



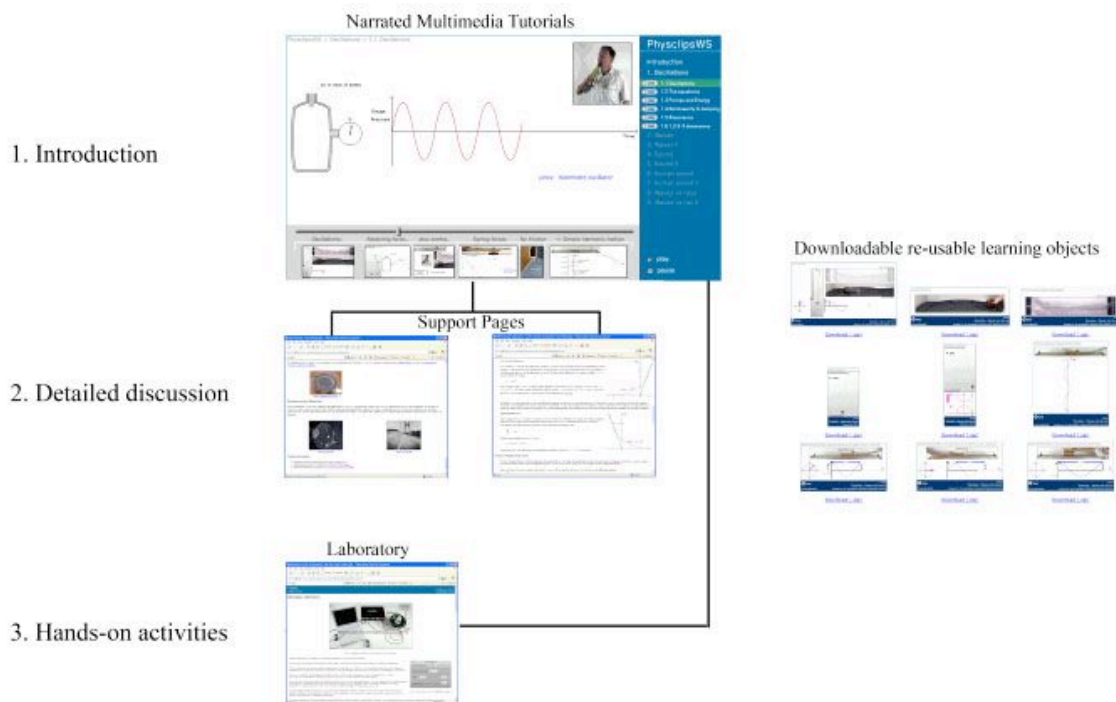
## Physclips: Multi-level multimedia resources

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Physclips is a multi-level, multimedia introduction to mechanics, waves and sound, electricity and some other areas of introductory physics, covering the levels from late high school to first year university. It combines film clips of experiments with animations, diagrams and explanations in both voice-over and text. Particularly powerful are film clips integrated with animated material such as dynamic displacement-time plots, moving vectors and histograms representing time-varying quantities in the clips. Each topic has a brief multimedia overview, which branches via links to extensive supporting material giving broader and deeper discussion. In the most recent addition, each chapter has a laboratory section to provide hands on activities utilising some common, inexpensive components. For teachers, there is a “downloads” page to select individual re-usable learning objects for use in lessons or to download zipped collections of entire sections.

