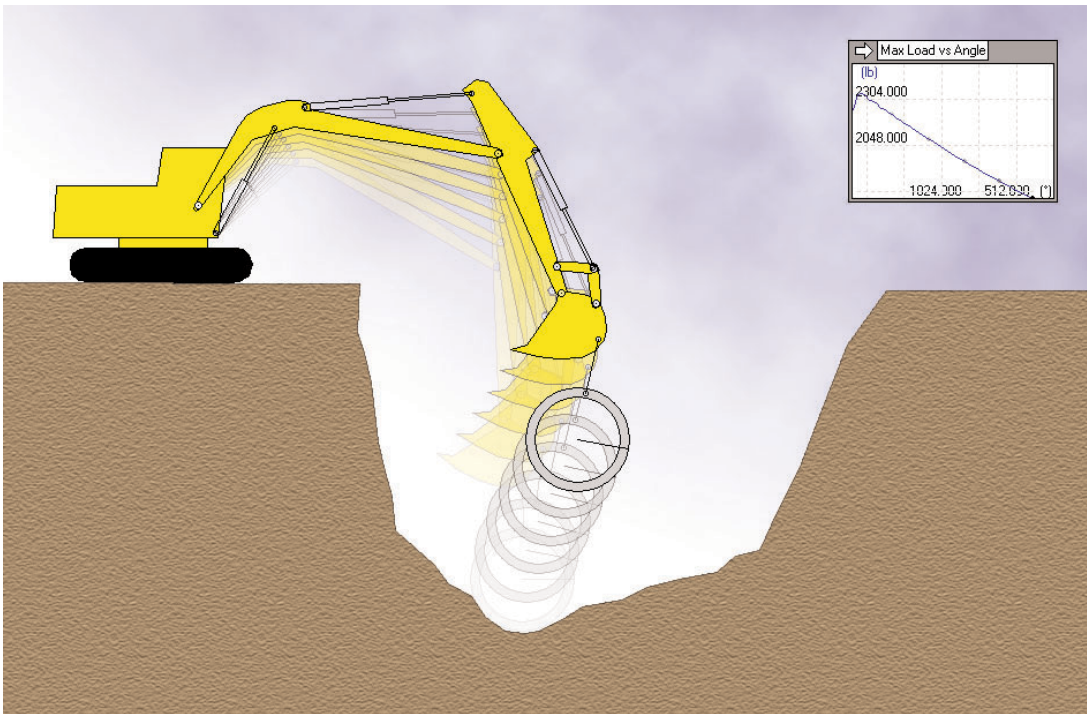
Interactive Physics®

THE WORLDWIDE STANDARD IN PHYSICS SIMULATION SOFTWARE



BOOST YOUR PHYSICS CURRICULUM WITH POWERFUL MOTION SIMULATION TECHNOLOGY

The foundations of scientific discovery are imagination and inquisitive "what if" curiosity. Interactive Physics makes your students active learners and empowers them to:

- Explore their physical world through fast-paced exciting simulation
- Visualize the abstract scientific concepts taught in the classroom
- Test hypotheses and investigate "what if" scenarios
- Learn school-to-career job skills with real-world motion tools

Adopted by more than 12,000 schools worldwide, try Interactive Physics and see why MacUser magazine named it "Best Educational Product" several years running.

EASY AND FUN TO USE! WATCH PHYSICS IN ACTION!

Create new experiments or interact with pre-designed Physics exercises to:

- Measure velocity, acceleration, force, momentum, energy, etc., in metric or English units
- Create ropes, springs, dampers, pulleys, slot joints, linear actuators, and rotational motors
- Hear and measure sound volumes, sound frequencies, and Doppler effects
- Vary air resistance, gravity, or material properties
- Create visually appealing presentations by attaching graphics to objects
- View results as numbers, graphs, and animated vectors

Encourage hands-on, minds-on, and can-do attitude in the classroom.

Interactive Physics®

EASY CURRICULUM INTEGRATION

Interactive Physics allows students to master concepts in a safe environment, without costly lab supplies and time-consuming lab setup. Your physics lectures and lab activities will immediately benefit from Interactive Physics!

