

## Integrating mathematics and graphics theory to derive the interactive art of experience design

In recent years, no matter whether it is a business activity or an educational environment, everyone wants to bring the experience to the each field, let everyone experience it, and emphasize the interesting activities that can be found and seen. This study will explore how to extract expertise from different fields and integrate experience design with interactive art to make the viewer experience and increase awareness and bring more benefits.

Glad to the rapid technological development, information getting is becoming easier and easier. Parents pay more attention to the education of children, and teachers are not only in playing a role of teaching, but also to guide students in the learning process. In order to combine life style, technology and other fields to create a multi-learning environment. How to integrate scientific techniques and professional knowledge? How to make students learn more in a more advanced way, more interesting and more effective? That is a worth question to consider by all teachers. The parents can also participate in the discussion, so that children's learning is no longer limited to books, but also to achieve learning through different ways.

This study starts from the STEAM education, which is the current education way everyone is talking about. From their childhood, children accept influence in a holistic experience, advocate hands-on, practical experience, and interact with other children to learn life skills. In the future society, it is not longer to use a single skill to face the world. It must get many different skills to combine and create, making its own value, cultivate its own abilities, and rely on both hands to meet the challenges of future life. Teachers and parents can provide a suitable educational environment for children to learn. This educational environment is a major task that adults are worthy of effort and energy investment.

So that, the study hopes to enable both students, teachers and parents to experience cognition and learn by creating an experience field. Have experience first, then learn to enhance children's curiosity. A good experience can bring a positive mood, a good mood, and increase the child's desire to learn.

**Primary author:** Ms WEN, Chia-Yu (National Taipei University of Technology)

**Co-author:** Dr WANG, Sheng-Ming (National Taipei University of Technology)

**Presenter:** Ms WEN, Chia-Yu (National Taipei University of Technology)

**Track Classification:** Humanities, Arts, and Social Sciences (HASS) Applications