Tutorials In Introductory Physics Acceleration Velocity

The 2004 Physics Education Research (PER) Conference brought together researchers in how we teach physics and how it is learned. Student understanding of concepts, the efficacy of different pedagogical techniques, and the importance of student attitudes toward physics and knowledge were all discussed. These Proceedings capture an important snapshot of the PER community, containing an incredibly broad collection of research papers of work in progress.
This book on the teaching and learning of physics is intended for college-level instructors, but high school instructors might also find it very useful.Some ideas found in this book might be a small 'tweak' to existing practices whereas others require more substantial revisions to instruction. The discussions of student learning herein are based on research evidence accumulated over decades from various fields, including cognitive psychology, educational psychology, the learning sciences, and discipline-based education research including physics education research. Likewise, the teaching suggestions are also based on research findings. As for any other scientific endeavor, physics education research is an empirical field where experiments are performed, data are analyzed and conclusions drawn. Evidence from such research is then used to inform physics teaching and learning.While the focus here is on introductory physics taken by most students when they are enrolled, however, the ideas can also be used to improve teaching and learning in both upper-division undergraduate physics courses, as well as graduate-level courses. Whether you are new to teaching physics or a seasoned veteran, various ideas and strategies presented in the book will be suitable for active consideration.
Market_Desc: · Students of Physics Special Features: · A narrative style that supports student learning-Rather than fragmenting the text with sidebars, extra boxes, and examples, this text presents a smooth expository flow that facilitates understanding. Critical examples (sample problems) are positioned as Touchstone Examples.· Emphasis on observation and experimentation-The experimental evidence for many of the physical laws and relationships discussed in the narrative have been presented in graphical form.· Incorporates active learning-The story line is reinforced by the use of Reading Exercises that help students focus on thoughtful reading of the text sections in each chapter.· Alternative problem selections-Based on the authors' knowledge of research on student learning difficulties, these new problems require careful qualitative reasoning and explicitly connect conceptual understanding to quantitative problem solving. In addition, estimation problems, video analysis problems, and 'real life' problems add to student understanding.· Presentations that are known to be associated with common student confusions have been rewritten and clarified. Some topics have been rearranged (especially the introduction of the New Mechanics Sequence) to provide a more pedagogically coherent learning path and story line.· The Physics Suite-a resource of integrated educational materials, which promote the use of guided activities to help students construct their learning and use modern technology, in particular computer-assisted data acquisition and analysis (CADAA). The materials of the Suite can be used independently, but their approach, philosophy, and notation are coherent. Instructors can easily adopt one or more parts of the Suite when convenient and appropriate. Physics Suite materials that can be used to complement the text, include:· Teaching Physics with the Physics Suite (Redish); Real Time Physics (Thornton, Laws, Sokoloff); Interactive Lecture Demonstrations (Sokoloff, Thornton); Workshop Physics (Laws); Tutorials In Introductory Physics (McDermott, et al); Physics by Inquiry (McDermott et al); The Activity Based Physics Tutorials (Redish et al); The Understanding Physics Video CD for Students; The Physics Suite CD. About The Book: Built on the foundations of Halliday, Resnick, and Walker's FUNDAMENTALS OF PHYSICS 6e, this text is designed to work with interactive learning strategies that are increasingly being used in physics instruction (for example, microcomputer-based labs, interactive lectures, etc.). In doing so, it incorporates new approaches based upon Physics Education Research (PER), aligns with courses that use computer-based laboratory tools, and promotes Activity Based Physics in lectures, labs, and recitations.
Do you have a handle on basic physics terms and concepts, but your problem-solving skills could use some static friction? Physics Workbook for Dummies helps you build upon what you already know to learn how to solve the most common physics problems with confidence and ease. Physics Workbook for Dummies gets the ball rolling with a brief overview of the nuts and bolts (i.e., converting measures, counting significant figures, applying math skills to physics problems, etc.) before getting into the nitty gritty. If you're already a pro on the fundamentals, you can skip this section and jump right into the practice problems. There, you'll get the lowdown on how to take your problem-solving skills to a whole new plane—without ever feeling like you've been left spiraling down a black hole. With easy-to-follow instructions and practical tips, Physics Workbook for Dummies shows you how to you unleash your inner Einstein to solve hundreds of problems in all facets of physics, such as: Acceleration, distance, and time Vectors Force Circular motion Momentum and kinetic energy Rotational kinematics and rotational dynamics Potential and kinetic energy Thermodynamics Electricity and magnetism Complete answer explanations are included for all problems so you can see where you went wrong (or right). Plus, you'll get the inside scoop on the ten most common mistakes people make when solving physics problems—and how to avoid them. When push comes to shove, this friendly guide is just what you need to set your physics problem-solving skills in motion!
