

Abstract Submitted
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Teaching Vectors Through an Interactive Game Based Laboratory JAMES O'BRIEN, GERGELY SIROKMAN, Wentworth Institute of Technology — In recent years, science and particularly physics education has been furthered by the use of project based interactive learning [1]. There is a tremendous amount of evidence [2] that use of these techniques in a college learning environment leads to a deeper appreciation and understanding of fundamental concepts. Since vectors are the basis for any advancement in physics and engineering courses the cornerstone of any physics regimen is a concrete and comprehensive introduction to vectors. Here, we introduce a new turn based vector game that we have developed to help supplement traditional vector learning practices, which allows students to be creative, work together as a team, and accomplish a goal through the understanding of basic vector concepts.

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