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| <string name="info\_project\_text">  <![CDATA[ <h1><font color="#22DAFE"> E-experiments in physics </font><br/>About project </h1> |
| As part of an innovative testing project Fri <b> "e-experiments in physics" </ b>, manufacture and test in selected schools ponadgminazjalnych innovative software solutions, consisting of (test) turn to the so-called lessons of physics. <b> an experiments </ b> - virtual physical experiment, in addition to the actual experiment. Then we tried to incorporate an experiments into the mainstream educational policy, that we plan to make so that they become part of the curriculum of physics in secondary schools. <br/>  e-experiments will be successfully produced and tested by the end of 2012. The scope will cover most of the issues discussed at the school of physics in secondary schools, including the question of the extended curriculum. <br/>  The idea for the project was born as a result of the analysis and diagnosis of problems related to the teaching of physics in Polish schools. The main idea of ​​the project is known to all, the maxim of Confucius: <b> "You tell me - soon I forget, show me - can remember, let touch and understand." </b><br/></br>  ]]> </string> |
| <string name="info\_ed\_text">  <![CDATA[ <h1><font color="#22DAFE"> E-experiments in physics </font><br/>About e-experiments</h1> |
| The main product of the project is <b> set of 23 virtual e-experiments in physics </ b>, in the form of computer programs, including various departments of physics. These programs are primarily designed to run using classical computers, but we have tried to transfer them to the tablet (although related to the limitations described in the "the application"). <br/>  I strongly emphasize that absolutely <b> not want to replace the actual experiment </ b> (they are invaluable in teaching), we want to support them. an experiment designed to show the physical issues in a broader perspective. Thanks to its capabilities will allow for a deeper understanding of the issues will help to build better understood models, causal sequences and sets of relationships, necessary to describe physical phenomena. <br/>  Through the trials e-teachers will be able to illustrate the theoretical material the batch using a computer, without fear of damage expensive hardware experiment. The students will be able to repeat a given exercise independent at home. <br/>  Is provided <b> far-reaching possibility of interference in the course of an experiment </ b>, which allows the student to acquire knowledge and to stimulate interest in research and development. <br/>  We tried to make your experiment been <b> as much as possible close to reality </ b>. They fit into the scheme of <b> design - build - do - analyze - Agent Results </ b>, where it is important to learn from mistakes. We want to get students to act, even if it would be limited to actions by trial and error. According to our experiment, even getting the wrong results, which are confronted with the correct compel to think "where and how I made a mistake?", Has a great educational value: motivation to learn and constant search for the right solution of the problem, forcing a scientific activity. <br/>  All accompanied by an experiment in the form of manuals <b> workbooks </ b>. We strongly encourage you to familiarize yourself with them before you even start the e-experiment. <br/>  ]]> </string> |
| <string name="info\_app\_text">  <![CDATA[ <h1><font color="#22DAFE">E-experiments in physics </font><br/> About application</h1> |
| E-experiments are made in technology <b> Adobe Flash / Adobe Air </ b>, so they can be used on most computers, regardless of operating system and processor type. Unfortunately, the technology for tablets is far from perfect - there are limitations associated with application performance and adapting it to the touch screen. <br/>  When using e-<b> can therefore experiment the following problems occur: </ b> <br/>  • insufficient efficiency in the e-experiments using 3D graphics (e.g. pendulum, movement of the heavenly bodies), resulting in a "frame-" animation, <br/>  • difficult access to some small components (such as an optical filter in the bench), sometimes you need a few attempts to "pick up" the item, <br/>  • You can not run from inside the e-experiment textbooks that, in return, they are available directly from the application. <br/>  Before starting, the e-Experiment is downloaded from the Internet to the device's internal memory. This is a one-time operation, until it is reset it from memory or published later. <br/><br/>  <font color="#22DAFE"> application author</font><br/>  Paweł Syty - University of Technology, Faculty of Technical Physics and Applied Mathematics <br/><br/>  <font color="#22DAFE"> Graphic design</font><br/> Rafał Buczek &minus; Crea.pl<br/><br/>  <font color="#22DAFE"> Development and production of an e-experiments: </font><br/>  University of Technology, Faculty of Technical Physics and Applied Mathematics <br/>  Young Digital Planet SA <br/>  L.C.G. Malmberg BV (The Netherlands)  ]]> </string> |

