How to use the Telmme - student Guide

1 Introduction

Telmme is the mathematical e-learning site of the three technical universities of the Netherlands:

- Technical University of Delft;
- Eindhoven University of Technology;
- University of Twente.

At Telmme you will find various study material to prepare for a master's study at one of the above institutions.

In the next section we will explain how to use Telmme.

2 How to use Telmme

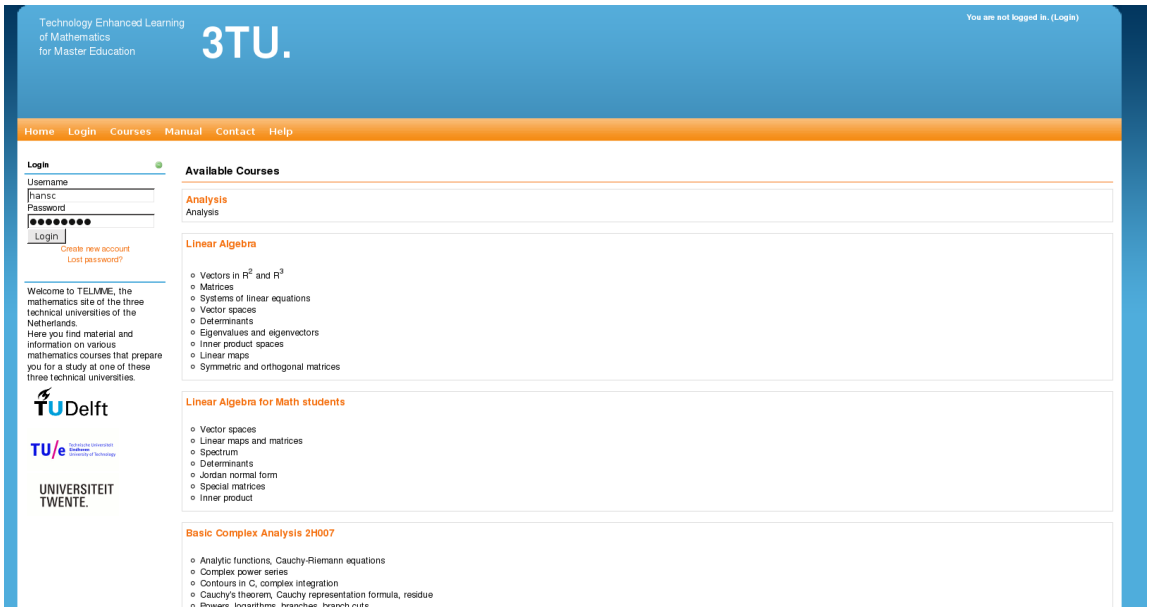
2.1 Register and Login

To use Telmme, you first have to register. On the front page of Telmme, you find in the upper left corner a login box. Just below this login box you find a link to the page where you can register for Telmme.

You will receive an email explaining how to login the first time. After the first time, you just have to use the login box to log in to the system.

Of course, you can also visit the login page by selecting the link in the menu bar at the top of the page.

Once you are logged into the system, the login box will disappear.



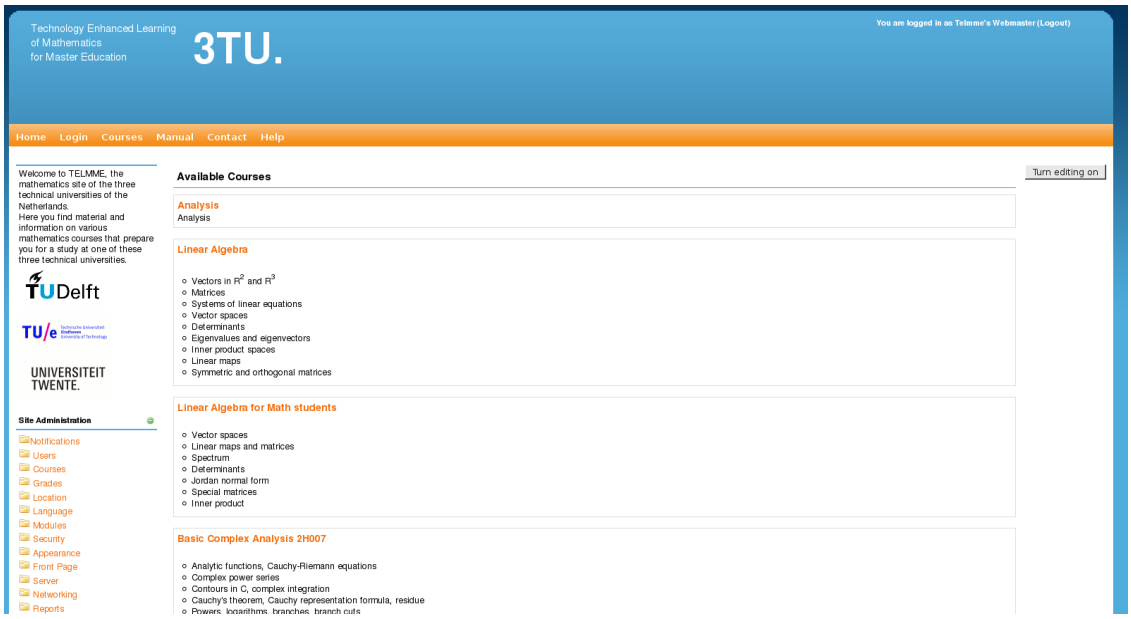
2.2 Register an visit a course

Once you are logged in, the list of courses you are involved in, is displayed in the center of the page. In this list you find a short description of the contents of the courses.

