



UNIVERSITÀ DI PISA



UNIVERSITÀ
DEGLI STUDI
DI UDINE



MASTER
IDIFO

The Physics of Everyday Life (classical and quantum)

[I semester 6 CFU]

Marilù Chiofalo

Department of Physics «Enrico Fermi»

<https://www.df.unipi.it/elearning> :Moodle:

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marilu.chiofalo@unipi.it :Email:



qplaylearn

29 SETTEMBRE 2023



PIAZZE DELLA RICERCA
e PASSEGGIATE DELLA
SCIENZA

Notte europea
delle ricercatrici
e dei ricercatori



Annaleila Rita Abdouni

Antonio Romano

Edoardo Leandri

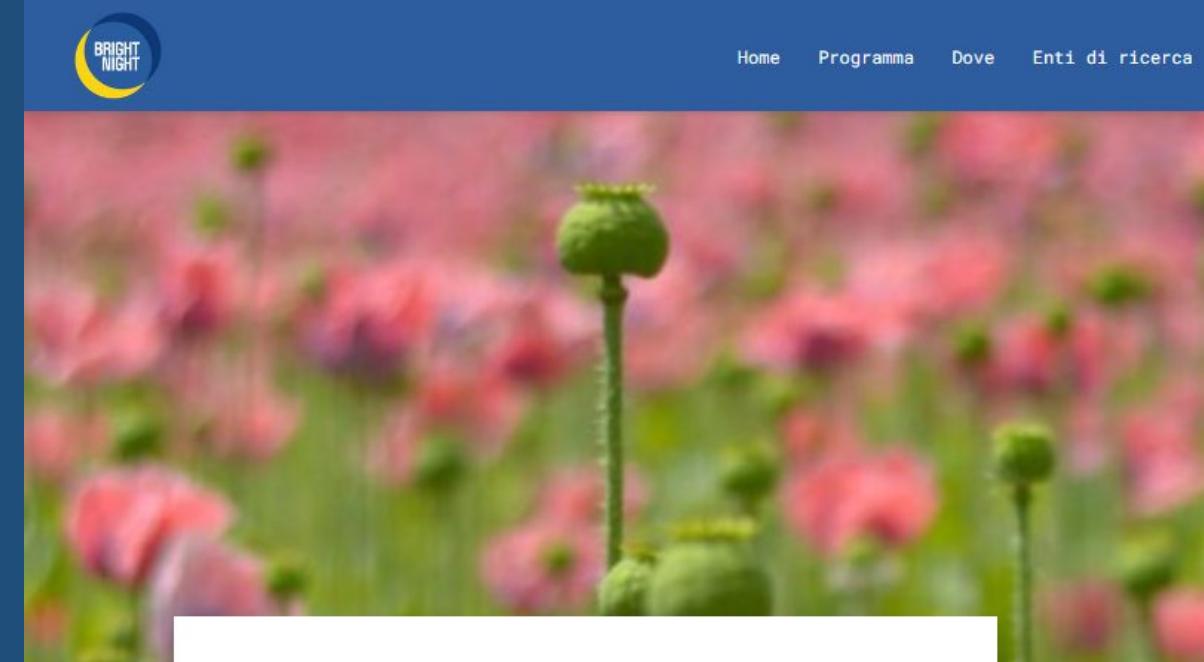
Gabriele Cidonelli

Maria Sonetto

Mirko Del Cimmuto

Valeria Cangialosi





Prosperity – Piazza della Ricerca

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Data: 27/09/2024
Ora: 16:30
Luogo: Pisa
Indirizzo: Piazza dei Cavalieri, Pisa

Nella Piazza saranno presentati studi e ricerche su tecnologie, su modelli economici e sull'importanza della formazione per una crescita sostenibile della società.