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| <!-- Teksty w popupach o programie i partnerach --> |
| <string name="pokl\_name"> The Operational Programme Human Capital </string>  <string name="pokl\_text">  <![CDATA[  Human Capital Program is one of the programs for the National Strategic Reference Framework 2007-2013 and covers the whole of the European Social Fund (ESF) in Poland. It is a response to the challenges that the EU Member States, including Poland, puts renewed Lisbon Strategy.  <br/><br/>  The challenges include: making Europe a more attractive place for investment and work, the development of knowledge and innovation, and to create more sustainable jobs.  ]]> </string> |
| <string name="efs\_name"> The European Social Fund</string>  <string name="efs\_text">  <![CDATA[  The European Social Fund (ESF) is one of the EU structural funds. Was designed to reduce differences in prosperity and quality of life in all Member States and regions of the EU. <br/>  The fund promotes economic and social cohesion and the promotion of employment in the EU. Assists Member States, making labor and businesses are better prepared to face new global challenges.  Europejski Fundusz Społeczny (EFS) jest jednym z funduszy strukturalnych UE. Został stworzony, by redukować różnice w zamożności i jakości życia we wszystkich państwach członkowskich i regionach UE.<br/><br/>  ]]> </string> |
| <string name="pg\_name">/> Gdansk University of Technology </string>  <string name="pg\_text">  <![CDATA[  <b> The largest and the oldest in northern Poland, university of technical profile, with headquarters in Gdansk. </ b> <br/>  Includes 9 faculties, where studied more than 24,000 students of engineering and master's (full-time and part-time), and more than 400 doctoral students. In addition, there has been a large-scale international exchange of students and staff. <br/> Gdansk University of Technology since a long time has been one of the leading institutions in the national rankings of universities.  ]]> </string> |
| <string name="ftims\_name"> Faculty of Technical Physics and Applied Mathematics PG <string name="ftims\_text">  <![CDATA[    The Faculty of Technical Physics and Applied Mathematics offers courses of study in:  <b> Technical Physics </ b> <br/>  &bull;     Physics and Energy Conversion Engineering  &bull;     Applied Physics  &bull;     Nanotechnology  &bull;     Applied Information Technology  <b> Mathematics </ b> <br/>  &bull;     Applied Mathematics  &bull;     Financial Mathematics  &bull;     Biomathematics  <b> Materials Engineering </ b> <br/>  &bull; Advanced Functional Materials Engineering <br/>  (jointly with the Faculty of Chemistry and Mechanical Engineering) <br/>  Graduates of the department are respected professionals and easily find employment in various industries.  ]]> </string> |
| <string name="ydp\_name"> Young Digital Planet SA (Gdańsk)</string>  <string name="ydp\_text">  <![CDATA[  <b> Poland's largest developer and publisher of educational software. </ b> <br/>  The company operates in the software market since 1990. Is a provider of ICT-based training systems and educational content to consumers, educational institutions and businesses. <br/>  The company's goal is to provide solutions that are of the highest quality and proven performance. Its implementation are recognized and award-winning series of products, including: <br/>  • EuroPlus + <br/>  • eduSensus <br/>  • Nauczyciel.pl portal <br/>  • eduROM <br/>  • Lekcjotek @  ]]> </ string> |
| <string name="malmberg\_name"> L.C.G. Malmberg BV (Den Bosch, Holland)</string>  <string name="malmberg\_text">  <![CDATA[  <b> Renowned, working for years in the Netherlands and a leading publisher of educational </ b> to help students in the learning process with multimedia systems and modern ICT. <br/>  The company develops interdisciplinary teaching methodologies (Pluspunt, Biologie voor jou, Taalblokken, more than 2,500 titles). Provides consulting services, training, research such as in e-learning.  ]]> </string> |