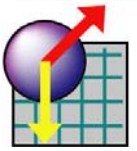
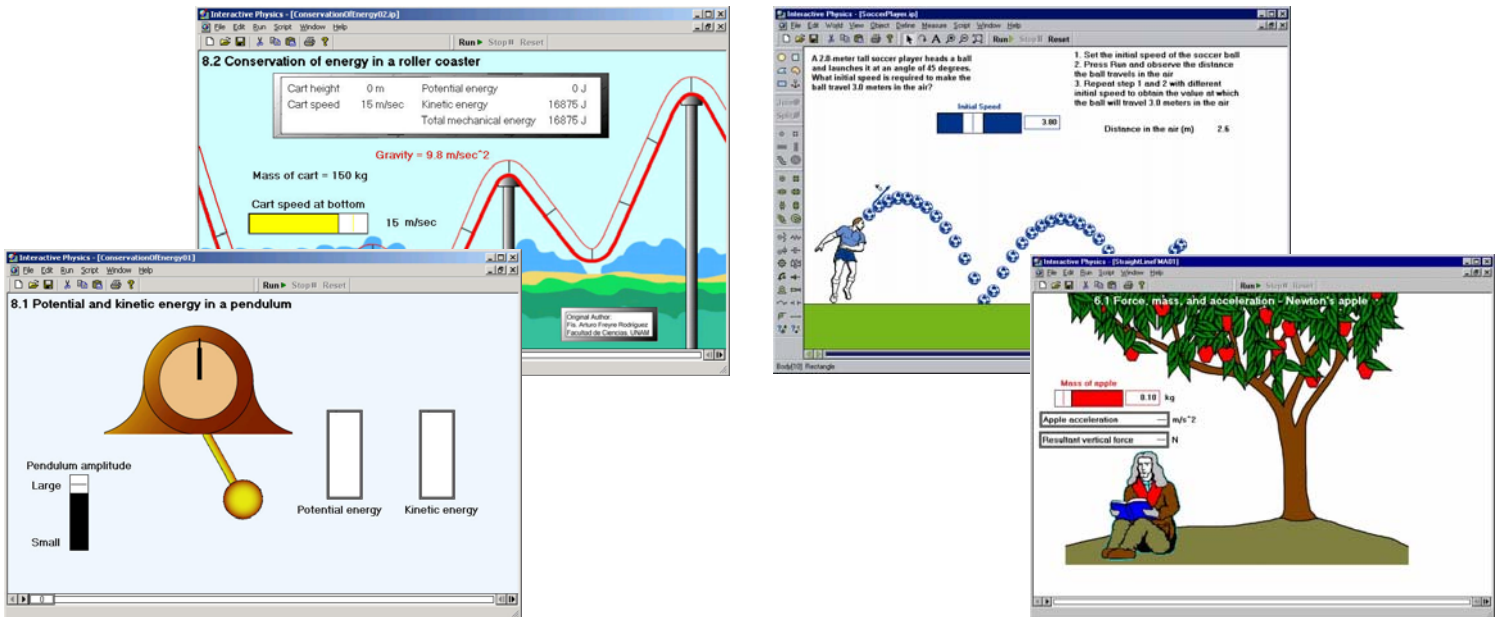


# Interactive Physics



THE WORLDWIDE STANDARD IN PHYSICS SIMULATION SOFTWARE



**BOOST YOUR PHYSICS CURRICULUM WITH POWERFUL MOTION SIMULATION TECHNOLOGY**

The foundations of scientific discovery are imagination and inquisitive “what if” curiosity. Interactive Physics makes your students active learners and empowers them to:

- Explore their physical world through fast-paced exciting simulation
- Visualize the abstract scientific concepts taught in the classroom
- Test hypotheses and investigate “what if” scenarios
- Learn school-to-career job skills with real-world motion tools

Adopted by more than 18,000 schools worldwide, try Interactive Physics and see why it has been named the “Best Educational Software Product” several years running.

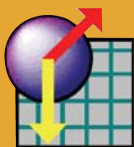
**EASY AND FUN TO USE! WATCH PHYSICS IN ACTION!**

Create new experiments or interact with pre-designed Physics exercises to:

- Measure velocity, acceleration, force, momentum, energy, etc., in metric or English units
- Create ropes, springs, dampers, pulleys, slot joints, linear actuators, and rotational motors
- Hear and measure sound volumes, sound frequencies, and Doppler effects
- Vary air resistance, gravity, or material properties
- Create visually appealing presentations by attaching graphics to objects
- View results as numbers, graphs, and animated vectors

Encourage hands-on, minds-on, and can-do attitude in the classroom.





### EASY CURRICULUM INTEGRATION

Interactive Physics allows students to master concepts in a safe environment, without costly lab supplies and time-consuming lab setup. Your physics lectures and lab activities will immediately benefit from Interactive Physics!

