

Physical Physics: Enhancing the Learning Experience for Undergraduate Game Development Students

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Abstract : Physical Physics is a physics education methodology for games programmes that integrates physical activity with movement tracking and modelling. It significantly enhances the learning experience and it is effective in illustrating how physics is core in games design and programming, while allowing students to be active participants and take ownership of the learning process. It has been successfully piloted with undergraduate students studying Games Development.

Keywords : activity, enhanced learning, game development, physics

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