



Introduction

Many students face challenges in solving math problems, from algebra to calculus. Some **find the calculations tedious**, while others **struggle to come up with the steps** needed to reach a solution.

A reliable and convenient math solver would be highly beneficial for students, engineers, designers, and more. It provides an intuitive way to interact with Math, **making problem-solving more efficient and accessible**.

Related Work

The current state-of-the-art math solver applications include Photomath, Mathway, and Symbolab. These applications are available on both **mobile and desktop platforms** and are primarily designed for 2D interfaces. They rely on AI-powered algorithms to recognize and solve mathematical problems, offering step-by-step solutions and graphing capabilities. However, their functionality is **limited to flat-screen interactions**, requiring users to manually focus their device cameras and adjust image sizes. While these apps are effective for solving equations and learning mathematical concepts, they **lack the immersive and interactive capabilities** that newer technologies, such as AR could provide.

Solution

Math Helper would be **an easy-to-use AR solution** that enables a seamless experience with **only one click needed to have the solution displayed** next to their problem.

Unlike traditional apps that require constantly alternating between focusing on the problem and the solution, switching between different screens or manually entering equations, **AR keeps the solution in the user's field of view**, allowing for a more natural and interactive learning process.

Math Helper makes the **process of solving Math easier and more immersive**. The smooth experience would enhance learning and productivity by **saving time and minimizing distractions**.