Valuing Communication in Mathematics Classrooms : Readings from NCMT's School-based Journals
Mechanics II
2006 Physics Education Research Conference
2008 Physics Education Research Conference
Introduction to Game Design, Prototyping, and Development
Physics Workbook For Dummies
Far from a run-of-the-mill readings book, Getting into the Mathematics Conversation is an outstanding compendium of the very best of the NCTM school journals' offerings on the broad subject of communication in the mathematics classroom. It spans all grade levels and targets all communication forms - listening and speaking, reading, writing, and multiple forms - that a teacher might wish to develop in students.
Learn Game Design, Prototyping, and Programming with Today's Leading Tools: Unity™ and C# Award-winning game designer and professor Jeremy Gibson has spent the last decade teaching game design and working as an independent game developer. Over the years, his most successful students have always been those who effectively combined game design theory, concrete rapid-prototyping practices, and programming skills. Introduction to Game Design, Prototyping, and Development is the first time that all three of these disciplines have been brought together into a single book. It is a distillation of everything that Gibson has learned teaching hundreds of game designers and developers in his years at the #1 university games program in North America. It fully integrates the disciplines of game design and computer programming and helps you master the crucial practice of iterative prototyping using Unity. As the top game engine for cross-platform game development, Unity allows you to write a game once and deliver it to everything from Windows, OS X, and Linux applications to webpages and all of the most popular mobile platforms. If you want to develop games, you need strong experience with modern best practices and professional tools. There's no substitute. There's no shortcut. But you can get what you need in this book. COVERAGE INCLUDES In-depth tutorials for eight different game prototypes Developing new game design concepts Moving quickly from design concepts to working digital prototypes Improving your designs through rapid iteration Playtesting your games and interpreting the feedback that you receive Tuning games to get the right "game balance" and "game feel" Developing with Unity, today's best engine for independent game development Learning C# the right way Using Agile and Scrum to efficiently organize your game design and development process Debugging your game code Getting into the highly competitive, fast-changing game industry
While physics can seem challenging, its true quality is the sheer simplicity of fundamental physical theories–theories and concepts that can enrich your view of the world around you. COLLEGE PHYSICS, Ninth Edition, provides a clear strategy for connecting those theories to a consistent problem-solving approach, carefully reinforcing this methodology throughout the text and connecting it to real-world examples. For students planning to take the MCAT exam, the text includes exclusive test prep and review tools to help you prepare. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
Featuring more than five hundred questions from past Regents exams with worked out solutions and detailed illustrations, this book is integrated with APlusPhysics.com website, which includes online questions and answer forums, videos, animations, and supplemental problems to help you master Regents Physics Essentials.
2003 Physics Education Research Conference
American Journal of Physics
Elements of Robotics
Teaching Physics with the Physics Suite CD

College Physics
Achieve success in your physics course by making the most of what PHYSICS FOR SCIENTISTS AND ENGINEERS has to offer. From a host of in-text features to a range of outstanding technology resources, you'll have everything you need to understand the natural forces and principles of physics. Throughout every chapter, the authors have built in a wide range of examples, exercises, and illustrations that will help you understand the laws of physics AND succeed in your course! Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
The 2003 Physics Education Research Conference Proceedings contains peer-reviewed and invited papers based on oral presentations and posters. The papers span topics including: instructional assessment, data analysis, student understanding, and issues of learning.