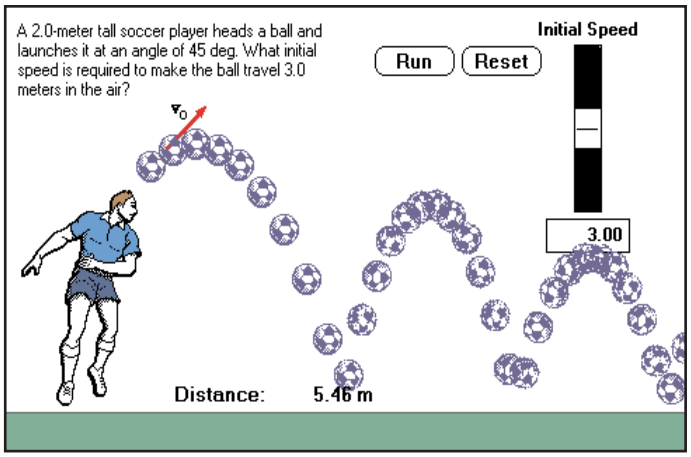
- Select from a wide range of ready-to-run exercises built for your curriculum
- Rapidly customize existing models to meet your specific needs
- Create and share models with teachers and students
- Compare simulation data with theoretical results
- Demonstrate hard-to-explain concepts like Coriolis acceleration
- Show properties of objects that you cannot see in a lab, for example, vectors or the path of a body

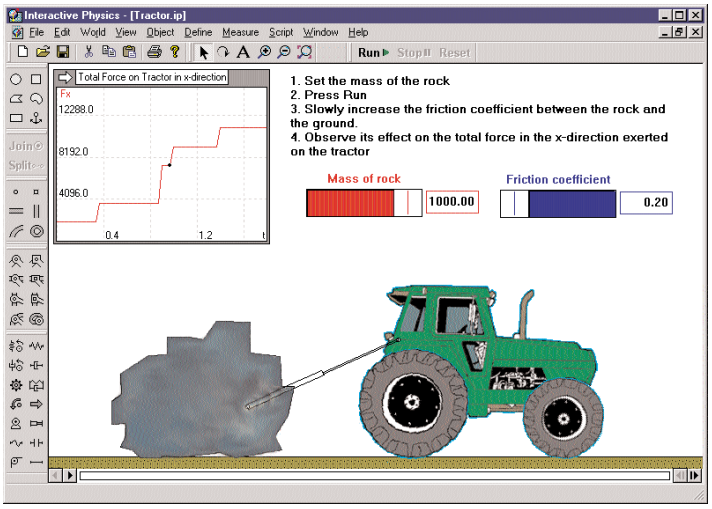
COMPLETE CURRICULUM SUPPORT

- Offers both high school and college level ancillary support, with supplementary exercises, and activities for easy lesson planning and grading
- Widely adopted by major textbooks
- Complements textbook problems
- Excellent in-class demonstrations
- The Interactive Physics Homework Edition allows students to work at home and exchange assignments electronically with teachers and other students

REAL LIFE APPLICATION

MSC.Software also develops Working Model for professional scientists and engineers. Check out www.workingmodel.com and see the same, professional motion simulation technology your students learn with Interactive Physics!





CORRELATED WITH NATIONAL EDUCATION STANDARDS

Your students master science objectives by creating simulations in essential physics topics, including:

1-D motion
2-D motion
Collisions
Conservation Laws
Doppler effects
Electrostatics
Equilibrium
Evaporation
Frequency
Friction
Gears
Gravitation
Kinematics
Kinetic Theory of Gas
Machines
Magnetics
Momentum
Newton's Law
Oscillations
Particle Dynamics
Planar Motion
Projectiles
Pulley Systems
Rockets
Rotational Dynamics
Sound Intensities
Statics
Waves
Trig Functions
Work and Energy

SYSTEM REQUIREMENTS

Windows System

- Pentium PC
- Microsoft Windows NT® 4.0 or Windows 95/98/Me/2000/XP
- 16 MB RAM Minimum
- 60 MB hard disk space
- CD-ROM Drive
- Sound card for sound experiments

MacOS System

- PowerPC-based system
- MacOS System 7.1 or above
- 32 MB of physical RAM
- 60 MB hard disk space
- CD-ROM Drive

Available in English, Dutch, French, German, Greek, Italian, Japanese, Portuguese, Russian, Spanish

www.interactivephysics.com

Help your students make the right moves toward their FUTURE!