

A web app for physics education

Interactive simulations + graphing + instructional content

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Length 1 0.70 m

Mass 1 1.00 kg

Gravity Earth

Friction

Normal Slow

Pendulum Lab

Intro Energy Lab

PHET

First component: A physics simulation engine

There are open source engines available
that we hope to build from

<https://phet.colorado.edu/>

Alternatively, consider building from
scratch

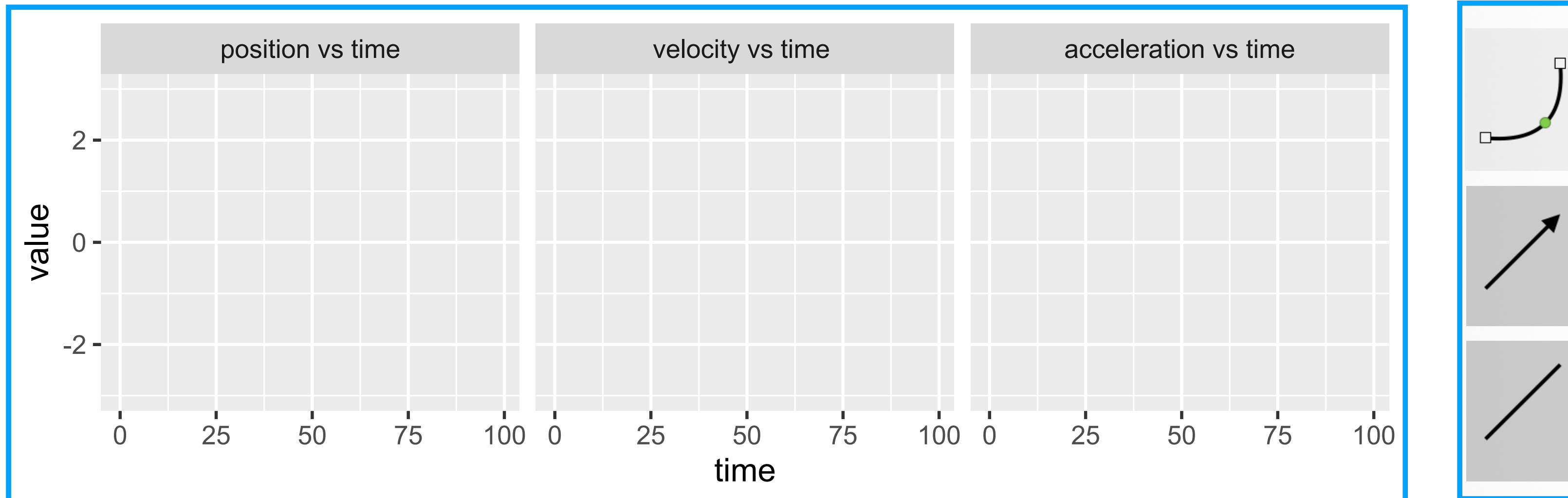
https://phet.colorado.edu/sims/html/pendulum-lab/latest/pendulum-lab_en.html

Second component: Graphs that represent aspects of the sim

Plots should present output from the simulation

Students should be able to add lines to plots using basic editor tools.

Student input **does not** need to interact with the simulation - the graphs just need to represent data from the two different sources, the sim and the student



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Gravity Earth

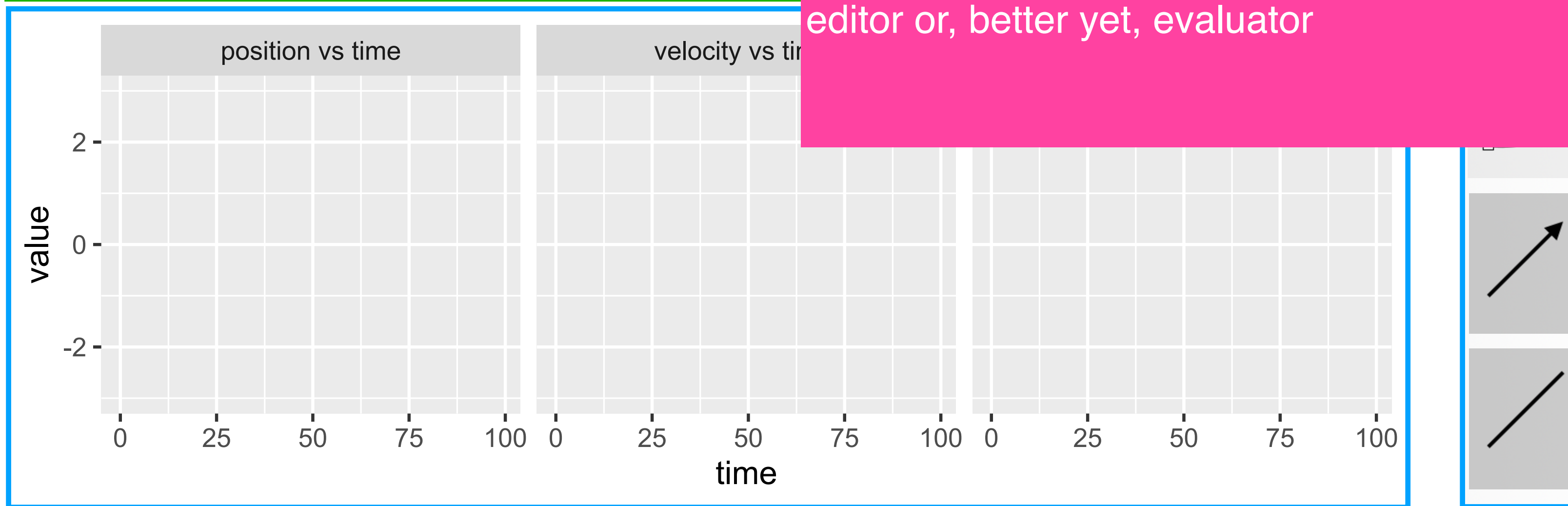
Friction

Pendulum Lab

Third component:
Instructional content

This could be as simple as google forms in an iframe

A big bonus would be a WYSIWYG equation editor or, better yet, evaluator



Exercise 1: Motion of a pendulum

Before starting with simulation, please take a moment to sketch out how you think how the pendulum's position, velocity, and acceleration will change over time when it is released from its current position — make sure to note the settings for gravity and friction!

You can directly edit plots using the provided plot editor tools. The goal is to capture the overall trend in the plots, don't worry too much about specific values.

After filling in the plots, go head a run the simulation and compare your plots to the output of the simulation.
[...]

Assessment questions

1. Write a formula expressing the position of a pendulum as a function of time

full pad »

x^2 x^\square \log_\square $\sqrt{\square}$ $\sqrt[\square]{\square}$ \leq \geq $\frac{\square}{\square}$ \cdot \div x° π

$(\square)'$ $\frac{d}{dx}$ $\frac{\partial}{\partial x}$ \int \int_\square^\square \lim Σ ∞ θ $(f \circ g)$ H_2O $\left(\begin{matrix} \square & \square \\ \square & \square \end{matrix} \right)$

Most Used Actions

simplify solve for expand factor rationalize See All ▾

<https://www.symbolab.com/solver/equation-calculator> Go

Summary

- Improving physics education with an integrated web app
- This presentation focussed on 3 components of student UI
- Also need to think about instructor UI, data capture
- Open to implementation ideas and looking forward to input from students