The Topics Every Medical Physicist Should Know Tutorials in Radiotherapy Physics: Advanced Topics with Problems and Solutions covers selected advanced topics that are not thoroughly discussed in any of the standard medical physics texts. The book brings together material from a large variety of sources, avoiding the need for you to search through and digest the vast research literature. The topics are mathematically developed from first principles using consistent notation. Clear Derivations and In-Depth Explanations The book offers insight into the physics of electron acceleration in linear accelerators and presents an introduction to the study of proton therapy. It then describes the predominant method of clinical photon dose computation: convolution and superposition dose calculation algorithms. It also discusses the Boltzmann transport equation, a potentially fast and accurate method of dose calculation that is an alternative to the Monte Carlo method. This discussion considers Fermi–Eyges theory, which is widely used for electron dose calculations. The book concludes with a step-by-step mathematical development of tumor control and normal tissue complication probability models. Each chapter includes problems with solutions given in the back of the book. Prepares You to Explore Cutting-Edge Research This guide provides you with the foundation to read review articles on the topics. It can be used for self-study, in graduate medical physics and physics residency programs, or in vendor training for linacs and treatment planning systems.
This textbook introduces undergraduate students to engineering dynamics using an innovative approach that is at once accessible and comprehensive. Combining the strengths of both beginner and advanced dynamics texts, this book has students solving dynamics problems from the very start and gradually guides them from the basics to increasingly more challenging topics without ever sacrificing rigor. Engineering Dynamics spans the full range of mechanics problems, from one-dimensional particle kinematics to three-dimensional rigid-body dynamics, including an introduction to Lagrange's and Kane's methods. It skillfully blends an easy-to-read, conversational style with careful attention to the physics and mathematics of engineering dynamics, and emphasizes the formal systematic notation students need to solve problems correctly and succeed in more advanced courses. This richly illustrated textbook features numerous real-world examples and problems, incorporating a wide range of difficulty; ample use of MATLAB for solving problems; helpful tutorials; suggestions for further reading; and detailed appendixes. Provides an accessible yet rigorous introduction to engineering dynamics Uses an explicit vector-based notation to facilitate understanding Professors: A supplementary Instructor's Manual is available for this book. It is restricted to teachers using the text in courses. For information on how to obtain a copy, refer to: http://press.princeton.edu/class_use/solutions.html
Announcer
Cliff's Nodes
2004 Physics Education Research Conference
The Conference on Computers in Physics Instruction
College Physics, Volume 2
Use of Conceptual Pedagogy in an Introductory Physics Course
Tutorials in Introductory PhysicsAddison-Wesley
This book arms engineers with the tools to apply key physics concepts in the field. A number of the key figures in the new edition are revised to provide a more inviting and informative treatment. The figures are broken into component parts with supporting commentary so that they can more readily see the key ideas. Material from The Flying Circus is incorporated into the chapter opener puzzlers, sample problems, examples and end-of-chapter problems to make the subject more engaging. Checkpoints enable them to check their understanding of a question with some reasoning based on the narrative or sample problem they just read. Sample Problems also demonstrate how engineers can solve problems with reasoned solutions. INCLUDES PARTS 1-4 PART 5 IN FUNDAMENTALS OF PHYSICS, EXTENDED
Computers are revolutionizing activities in all areas of life. Physics researchers, accustomed to being at the forefront of technology, have been deeply affected by the computer revolution. This effect has serious implications for what is taught and how it is taught in the physics classroom. This conference was organized to allow physics teachers and software developers in physics education to come together and see the state of the art in using computers to teach physics. The conference included 39 invited lectures and 122 contributed presentations. It introduced a number of innovations in the hope of increasing interactions and stimulating future contacts. This document contains the text of the invited and contributed papers organized as follows: (1) "The Computer's Impact on the Physics Curriculum"; (2) "Physics Computer Simulations"; (3) "Computers in the Physics Laboratory"; (4) "Physics Education Research and Computers"; (5) "Computational Physics and Spreadsheets"; (6) "Computer Tutorials in Physics"; (7) "Physics Lecture Demonstrations Using Computers"; (8) "Authoring Tools and Programming Languages"; (9) "Computer Utilities for Teaching Physics"; (10) "Computer Networking Workshops"; (11) "Publishing Physics Software"; and (12) "Videodiscs and Visualization for Physics." Appended are author and general indexes, a list of the contents of distributed software, and a software order form. (CW)
TEACHING PHYSICS is a book about learning to be a more effective physics teacher. It is meant for anyone who is interested in learning about recent developments in physics education. It is not a review of specific topics in physics with hints for how to teach them and lists of common student difficulties. Rather, it is a handbook with a variety of tools for improving both teaching and learning of physics from new kinds of homework and exam problems, to surveys for figuring out what has happened in your class, to tools for taking and analyzing data using computers and video. TEACHING PHYSICS includes: an introduction to the cognitive model of thinking and learning that underlies modern physics education research principles and guidelines for making use of and understanding the implications of this cognitive model for the classroom a discussion of formative and summative evaluation with a variety of "thinking problems" useful for homework and exams a discussion of assessment of the success of instruction using research-based concept and attitude surveys discussion of 11 research-based curricular materials for use in lecture, lab, recitation, and workshops environments tips and guidelines for how to improve your instruction In addition, the book comes with a Resource CD containing 14 conceptual and 3 attitude surveys, more than 250 thinking problems covering all areas of introductory physics, resource materials from commercial vendors on use of computerized data acquisition and video, and a variety of other useful reference materials. TEACHING PHYSICS is a companion guide to using the Physics Suite, an integrated collection of research-based instructional material for lecture, laboratory, recitation, and workshop/studio environments. The elements of the Suite share the underlying philosophy of education described in this book.