- Select from a wide range of ready-to-run exercises built for your curriculum
- Rapidly customize existing models to meet your specific needs
- Create and share models with teachers and students
- Compare simulation data with theoretical results
- Demonstrate hard-to-explain concepts like Coriolis acceleration
- Show properties of objects that you cannot see in a lab, for example, vectors or the path of a body

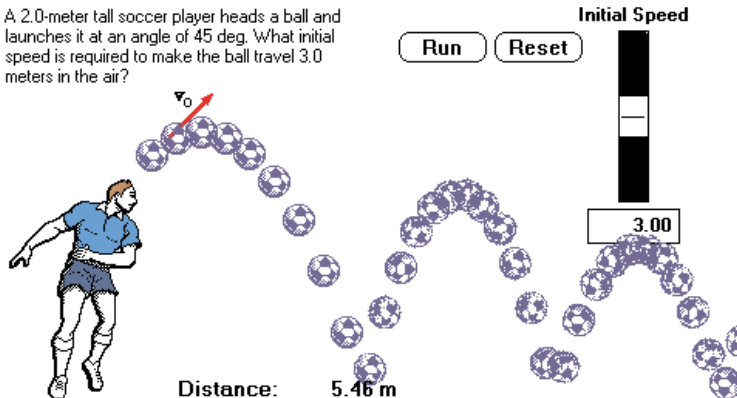
### COMPLETE CURRICULUM SUPPORT

- Offers both high school and college level ancillary support, with supplementary exercises, and activities for easy lesson planning and grading
- Widely adopted by major textbooks
- Complements textbook problems
- Excellent in-class demonstrations
- The Interactive Physics Homework Edition allows students to work at home and exchange assignments electronically with teachers and other students

### REAL LIFE APPLICATION

Design Simulation Technologies also develops Working Model for professional scientists and engineers. Check out [www.workingmodel.com](http://www.workingmodel.com) and see the same, professional motion simulation technology your students learn with Interactive Physics!

A 2.0-meter tall soccer player heads a ball and launches it at an angle of 45 deg. What initial speed is required to make the ball travel 3.0 meters in the air?



### CORRELATED WITH NATIONAL EDUCATION STANDARDS

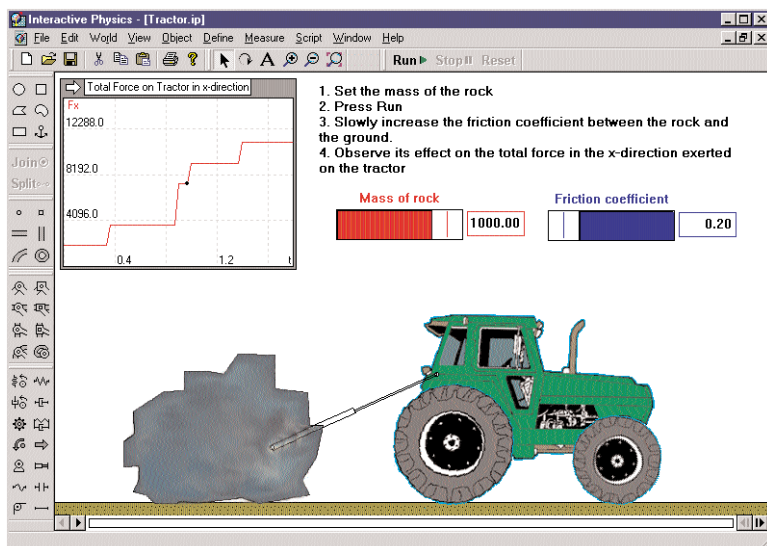
Your students master science objectives by creating simulations in essential physics topics, including:

- |                       |                     |
|-----------------------|---------------------|
| 1-D motion            | Magnetics           |
| 2-D motion            | Momentum            |
| Collisions            | Newton's Law        |
| Conservation Laws     | Oscillations        |
| Doppler effects       | Particle Dynamics   |
| Electrostatics        | Planar Motion       |
| Equilibrium           | Projectiles         |
| Evaporation           | Pulley Systems      |
| Frequency             | Rockets             |
| Friction              | Rotational Dynamics |
| Gears                 | Sound Intensities   |
| Gravitation           | Statics             |
| Kinematics            | Waves               |
| Kinetic Theory of Gas | Trig Functions      |
| Machines              | Work and Energy     |

### SYSTEM REQUIREMENTS

- Windows Systems
- Microsoft Windows 95/98/ME/2000/XP/Vista/Windows 7
  - 1 GB RAM minimum
  - 60 MB disk space
  - CD-ROM drive
  - Sounds card for sound experiments

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## Help your students make the right moves toward their FUTURE!

