



for students. At a net price of only \$55 Conceptual Dynamics is the most affordable dynamics textbook available. Throughout this book, sets of “conceptual” problems are included that are meant to test the understanding of fundamental ideas presented in the text without requiring significant calculation. These problems can be assigned as homework or can be employed in class as exercises that more actively involve the students in lecture. When employed in class, these problems can provide the instructor with real-time feedback on how well the students are grasping the presented material. In order to assist the instructor, PowerPoint lecture slides are provided to accompany the book. Boxes are included throughout the text leaving places where students can record important definitions and the correct responses to the conceptual questions presented within the PowerPoint slides. In this sense, the book is meant to be used as a tool by which students can come to learn and appreciate the subject of dynamics. Students are further encouraged to be active participants in their learning through activities presented at the end of each chapter. These activities can be performed in class involving the students or as demonstrations, or can be assigned to the students to perform outside of class. These activities help the students build physical intuition for the sometimes abstract theoretical concepts presented in the book and in lecture. Along with the standard dynamics problems that are assigned as part of a student's homework, this book also includes computer based and design problems. The computer based problems in this book require the student to derive the equation of motion and to sometimes solve the resulting differential equation. The computer problems range from problems that may be completed using a spreadsheet to problems that require coding or a specialized software package (such as Mathematica, Maple, or MATLAB/Simulink). Design problems are included in each chapter in order to emphasize the importance of the material for students, as well as to get the students to think about real world considerations. The application of the fundamental subject material to various design problems helps students see the material from a different perspective. It will also help them solidify their understanding of the material. This textbook may be used as a standalone text or in conjunction with on-line lectures and effectively assist an instructor in “inverting the classroom”.

simulated motion on a computer screen, and to study the effects of changing parameters. --

An understanding of the physical processes involved in throwing, hitting, firing and releasing sporting projectiles is essential for a full understanding of the science that underpins sport. This book examines those processes and explains the factors governing the trajectories of sporting projectiles once they are set in motion.

Sensemaking Tasks for Introductory Physics

Solved Problems in Classical Mechanics

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Calculus-Based Physics I

This problem book is ideal for high-school and college students in search of practice problems with detailed solutions. All of the standard introductory topics in mechanics are covered: kinematics, Newton's laws, energy, momentum, angular momentum, oscillations, gravity, and fictitious forces. The introduction to each chapter provides an overview of the relevant concepts. Students can then warm up with a series of multiple-choice questions before diving into the free-response problems which constitute the bulk of the book. The first few problems in each chapter are derivations of key results/theorems that are useful when solving other problems. While the book is calculus-based, it can also easily be used in algebra-based courses. The problems that require calculus (only a sixth of the total number) are listed in an appendix, allowing students to steer clear of those if they wish. Additional details: (1) Features 150 multiple-choice questions and nearly 250 free-response problems, all with detailed solutions. (2) Includes 350 figures to help students visualize important concepts. (3) Builds on solutions by frequently including extensions/variations and additional remarks. (4) Begins with a chapter devoted to problem-solving strategies in physics. (5) A valuable supplement to the assigned textbook in any introductory mechanics course.

University Physics is designed for the two- or three-semester calculus-based physics course. The text has been developed to meet the scope and sequence of most university physics courses and provides a foundation for a career in mathematics, science, or engineering. The book provides an important opportunity for students to learn the core concepts of physics and understand how those concepts apply to their lives and to the world around them. Due to the comprehensive nature of the material, we are offering the book in three volumes for flexibility and efficiency. Coverage and Scope Our University Physics textbook adheres to the scope and sequence of most two- and three-semester physics courses nationwide. We have worked to make physics interesting and accessible to students while maintaining the mathematical rigor inherent in the subject. With this objective in mind, the content of this textbook has been developed and arranged to provide a logical progression from fundamental to more advanced concepts, building upon what students have already learned and emphasizing connections between topics and between theory and applications. The goal of each section is to enable students not just to recognize concepts, but to work with them in ways that will be useful in later courses and future careers. The organization and pedagogical features were developed and vetted with feedback from science educators dedicated to the project. VOLUME I Unit 1: Mechanics Chapter 1: Units and Measurement Chapter 2: Vectors Chapter 3: Motion Along a Straight Line Chapter 4: Motion in Two and Three Dimensions Chapter 5: Newton's Laws of Motion Chapter 6: Applications of Newton's Laws Chapter 7: Work and Kinetic Energy Chapter 8: Potential Energy and Conservation of Energy Chapter 9: Linear Momentum and Collisions Chapter 10: Fixed-Axis Rotation Chapter 11: Angular Momentum Chapter 12: Static Equilibrium and Elasticity Chapter 13: Gravitation Chapter 14: Fluid Mechanics Unit 2: Waves and Acoustics Chapter 15: Oscillations Chapter 16: Waves Chapter 17: Sound

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Analysis of Multiple Instructional Techniques on the Understanding and Retention of Select Mechanical Topics

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Conceptual Dynamics

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*Orbital Mechanics for Engineering Students, Second Edition, provides an introduction to the basic concepts of space mechanics. These include vector kinematics in three dimensions; Newton's laws of motion and gravitation; relative motion; the vector-based solution of the classical two-body problem; derivation of Kepler's equations; orbits in three dimensions; preliminary orbit determination; and orbital maneuvers. The book also covers relative motion and the two-impulse rendezvous problem; interplanetary mission design using patched conics; rigid-body dynamics used to characterize the attitude of a space vehicle; satellite attitude dynamics; and the characteristics and design of multi-stage launch vehicles. Each chapter begins with an outline of key concepts and concludes with problems that are based on the material covered. This text is written for undergraduates who are studying orbital mechanics for the first time and have completed courses in physics, dynamics, and mathematics, including differential equations and applied linear algebra. Graduate students, researchers, and experienced practitioners will also find useful review materials in the book. NEW: Reorganized and improved discussions of coordinate systems, new discussion on perturbations and quaternions NEW: Increased coverage of attitude dynamics, including new Matlab algorithms and examples in chapter 10 New examples and homework problems*

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