The full list of all available courses can be found under the link courses in the top menu bar.

By selecting a link you can visit (or register for) a course.

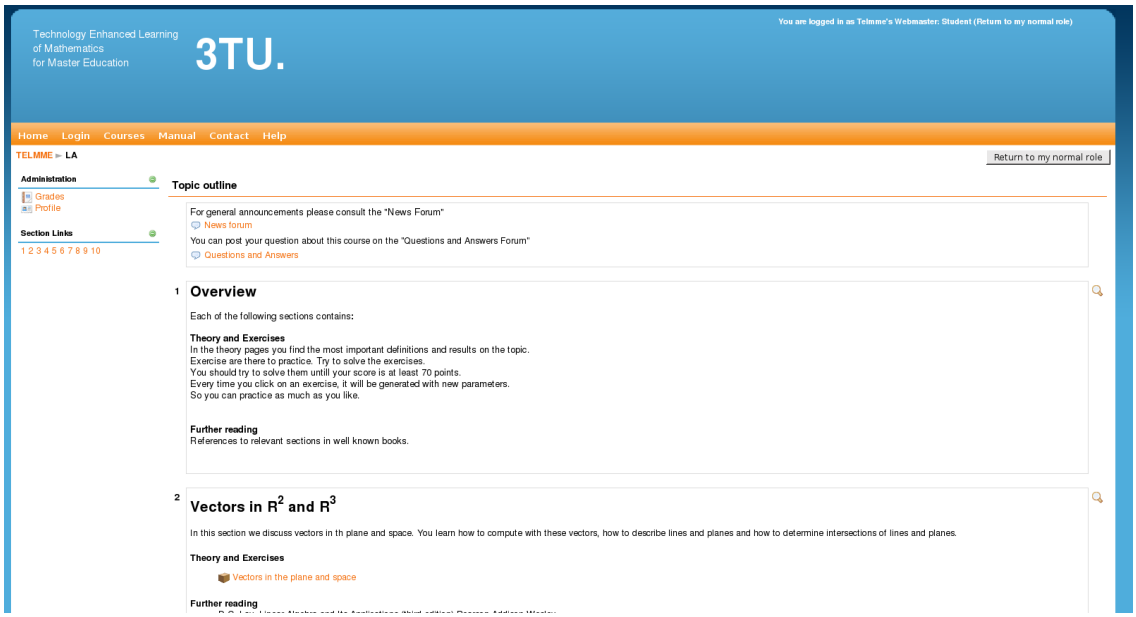
For some courses you need a course key. This key will be provided to you by your teacher.



2.3 Course pages

A course is divided into various sections, may contain a news forum, where the teacher posts the latest news on the course and some Answer and Question forums. Here you and your fellow students can post questions an provide answers on topics related to the course.

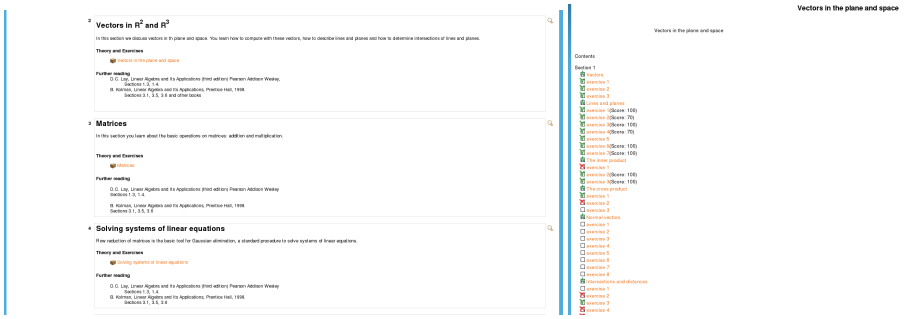
On the left you find links to the gradebook and to your own profile.



2.4 Theory and exercises

The subsections of a course usually contain information on the topic of the course, links to course material and standard books on the topic, as well as a 'Theory and exercises' link.

This link takes you to the interactive theory pages and exercises of this course.



For each of the items you see an icon

- for a theory page;
- for a visited theory page;
- ☐ for not attempted exercise;
- for a failed exercise;

 for a visited exercise

 (score:95) for a visited exercise with a passing score.

For each exercise you can earn 100 points. If you score at least 70 points, then you pass the exercise. You can try to solve an exercise as often as you like. Your last score will be visible.

Mathematical formulae in theory pages and exercises are rendered with the help of a program called JSMath. This program offers some options to improve this rendering, according to the settings of your computer and the fonts available.

The JSMath-menu can be accessed by clicking on a formula while holding down the shift and alt keys.

To input mathematics we are using the MathDox formula editor. The use of this formula editor is explained in the manual for this editor.