An Introduction to Scientific Computing with MATLAB® and Python Tutorials
The Case for Evidence-Based Practice
Editorials from the Physics Teacher
Advanced Topics with Problems and Solutions
Tutorials in Introductory Physics: Homework
A Comprehensive Introduction

This landmark book presents a series of physics tutorials designed by a leading physics education researcher. Emphasizing the development of concepts and scientific reasoning skill, the tutorials focus on the specific conceptual and reasoning difficulties that students tend to find the most difficult. This is a Preliminary Version offering tutorials for a range of topics is Mechanics, E & M, Waves & Optics. The complete tutorials will be published in 1999.
This textbook is written for the first introductory course on scientific computing. It covers elementary numerical methods for linear systems, root finding, interpolation, numerical integration, numerical differentiation, least squares problems, initial value problems and boundary value problems. It includes short Matlab and Python tutorials to quickly get students started on programming. It makes the connection between elementary numerical methods with advanced topics such as machine learning and parallel computing. This textbook gives a comprehensive and in-depth treatment of elementary numerical methods. It balances the development, implementation, analysis and application of a fundamental numerical method by addressing the following questions. •Where is the method applied? •How is the method developed? •How is the method implemented? •How well does the method work? The material in the textbook is made as self-contained and easy-to-follow as possible with reviews and remarks. The writing is kept concise and precise. Examples, figures, paper-and-pen exercises and programming problems are deigned to reinforce understanding of numerical methods and problem-solving skills.
This book explores evidence-based practice in college science teaching. It is grounded in disciplinary education research by practicing scientists who have chosen to take Wieman's (2014) challenge seriously, and to investigate claims about the efficacy of alternative strategies in college science teaching. In editing this book, we have chosen to showcase outstanding cases of exemplary practice supported by solid evidence, and to include practitioners who offer models of teaching and learning that meet the high standards of the scientific disciplines. Our intention is to let these distinguished scientists speak for themselves and to offer authentic guidance to those who seek models of excellence. Our primary audience consists of the thousands of dedicated faculty and graduate students who teach undergraduate science at community and technical colleges, 4-year liberal arts institutions, comprehensive regional campuses, and flagship research universities. In keeping with Wieman's challenge, our primary focus has been on identifying classroom practices that encourage and support meaningful learning and conceptual understanding in the natural sciences. The content is structured as follows: after an Introduction based on Constructivist Learning Theory (Section I), the practices we explore are Eliciting Ideas and Encouraging Reflection (Section II); Using Clickers to Engage Students (Section III); Supporting Peer Interaction through Small Group Activities (Section IV); Restructuring Curriculum and Instruction (Section V); Rethinking the Physical Environment (Section VI); Enhancing Understanding with Technology (Section VII), and Assessing Understanding (Section VIII). The book's final section (IX) is devoted to Professional Issues facing college and university faculty who choose to adopt active learning in their courses. The common feature underlying all of the strategies described in this book is their emphasis on actively engaging students who seek to make sense of natural objects and events. Many of the strategies we highlight emerge from a constructivist view of learning that has gained widespread acceptance in recent years. In this view, learners make sense of the world by forging connections between new ideas and those that are part of their existing knowledge base. For most students, that knowledge base is riddled with a host of naive notions, misconceptions and alternative conceptions they have acquired throughout their lives. To a considerable extent, the job of the teacher is to coax out these ideas; to help students understand how their ideas differ from the scientifically accepted view; to assist as students restructure and reconcile their newly acquired knowledge; and to provide opportunities for students to evaluate what they have learned and apply it in novel circumstances. Clearly, this prescription demands far more than most college and university scientists have been prepared for.