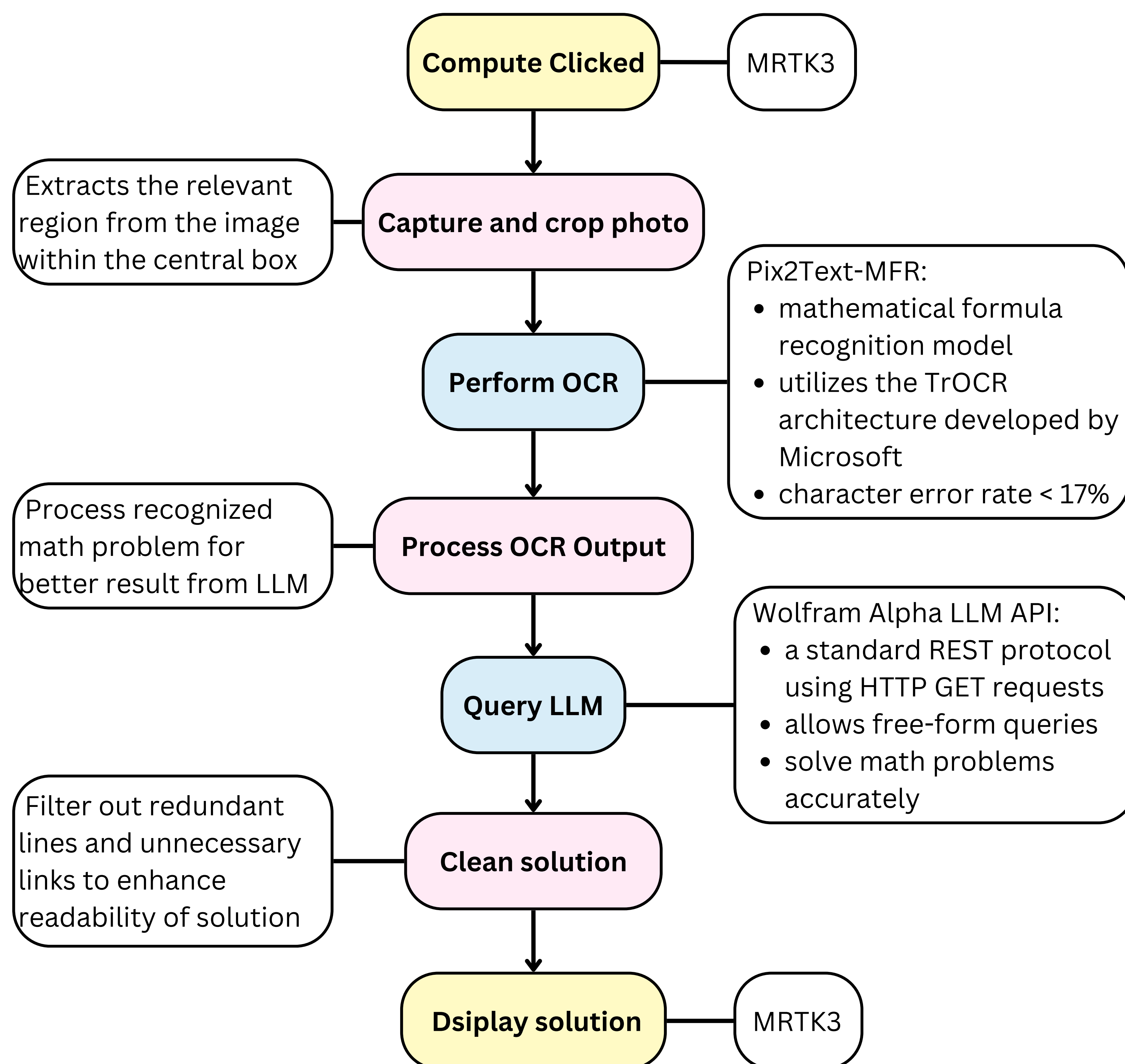
References

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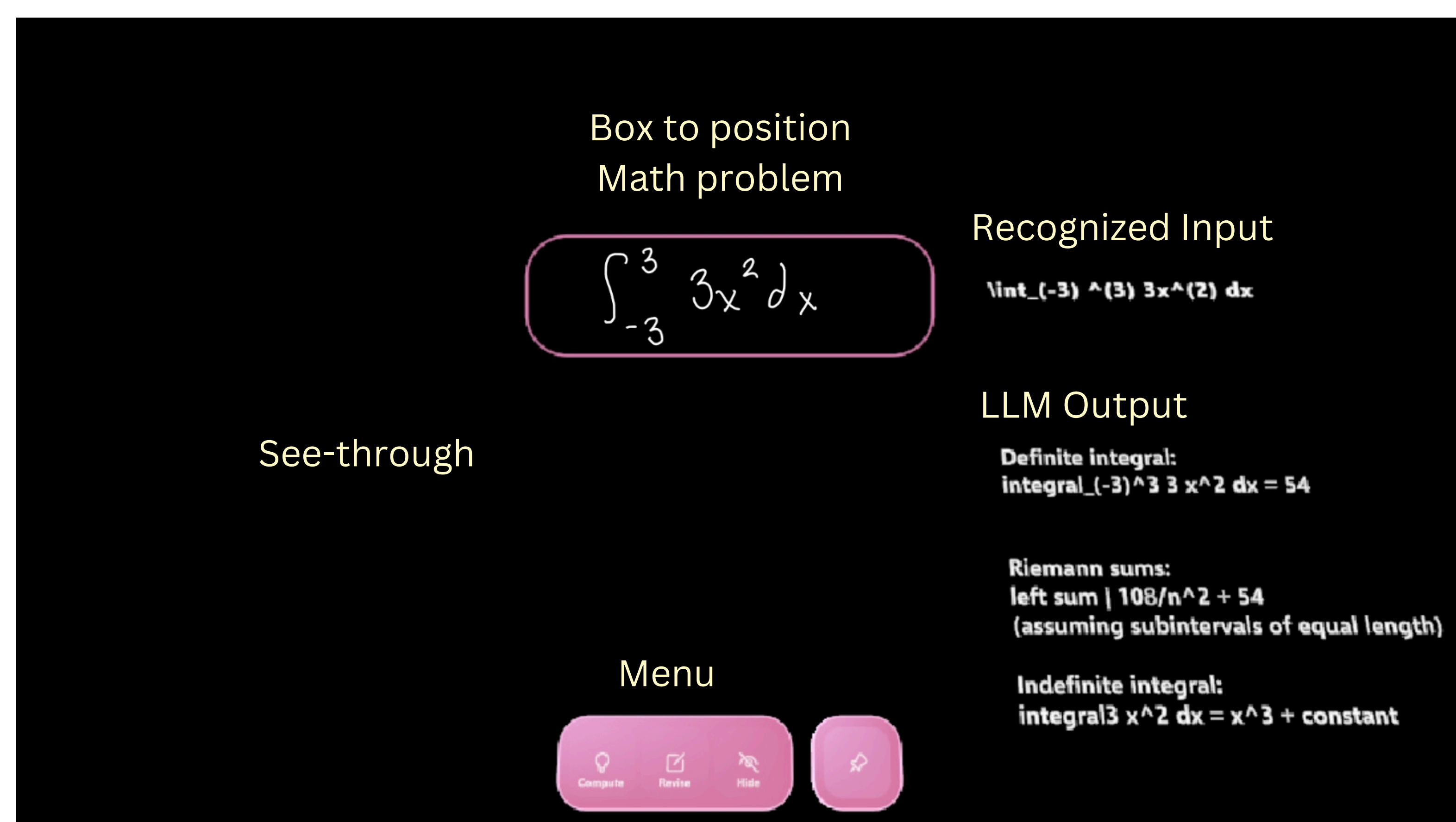
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Method



Result

App Demo:



Note: Yello text are annotations not included in actual app