Laboratori

- Robotica e bioingegneria per una crescita equa e sostenibile – Centro di Ricerca "Enrico Piaggio", Università di Pisa
- Flash, una nuova tecnologia al servizio della salute – CISUP – Centro per l'Integrazione della Strumentazione dell'Università di Pisa
- Street Physics – Dipartimento di Fisica, Università di Pisa
- Matematica in gioco – Dipartimento di Matematica, Università di Pisa
- Fisica e Intelligenza Artificiale per la Salute e il Benessere – Istituto Nazionale di Fisica Nucleare e Dipartimento di Fisica dell'Università di Pisa
- Candidati – Scuola Superiore Sant'Anna e Dipartimento di Informatica dell'Università di Pisa

WHY

CONCEPTUALIZATION

Scientific
Thinking
Process
(Arts&Science)

**EXPERIMENTATION
OBSERVATION
FACTS ANALYSIS &
CHECKING**

**MODEL/THEORY
BUILDING**

Creativity literacy

Formal symbolic system
literacy (maths-visual)

Experimental
literacy

- [Wieman, C. and Perkins, K.: Transforming Physics Education. *Physics Today* 58, 36{41 (2005)]
- [Dorriò, B.V., Blanco-Garca, J., Costa, M.F.M.: Hands-on Physics] Experiments for Classroom. Selected Papers on Hands-on Science II
- [Flick, L.: The Meanings of Hands-On Science. *Journal of Science Teacher Education* 4(1) 1-8 (1993)]

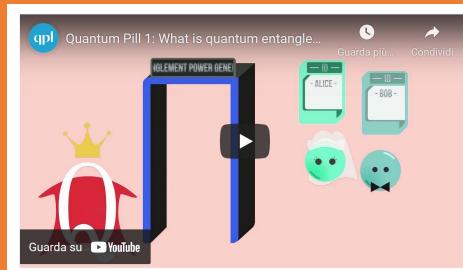
CONCEPTUALIZATION

EXPERIMENTATION
OBSERVATION
FACTS ANALYSIS &
CHECKING

Experimental
literacy

MODEL/THEORY
BUILDING

QUANTUM PHYSICS: CHALLENGE IN THE CHALLENGE!



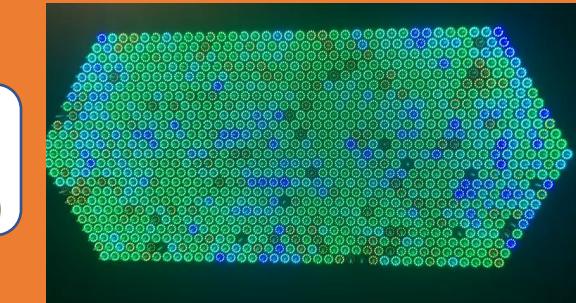
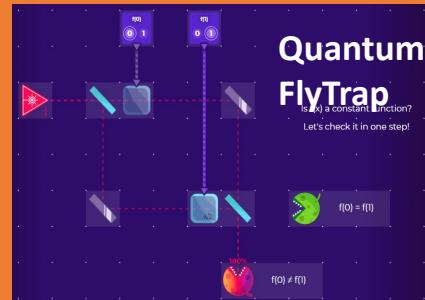
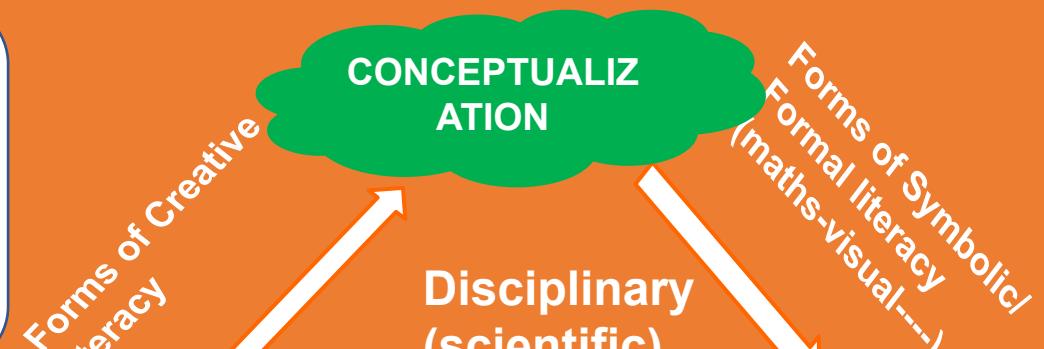
Experimental toolbox:

- Virtual experimental (and conceptual) labs
- Quantum games
- Quantum algo labs
- Tangible analog objects



