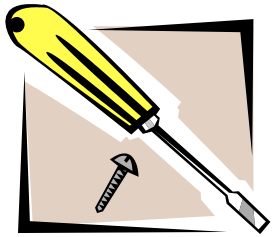
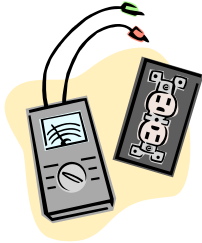


Simulations

User Interface



Typical tools & controls

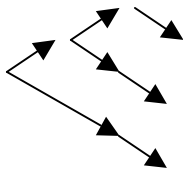


Custom views

Instructional subsystem

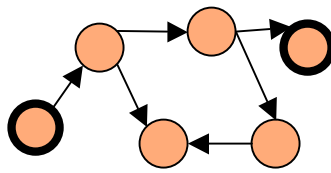
strategies & scenarios

Model



Branching structure

or



State machine

or

time = time + 1
temp = temp * 10%

Numerical model

Questions to consider:

- How do these simulations...
 - Engage?
 - Support trial and error learning?
 - Create context?
 - Take advantage of teachable moments?
- What are the implications for development?
 - ...of this style of simulation
 - ...of the tools used
 - ...of the development process
- How would you build one?