This collection of papers from educators around the world explores the state-of-the-art in teaching physics. Marking the retirement of Robert Resnick from RPI, a conference was held on teaching physics. This book contains the complete papers from a conference marking the retirement of Robert Resnick from RIP and offers a grand tour of the field.
Proceedings
Science Of Learning Physics, The: Cognitive Strategies For Improving Instruction
Proceedings of ICUPE
Physics for Scientists and Engineers, Volume 2
Getting Into the Mathematics Conversation
Aplusphysics
The 2008 Physics Education Research Conference brought together researchers studying a wide variety of topics in physics education. The conference theme was "Physics Education Research with Diverse Student Populations". Researchers specializing in diversity issues were invited to help establish a dialog and spur discussion about how the results from this work can inform the physics education research community. The organizers encouraged physics education researchers who are using research-based instructional materials with non-traditional students at either the pre-college level or the college level to share their experiences as instructors and researchers in these classes.
This hands-on guide covers both game development and design, and both Unity and C#. This guide illuminates the basic tenets of game design and presents a detailed, project-based introduction to game prototyping and development, using both paper and the Unity game engine.
While physics can seem challenging, its true quality is the sheer simplicity of fundamental physical theories--theories and concepts that can enrich your view of the world around you. COLLEGE PHYSICS, Tenth Edition, provides a clear strategy for connecting those theories to a consistent problem-solving approach, carefully reinforcing this methodology throughout the text and connecting it to real-world examples. For students planning to take the MCAT exam, the text includes exclusive test prep and review tools to help you prepare. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
Designed as a supplement to any introductory physics text, MathCAD(R)for Introductory Physics shows students how to model physics problems on the computer using the powerful Mathcad(R) software program. The power of the computer allows introductory physics students to solve complicated real-world problems that previously required upper level mathematics to solve. Each begins with a discussion of physical principles and numerical techniques. Then, tutorials, problems, and exploration exercises help readers model physical situations and analyze results. This text is available as an affordably priced package that contains The Student Edition of Mathcad(R), Release 2.5.
Understanding Physics
Active Learning in College Science
Avionics
From Concept to Playable Game with Unity and C#
FISICA I , UN ENFOQUE CONSTRUCTIVISTA
On the Occasion of the Retirement of Robert Resnick
Syracuse, New York, 26-27 July 2006
The Workshop Physics Activity Guide is a set of student workbooks designed to serve as the foundation for a two-semester calculus-based introductory physics course. It consists of 28 units that interweave text materials with activities that include prediction, qualitative observation, explanation, equation derivation, mathematical modeling, quantitative experiments, and problem solving. Students use a powerful set of computer tools to record, display, and analyze data, as well as to develop mathematical models of physical phenomena. The design of many of the activities is based on the outcomes of physics education research. The Workshop Physics Activity Guide is supported by an Instructor's Website that: (1) describes the history and philosophy of the Workshop Physics Project; (2) provides advice on how to integrate the Guide into a variety of educational settings; (3) provides information on computer tools (hardware and software) and apparatus; and (4) includes suggested homework assignments for each unit. Log on to the Workshop Physics Project website at https://www.dickinson.edu/homepage/ Workshop Physics is a component of the Physics Suite--a collection of materials created by a group of educational reformers known as the Activity Based Physics Group. The Physics Suite contains a broad array of curricular materials that are based on physics education research, including: Understanding Physics, by Cummings, Laws, Redish and Cooney (an introductory textbook based on the best-selling text by Halliday/Resnick/Walker) RealTime Physics Laboratory Modules Physics by Inquiry (intended for use in a workshop setting) Interactive Lecture Demonstration Tutorials in Introductory Physics Activity Based Tutorials (designed primarily for use in recitations)
This work concerns the development of instruction to address identified difficulties students have in introductory physics courses. Tests were designed to investigate students' conceptual understanding and use of mathematical tools in an electromagnetism context, and students understanding of the relationship between position, velocity, and acceleration, and the graphing of these quantities with time in the context of simple harmonic motion. The resulting instruction specifically tackles difficulties discovered after initial testing, and takes the form of structured worksheets which students complete in small groups, with tutors acting as facilitators. Through the comparison of students answers to pretest and post test questions the effectiveness of the developed instruction has been assessed.