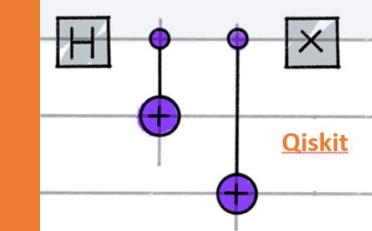
Creative and immersive experiences

- Animations (e.g. Quantum pills)
- Art-science installations (e.g. Quantum Jungle)



Math-visual toolbox:

- Virtual conceptual labs
- Quantum games
- Quantum algo labs



Z. Seskir et al. from QUTE4E, Mchiofalo, Quantum Games and Interactive Tools for Quantum Technologies Outreach and Education: Experiences from the Field, Optical Engineering (2022)

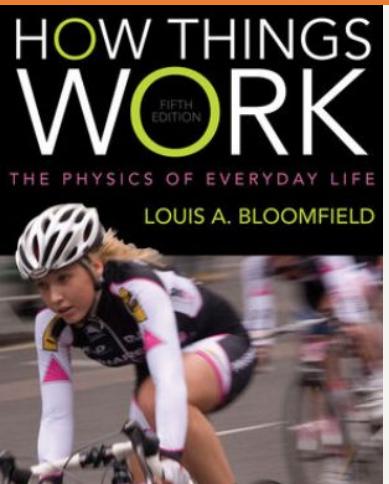
IDEA

Choosing objects/phenomena:

Sci agenda first, then objects

Caveats:

- Given objects are best suited or more interesting
- Each object involves one central physics concept and potentially many secondary ones



Chapter 9. Resonance and Mechanical Waves

Experiment: A Singing Wineglass 263

9.1 Clocks 265

(time and space, natural resonance, harmonic oscillators, simple harmonic motion, frequency)

9.2 Musical Instruments 274

(sound, music, vibrations in strings, air, and surfaces, higher-order modes, harmonic and non-harmonic overtones, sympathetic vibration, standing and traveling waves, transverse and longitudinal waves, velocity, frequency, and wavelength in mechanical waves, superposition, Doppler effect)

9.3 The Sea 286

(tidal forces, surface waves, dispersion, refraction, reflection, and interference in mechanical waves)

HIERARCHY WITH 3 LEVELS

L1: AREAS OF SCIENCE
[FOR TEACHER]

L2: EVERYDAY-LIFE
OBJECTS
[FOR STUDENTS]

L3: CONCEPTS OF PHYSICS
[FOR BOTH]

WHAT

How Things Work Table of Contents (Part 1)

Chapter 1. The Laws of Motion, Part I

- 1.1 Skating
- 1.2 Falling Balls
- 1.3 Ramps

Chapter 2. The Laws of Motion, Part II

- 2.1 Seesaws
- 2.2 Wheels
- 2.3 Bumper Cars

Chapter 3. Mechanical Objects, Part I

- 3.1 Spring Scales
- 3.2 Bouncing Balls
- 3.3 Carousels and Roller Coasters

Chapter 4. Mechanical Objects, Part II

- 4.1 Bicycles
- 4.2 Rockets and Space Travel

Chapter 5. Fluids

- 5.1 Balloons
- 5.2 Water Distribution

Chapter 6. Fluids and Motion

- 6.1 Garden Watering
- 6.2 Balls and Air
- 6.3 Airplanes

Chapter 7. Heat & Phase Transitions

- 7.1 Woodstoves
- 7.2 Water, Steam, and Ice
- 7.3 Incandescent Lightbulbs

Chapter 8. Thermodynamics

- 8.1 Air Conditioners
- 8.2 Automobiles

Chapter 9. Resonance & Mechanical Waves

- 9.1 Clocks
- 9.2 Musical Instruments
- 9.3 The Sea

How Things Work Table of Contents (Part 2)

Chapter 10. Electricity

- 10.1 Static Electricity
- 10.2 Xerographic Copiers
- 10.3 Flashlights

Chapter 11. Magnetism & Electrodynamics

- 11.1 Household Magnets
- 11.2 Electric Power Distribution
- 11.3 Electric Generators and Motors

