

Workshop: Mathematical modelling of objects in motion

Step 1: Recording a moving object with a camera. Remember to use a tripod!

Step 2: Using the software tracker for generating data from the videos.

Step 3: Using Geogebra for modelling the data. Do the data fit into a mathematical expression?

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Formative aspects:

- For mathematicians: introduction to the Tracker program, revisiting kinematics and types of movement (accelerated, uniform...).
- For physicists: introduction to Geogebra, adjusting data sets to functions, analysing errors and error sources...