

Abstract Submitted  
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**Teaching Introductory Physics through Visual Computational Models** VICENTE ROJAS AGUIRRE, Abilene Christian University — The creation and development of visual computational models can facilitate a students understanding of introductory physics and engineering. Through the exposure of simple programming instructions and scripts, students are engaged in developing 3D visual computational models that describe physical systems. Using Visual Python, a real-time 3D model of the Sun-Earth-Moon system was developed to explore Newtons laws of motion and vector addition. A rocket with a mission to the moon was implemented to make the model more appealing to the student. This model and its further development is discussed.

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