Year 11 Physics Motion Analysis

Movies and games have at times stretched the Laws of Physics, or have completely broken them all together. Your task is to analyse the Physics in a movie or a game. You are to do at least a 10 minute presentation, showing your assumptions, your calculations and your understanding of physics to provide an in-depth analytical look at a minimum of 3 scenes from a game or movie of your choice. You are to give the scene a rating.

GP = Good physics in general

PGP = Pretty good physics (just enough flaws to be fun)

PGP-13 = Children under 13 might be tricked into thinking the physics were pretty good

RP = Retch (means the sound of vomiting)

XP = Obviously the physics is from an unknown universe

NR= Unrated. When a movie is obviously a parody, fantasy, cartoon that can’t be rated but may still have some interesting physics worth mentioning about.



You will also need to provide suggestions on how to improve or explain the physics of the scene.

This is an educational project so please that into account of movie and game rating. Avoid using disturbing scenes. Use your best judgement and if unsure, see it past your teacher before proceeding.

