

## OPENING NOTE FROM THE EDITORS

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The Problem@Web International Conference is an opportunity to gather together participants from the research community in mathematics education as well as from related research areas such as the psychology of education, technology education, mathematics popularization and other relevant fields that converge to the study of mathematical problem solving in different educational environments in the twenty-first century. The conference has elected three major topics presented as strands, technology, creativity, and affect, within which pedagogical and research perspectives were anticipated. The strands thus represent key issues that are crucially embedded in the activity of problem solving, whether in teaching or learning mathematics, both within the school and beyond the school.

Technology, creativity, and affect in mathematical problem solving were the main focuses of a research project conducted in Portugal over the past three years, under a grant from the Portuguese funding agency, Fundação para a Ciência e Tecnologia. This research project, in devoting particular attention to web-based mathematical competitions, in line with the growing acceptance and importance attributed to this type of initiative all over the world, set itself the goal of sharing results, ideas, conclusions and developments achieved along its course, through a scientific meeting with interested colleagues from other countries.

The scientific programme thus gravitates around the three thematic strands, offering four plenary talks given by prominent researchers from different parts of the world and three keynote addresses proposed by members of the Portuguese Problem@Web research team followed by invited reactors' comments, but it simultaneously took in mind to encourage and welcome submissions of research papers and e-posters. Our sincere thanks are due to the plenary speakers and to the invited reactors who generously accepted to enrich the conference with their insightful inputs.

It is our pleasure to have reached the final program with 27 peer-reviewed research papers and 8 e-posters, distributed across the three strands of the conference, attaining a good solid body of work that filled the three days of the conference. We want to compliment all the authors for their relevant perspectives, and we are in debt to all the reviewers who kindly and thoroughly collaborated in revising and improving the proposals, under a process of open peer-reviewing. All this contributed to the high quality of the final published papers in the conference proceedings.

The conference proceedings are offering an overview of all the research presented in the form of plenary sessions, research papers and e-posters. This conference aims to be the seed of future developments, in particular, allowing the gathering of researchers who join and gain momentum for the preparation of a post-conference book that pushes research forward on issues discussed during the three days of work and debate. Therefore the plenary sessions, including both the lectures from invited authors and the keynote addresses in each of the conference strands, were seen as starting points for

the development of further publishable material and their abstracts are offered in the conference proceedings as the authors' approaches to the conference key issues. The research papers are fully published in the proceedings and represent a substantial part of its content, organized under the three strands of the conference, according to the authors' own intention of inclusion of their work in a particular strand. Moreover, the e-posters are summarized as short one-page articles and also connect to one or more of the conference strands. Altogether, these proceedings combine multiple perspectives and ways of addressing and relating technology, creativity and affect, three promising development directions in the current research on mathematical problem solving.

One last word of recognition is due to the University of Algarve and to the Institute of Education of the University of Lisbon, which jointly promoted this event, contributing with their invaluable support to the organization.

*Susana Carreira, Nélia Amado, Keith Jones, and Hélia Jacinto*