Chapter 12. Electronics

- 12.1 Power Adapters
- 12.2 Audio Players

Chapter 13. Electromagnetic Waves

- 13.1 Radio
- 13.2 Microwave Ovens

Chapter 14. Light

- 14.1 Sunlight
- 14.2 Discharge Lamps
- 14.3 Lasers and LEDs

Chapter 15. Optics

- 15.1 Cameras
- 15.2 Optical Recording and Communication

Chapter 16. Modern Physics

- 16.1 Nuclear Weapons
- 16.2 Medical Imaging and Radiation

Lou Bloomfield

University of Virginia

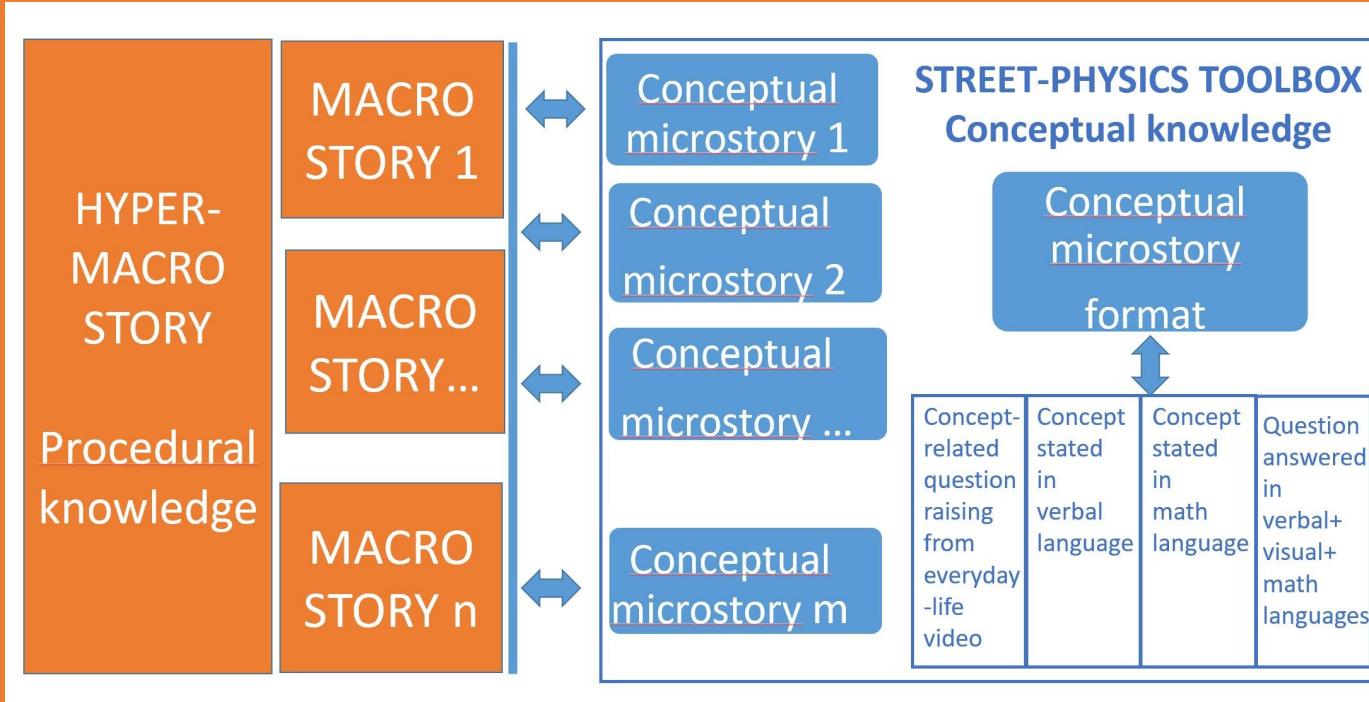
+ PHYSICS OF COOKING

+ PHYSICS OF HARRY POTTER

+ STUDENTS ASSESSMENT PROJECTS FROM PREVIOUS YEARS

▪ TOPICS SELECTED WITH CLASS BASED ON NEEDS

Physics of everyday life (PEL) + Street Physics Toolbox (SPT)



