ACT@PSU

TASK LIST

**Key –**

**Red: Not Yet Started**

**Orange: In Progress**

**Green: Complete**

**Blue: Not Started and waiting on Completion of other Aspect**

**Create group Google Account (Jacob)**

**Top Priority (What was Promised for the Grant):**

Finish Content Pages: (Jacob Redo Order of Topics)

* Particle Kinematics
* Extended Body Kinematics (Jacob)
* Kinetics Force and Acceleration Method (Jacob)
* Work and Energy Method
* Impulse Momentum Method
* Vibrations (Agnes)

Develop Video Lectures:

* Particle Kinematics (Rungun)
* Extended Body Kinematics (Majid)
* Kinetics Force and Acceleration Method (Majid)
* Work and Energy Method
* Impulse Momentum Method

Develop Worked Problems:

* Particle Kinematics
* Extended Body Kinematics (Jacob)
* Kinetics Force and Acceleration Method (Jacob)
* Work and Energy Method
* Impulse Momentum Method

Develop Worked Problem Video Solutions:

* Particle Kinematics (Rungun)
* Extended Body Kinematics (Majid)
* Kinetics Force and Acceleration Method (Majid)
* Work and Energy Method (Doug)
* Impulse Momentum Method (Doug)

Develop Introductory Videos (Jacob)

**Secondary Priorities:**

Proofreading Existing Content:

* Newtonian Mechanics Basics
* Particle Equilibrium
* Extended Body Equilibrium
* Statically Equivalent Systems
* Engineering Structures
* Friction and Friction Applications
* Particle Kinematics (Joan)
* Extended Body Kinematics
* Kinetics Force and Acceleration Method
* Work and Energy Method
* Impulse Momentum Method
* Vector and Matrix Math
* Moment Integrals

Development and Integration of Webworks:

* Newtonian Mechanics Basics
* Particle Equilibrium
* Extended Body Equilibrium
* Statically Equivalent Systems
* Engineering Structures
* Friction and Friction Applications
* Particle Kinematics
* Extended Body Kinematics
* Kinetics Force and Acceleration Method (Agnes’s Student)
* Work and Energy Method
* Impulse Momentum Method
* Vector and Matrix Math
* Moment Integrals

Replacing Image Formulas with LaTEX

* Newtonian Mechanics Basics (Rungun)
* Particle Equilibrium (Rungun)
* Extended Body Equilibrium (Rungun)
* Statically Equivalent Systems
* Engineering Structures
* Friction and Friction Applications
* Particle Kinematics
* Extended Body Kinematics
* Kinetics Force and Acceleration Method
* Work and Energy Method
* Impulse Momentum Method
* Vector and Matrix Math
* Moment Integrals