

Physics Seminar

Wednesday 11/14/2007, 4:30 pm
Science & Engineering Building Auditorium

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Play-Time with Physics Simulations

Computer simulation has become for many fields an essential part of science education and research. In some cases, as with systems described by deterministic chaos, computer algorithms focused on graphics are indispensable for understanding. In this `seminar' period we will play with some of the most (a) pedagogically useful means for improved conceptual understanding, and (b) mesmerizing examples of digital computer prowess. In preparation to participate during this play-time, attendees are encouraged: (1) to look beforehand for some interesting cases, such as at the following internet site devoted to the use of interactive applets in physics—

<http://www.ph.ed.ac.uk/cgi-bin/interactive/applets/>

and (2) to facilitate group participation, consider sending an email description of one of their discoveries to the seminar leader at peters_rd@mercer.edu.

Please join us for light refreshments at 4:15pm outside SEB 203.