you are interested in attending the dinner*