CLASSICAL PHYSICS

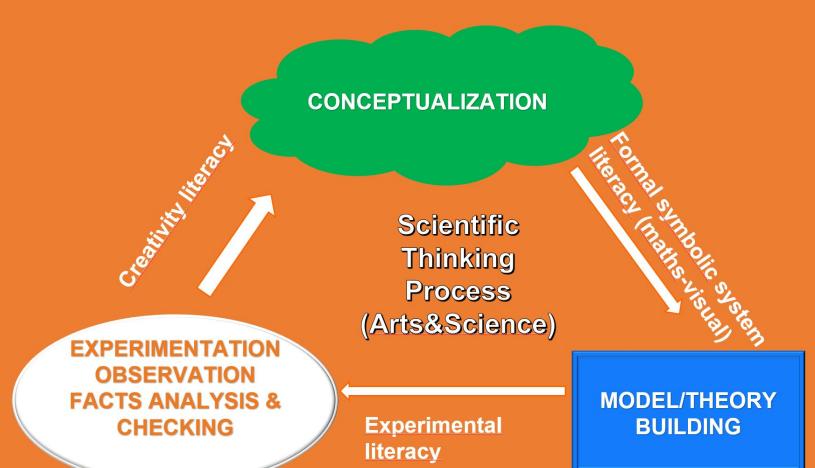
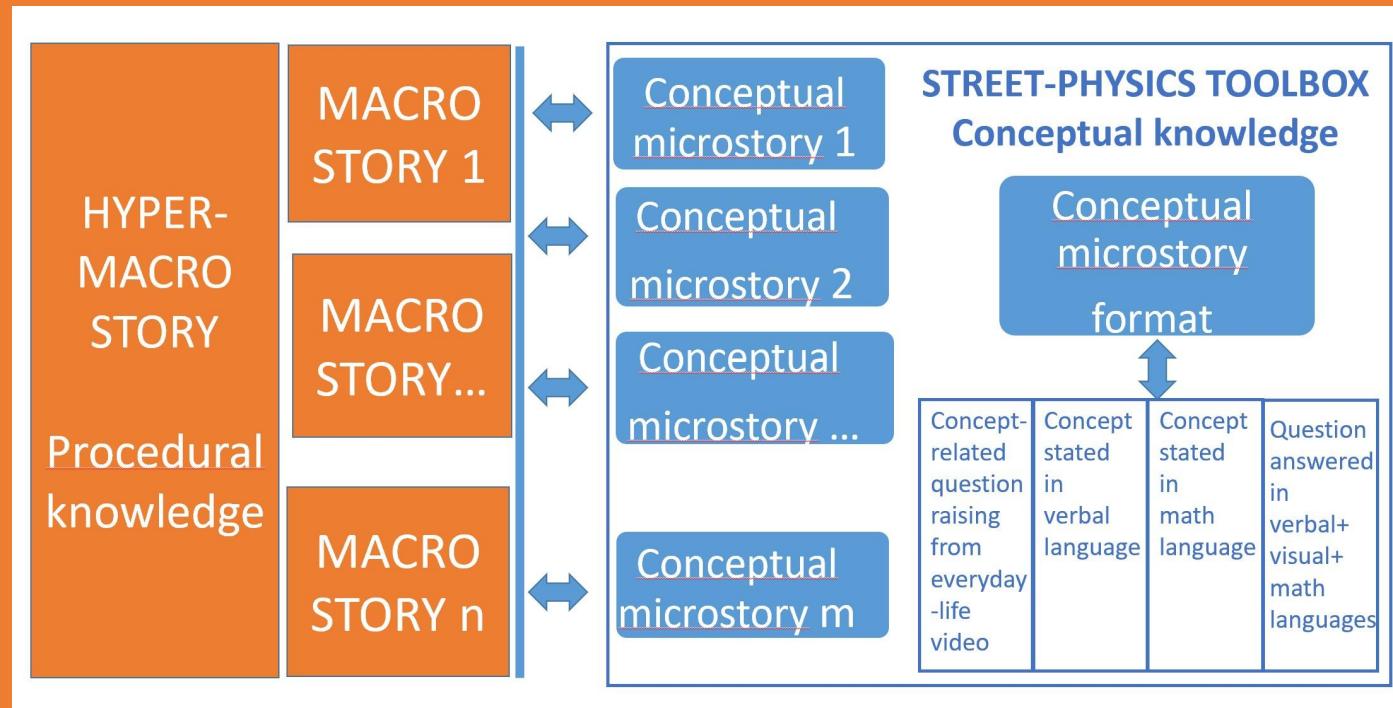
- **microstories on single concepts**
- 5' videopills (IT-EN-FR) on 60 single concepts from Galileo to Maxwell: like position, velocity, acceleration, force,...
- **MACROSTORIES**: sports physics, weather, aeroplanes, microwave ovens, medical imaging,...