A beloved introductory physics textbook, now including exercises and an answer key, explains the concepts essential for thorough scientific understanding In this concise book, R. Shankar, a well-known physicist and contagiously enthusiastic educator, explains the essential concepts of Newtonian mechanics, special relativity, waves, fluids, thermodynamics, and statistical mechanics. Now in an expanded edition—complete with problem sets and answers for course use or self-study—this work provides an ideal introduction for college-level students of physics, chemistry, and engineering; for AP Physics students; and for general readers interested in advances in the sciences. The book begins at the simplest level, develops the basics, and reinforces fundamentals, ensuring a solid foundation in the principles and methods of physics.
Elements, Software and Functions
Fundamentals of Physics I
MathCAD for Introductory Physics
Your Guide to Regents Physics Essentials
The Changing Role of Physics Depts. in Modern Universities
Tutorials in Radiotherapy Physics
Cliff Swartz is a passionate advocate for better physics teaching, based on a curriculum that is quantitative and includes experiments "with a purpose." Here, in a collection of editorials written for The Physics Teacher magazine -- along with a few new ones -- he cajoles, chides, preaches, and provides a good swift kick in the intellectual pants for those who are working to share physics with the next generation. Gleaned from a lifetime in the lab and in the classroom, Swartz's book is chock-full of wisdom for neophytes as well as seasoned veterans. Favorite editorials such as "Practically Perfect in Every Way" and "Justifying Atoms" provide the reader with an insider's view of the state of physics teaching over the three decades that Swartz edited The Physics Teacher. His advice and opinions -- often thought-provoking or controversial -- should not go unheeded.
Annotation The proceedings of the August 1996 conference, arranged in two volumes, focus on the physics baccalaureate as passport to the workplace; physics courses in service of students in other sciences and engineering; and the physics department's responsibility in pre- and in-service education of teachers. Issues include the changing goals of physics courses, the impact of physics education research on instruction, and applications of modern technologies. Volume 1 contains the presentations and poster papers; volume 2 contains description of 18 sample classes. No index. Annotation c. by Book News, Inc., Portland, Or.
Renamed to reflect the increased role of digital electronics in modern flight control systems, Cary Spitzer's industry-standard Digital Avionics Handbook, Second Edition is available in two comprehensive volumes designed to provide focused coverage for specialists working in different areas of avionics development. The first installment, Avionics: Elements, Software, and Functions covers the building blocks and enabling technologies behind modern avionics systems. It discusses data buses, displays, human factors, standards, and flight systems in detail and includes new chapters on the Time-Triggered Protocol (TTP), ARINC specification 653, communications, and vehicle health management systems.
This open access book bridges the gap between playing with robots in school and studying robotics at the upper undergraduate and graduate levels to prepare for careers in industry and research. Robotic algorithms are presented formally, but using only mathematics known by high-school and first-year college students, such as calculus, matrices and probability. Concepts and algorithms are explained through detailed diagrams and calculations. Elements of Robotics presents an overview of different types of robots and the components used to build robots, but focuses on robotic algorithms: simple algorithms like odometry and feedback control, as well as algorithms for advanced topics like localization, mapping, image processing, machine learning and swarm robotics. These algorithms are demonstrated in simplified contexts that enable detailed computations to be performed and feasible activities to be posed. Students who study these simplified demonstrations will be well prepared for advanced study of robotics. The algorithms are presented at a relatively abstract level, not tied to any specific robot. Instead a generic robot is defined that uses elements common to most educational robots: differential drive with two motors, proximity sensors and some method of displaying output to the user. The theory is supplemented with over 100 activities, most of which can be successfully implemented using inexpensive educational robots. Activities that require more computation can be programmed on a computer. Archives are available with suggested implementations for the Thymio robot and standalone programs in Python.
College Physics, Volume 1
Designing, Implementing and Assessing Guided-inquiry Based Tutorials in Introductory Physics
The Effect of Introducing Computers Into an Introductory Physics Problem-solving Laboratory
The Physics Suite: Workshop Physics Activity Guide, Module 2
Conference on the Introductory Physics Course
Tutorials in Introductory Physics