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Type: Oral Presentation

Game Development for Teaching Physics

Tuesday, 2 October 2018 11:30 (20 minutes)

The talk describes two computer games developed using the Unity 3D platform: “A Slower Speed of Light,” designed to teach Special Relativity, and “Kirchhoff’s Revenge,” designed to teach circuit laws. The talk includes a short demo of both games, a discussion of the effort required to develop immersive game and learning environments, experiences and research results using these games in physics lessons at both college and high school level, as well as information informally gathered from “Let’s Play” videos on YouTube.

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Session Classification: Parallel Session 2

Track Classification: Track F - ICT and Multimedia Revolution in Physics Education