HOW

La fisica di tutti i giorni - Youtube Channel

Physics of everyday life (PEL) + Street Physics Toolbox (SPT)



QUANTUM PHYSICS

- **microstories:** quantum state, superposition, measurement, spin, entanglement, Heisenberg principle, ...
- **MACROSTORIES:** qubits, quantum computers, teleportation, quantum technologies,...

qplaylearn

APPROACH HIGH-SCHOOLS UNIVERSITIES COMPANIES QUEST IMAGINE ABOUT US

Q from A to Z

QPlayLearn is an on-line platform containing multimedia resources for learning about quantum science and technologies in a playful way.

How it works

Horizons

**ENGAGEMENT
& HAVE FUN
[STUDENTS &
TEACHERS]**



**CREATE MATERIAL
FOR NEXT YEAR
FROM STUDENTS
PROJECTS:
SUSTAINABILITY**



- Learn how things work in Science & Technology



Learn tools & guidelines for:

- teaching
- outreaching

physics in any environment



- Focus on basic concepts & basic operations of exp method
 - Learn how to apply them
 - Learn how to combine them for more complex problems
 - Develop intuition & creativity
 - Practice & reinforce physics thinking

Assessment

DESIGN A LEARNING PATH IN HOW-THINGS-WORK STYLE:

- WITH OBJECTS NOT DISCUSSED IN THE COURSE
- USING CONCEPTS AND TOOLS LEARNED IN THE COURSE

Assessment is competences-based

- Up to 24 points for conceptual and factual knowledge of specific physical mechanisms
- Up to 6 points for cross-competences, e.g.:
 - *scientific thinking and method*
 - *autonomy*
 - *team working*
 - *communication*
 - *degree of awarness of conceptual maps and tools*

Fisica, l'arte del pensiero scientifico.
imparadigitale.nova100.ilsole24ore.com/2021/08
/31/fis... @PhysicsUnipi @Unipisa @Unipisa



Fisica, l'arte del pensiero scientifico
Contributo di Marilù Chiofalo Professoressa di Fisica della materia al
Dipartimento di Fisica dell'Università di Pisa, componente dell'Associazione ...
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International Workshop on Higher Education Learning Methodologies and Technologies Online

↳ HELMeTO 2021: [Higher Education Learning Methodologies and Technologies Online](#) pp 100–114

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The Physics of Everyday Life Toolbox for Basic Physics Courses

Marilù Chiofalo

Conference paper | First Online: 06 March 2022

330 Accesses | 1 Citations

Part of the [Communications in Computer and Information Science](#) book

Open Access Article

Quantum Physics Literacy Aimed at K12 and the General Public †

by Caterina Foti 1,2,* Daria Anttila 3 Sabrina Maniscalco 1,2,4 and Maria Luisa Chiofalo 5,*

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Open Access

Selezione lingua |

1 July 2022

Quantum games and interactive tools for quantum technologies outreach and education

Zeki C. Seskir, Piotr Migdal, Carrie Weidner, Aditya Anupam, Nicky Case, Noah Davis, Chiara Decaroli, Ilke Ercan, Caterina Foti, Paweł Gora, Klementyna Jankiewicz, Brian R. La Cour, Jorge Yago Malo, Sabrina Maniscalco, Azad Naeemi, Laurentiu Nita, Nassim Parvin, Fabio Scafirimo, Jacob F. Sherson, Elif Surel, James R. Wootton, Lia Yeh, Olga Zabello, Marilù Chiofalo

Author Affiliations +

Optical Engineering, 61(8), 081809 (2022). <https://doi.org/10.1117/1.OE.61.8.081809>



Article

Games for Teaching/Learning Quantum Mechanics: A Pilot Study with High-School Students

Maria Luisa Chiofalo ^{1,*} , Caterina Foti ², Marisa Michelini ³, Lorenzo Santi ³ and Alberto Stefanelli ^{3,*}

!!!!

