

1 Arduino-VPython

This collection of programs uses the Arduino for data collection and VPython for 3D visualization. The project began with students' projects in *PHY2100 Electronics* at High Point University. Some of the games were influenced by the development of the course *PHY 1200: Physics for Video Games*, a general education lab-based science course, at High Point University.

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3 Authors

Aaron Titus contributed to all of the programs

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4 URL

All programs are available in the GitHub repository at:

<https://github.com/atitus/Arduino-VPython>