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Real Time Physics Module 1: Mechanics written by David R. Sokoloff, Priscilla W. Laws, and Ronald K. Thornton This computer-based lab manual contains experiments in mechanics, thermodynamics, E&M, and optics using hardware and software designed to enhance readers' understanding of calculus-based physics concepts.

Real Time Physics Module 1: Mechanics

RealTime Physics Active Learning Laboratories Module 1 Mechanics 3rd (third) Edition by Sokoloff, David R., Thornton, Ronald K., Laws, Priscilla W. published by Wiley (2011) Paperback – January 1, 1994

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The authors of RealTime Physics - David Sokoloff, Priscilla Laws, and Ron Thornton - have been pioneers in the revolution of the physics industry. In this edition, they provide a set of labs that utilize

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modern lab technology to provide hands-on information, as well as an empirical look at several new key concepts. They focus on the teaching/learning issues in the lecture portion of the course, as well as logistical lab issues such as space, class size, staffing, and equipment maintenance. Issues similar to those in the lecture have to do with preparation and willingness to study.

RealTime Physics is a series of introductory laboratory modules that use computer data acquisition tools (microcomputer-based lab or MBL tools) to help students develop important physics concepts while acquiring vital laboratory skills. Besides data acquisition, computers are used for basic mathematical modeling, data analysis, and simulations. There are 4 RealTime Physics modules: Module 1: Mechanics, Module 2: Heat and Thermodynamics, Module 3: Electricity and Magnetism, and Module 4: Light and Optics.

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This computer-based lab manual contains experiments in mechanics, thermodynamics, E&M, and optics using hardware and software designed to enhance readers' understanding of calculus-based physics concepts. It uses an active learning cycle, including concept overviews, hypothesis-testing, prediction-making, and investigations.

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