This is a
Research-based
Teaching/learning
Course/environment



Article

Culturo-Scientific Storytelling

Simon Goorney ^{1,*}, Caterina Foti ², Lorenzo Santi ³, Jacob Sherson ¹, Jorge Yago Malo ⁴ and Maria Luisa Chiofalo ^{4,*}





qplaylearn

Present and future perspective implementations

Lou Bloomeld, *University of Virginia*

Laura Gentini: *University of Pisa*

Treccani Futura: *Cristina Pozzi & Thomas Ducato*

Zanichelli Editor: *Giuseppe Ferrari, Giulia Laffi, Elena Bacchilega, Valentina Gabusi*

Demos creation and realizations:

Massimiliano Labardi, *IPCF-CNR and Dept. Physics UNIPI*
Giorgio Ciocca, MD student @UNIPI

SPT realization with UNIPI MediaEventi

Chiara Cini, *50 Canale*

Ian Carlos Trujillo Duran, *BSC Physics Student*

Enlightening discussions:

Dianora Bardi, *Association ImparaDigitale*

Marisa Michelini, *University of Udine & President of GIREP*

Simon Goorney & Jacob Sherson, *Aarhus U.*

Jorge Yago Malo, *University of Pisa*

HTW STUDENTS OVER almost 20 YE



DIGITALLY ENHANCED QUANTUM
TECHNOLOGY MASTER



BACKUP SLIDES

SYLLABUS + MICRO, MACRO, HYPERMACRO STORIES

Scientific agenda	SPT concepts	Macrostories	Hyper-Macrostories
Dynamics Force laws of motion	<p><i>Point-like bodies:</i></p> Vectors Position Velocity Acceleration Inertial mass Force 3 Dynamics laws (3 pills) Initial conditions Constraints Gravitational force Elastic force Static friction Dynamic friction	Skateboards Falling balls Ramps Spring scales Wheels & bykes	Sports physics (4): <ul style="list-style-type: none"> • soccer • volleyball • tennis • basket
	<p><i>Rigid bodies:</i></p> Angular position Angular velocity Angular acceleration Rotational mass Center of mass Torque 3 Dynamics laws	Seesaws Carousels	
	<p><i>Fluids:</i></p> Pressure Archimede's&Bouyant force	Balloons Diving	

Momentum& Energy conservation	<p><i>Point-like bodies:</i></p> Momentum Momentum conservation Impulse Impulse theorem Anelastic collisions Elastic collisions Work&Energy Kinetic energy Potential energies Thermal energy Energy conservation Power	Bouncing balls
	<p><i>Rigid bodies:</i></p> Angular momentum Angular impulse and collisions Rotational kinetic energy	Ramps Bumper cars
	<p><i>Fluids:</i></p> Matter conservation in flow Energy conservation (Bernoulli) Lift forces Viscous and pressure-drag forces	Water distribution Water gardening Airplanes&airfoils Vacuum cleaners

Scientific agenda	SPT concepts	Macrostories	Hyper-Macrostories
Resonance&waves			
Natural resonance	Forced damped h.o.	Clocks	Musical instruments (2)
Generalities on waves	Freq., wavelength, speed Stationary waves	Sea&surf	
Thermodynamics			
Dictionary	Temperature&Eq. of state T-forces: thermal expansion Internal energy Thermo work Heat	Heaters	Atmospheric weather (2)
Heat transport	Conduction Convection Radiation	Thermos Clothes Lamps	
Thermo laws	0, 1, 2 (3 pills)	Air conditioners&engines	

Electromagnetism			
Sources	<i>Electricity</i> Charges Polarization Induction <i>Magnetism</i> Charges in motion and spins	Xerocopiers Household magnets	Medical imaging (2)
Fields& forces	<i>Electricity</i> Coulomb& Gauss <i>Magnetism</i> Biot-Savart& Ampère Lorentz force	Static electricity Household magnets Magnetic tapes	
Energy	Electrostatic energy	Static electricity	
EM waves	Faraday and Maxwell laws	Microwave oven Radio and TV Cellphones Levitating trains Gen.&dist. electric power Sunlight. Paints	
Light&optics		Analogic&digital cameras Micro-&tele-scopes	
Quantum Physics (*)	Quantum state Quantum measurement Superposition Entanglement Wavelike behavior Spin Heisenberg principle Tunnelling	Resources from Quest &Discover section at qplaylearn.com	Teleportation (2)