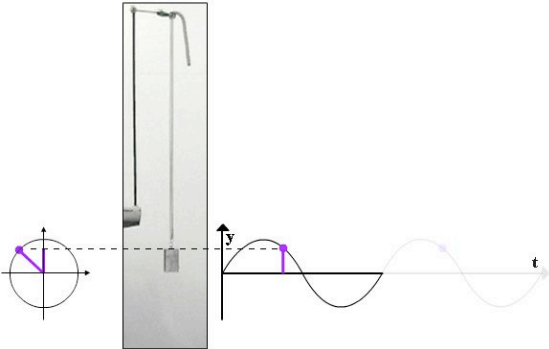
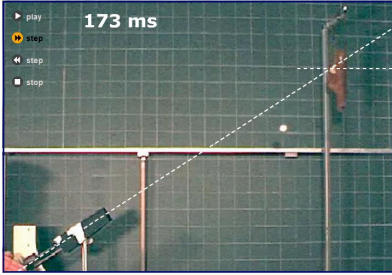
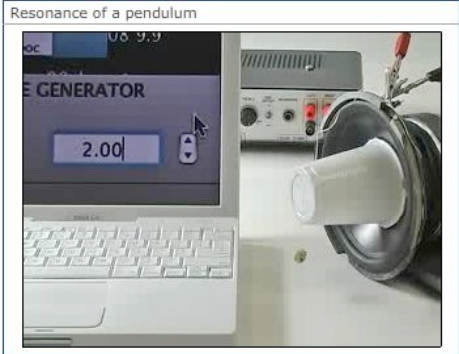

Keywords: physics, multimedia, animations, laboratories.

### Overview of website structure



Physclips can be viewed at <http://www.animations.physics.unsw.edu.au/>

## The elements

<p><b>Narrated tutorial</b></p> <p>Topics are introduced in narrated multimedia presentations that incorporate video clips, animations, and static diagrams. Each chapter has sections and each section is further divided into subsections whose titles and icons are distributed along a scrollbar.</p> <p>This example shows how the film clip (a mass on a spring) is correlated with animations of two abstractions: the displacement-time graph (right) and the phasor representation (left).</p>	
<p><b>Support pages</b></p> <p>The rich-multimedia modules regularly use contextually embedded hyperlinks to web pages that provide deeper explanations or analysis and broader discussions and examples, together with further links.</p> <p>This support page uses stop-frame, high-speed video to show and to analyse in detail an ancient and classic example: <i>The Monkey and the Hunter</i>. (A monkey releases a branch at the instant a hunter fires a gun aimed at him. What happens?)</p>	<p>The Monkey and the Hunter is a physics question so old that it has a long history. As far as we know, it is purely imaginary. A monkey hangs from a tree. A hunter aims the gun, the monkey lets go of the branch and begins to fall, thinking that he will thus fall below the trajectory of the bullet. (Monkeys don't study physics.) What happens?</p>  <p>Before doing the mathematics, let's look at the situation. The monkey falls and accelerates downwards at <math>g</math>. The bullet starts off travelling along the aiming line, but it is also accelerated downwards at <math>g</math>. So we can imagine its motion as falling below the aiming line. At equal times, it will fall below this line by an amount equal to the distance fallen by the monkey. At the time when both have the same horizontal position, they will both have fallen the same distance. This is not good news for the monkey.</p> <p>The aiming line or sighting line is the path taken by light, which is not affected by gravity (or at least not measurably affected by the Earth's gravity) and so is a straight line - the black line in this graph. If the projectile is fired along this line, its initial velocity, <math>v_0</math>, is along that line. If air resistance may be neglected, then there are no horizontal forces and so the horizontal component of velocity, <math>v_x</math>, is constant. The vertical component, on the other hand, is steadily decreased by the acceleration due to gravity. The resulting</p>
<p><b>Laboratory activities</b></p> <p>In the most recent volume, each chapter has a laboratory section to provide hands on activities utilising some common, inexpensive components.</p> <p>Here, to show resonance in a pendulum, the computer runs downloadable software that operates as a controllable oscillator. This drives an audio amplifier (such as may be borrowed from a sound system), a loudspeaker, a paper cup mount and a pendulum made from a nut, dental floss and blu-tak.</p>	 <p>From Physclips - Waves and Sound Physics@UNSW funded by ALTC</p>
<p><b>Scrollbar</b></p> <p>A visually enhanced scrollbar provides an overview of the tutorial and minimises searching behavior.</p>	 <p>play pause</p>

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