

TEXTBOOK CURRICULUM

Interactive Physics is at its best when the students are able to visualize physics in action. Students can re-run simulations shown in class while changing parameters. They can conduct what-if analysis, or create new simulations. They can also tap into packaged simulation sets corresponding to textbook curriculums. Textbooks with simulations created specifically for Interactive Physics are listed below, along with the publisher names and contact information.

Conceptual Physics (by Hewitt)
Addison-Wesley Publishing Company
Greg Gardner (415) 853-2573
Internet: gregg@aw.com

Physics for Scientists and Engineers (by Serway)
Saunders College Publishing
Jennifer Bortel (215) 238-8473

Principles of Physics (by Serway)
Saunders College Publishing
Jennifer Bortel (215) 238-8473

College Physics (by Serway, Faughn)
Saunders College Publishing
Jennifer Bortel (215) 238-8473

Physics for Scientists and Engineers (by Fishbane, Gasiorowicz, Thornton)
Prentice Hall
Gary June (201) 592-2158
Internet: gary_june@prenhall.com

Physics (by Giancoli)
Prentice Hall
Gary June (201) 592-2158
Internet: gary_june@prenhall.com

College Physics (by Wilson)
Prentice Hall
Gary June (201) 592-2158
Internet: gary_june@prenhall.com