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## **Incorporating a Flight Simulator Based Laboratory for Physics of Motion**

*Thursday 15 December 2022 12:00 (15 minutes)*

Traditional physics of motion laboratories involve air tracks/tables. Activities should facilitate understanding of concepts and represent real-world/authentic activities for engagement. Using a physics-based flight-simulator, X-Plane11, students perceived positive learning outcomes with an authentic engaging activity, with a real-world application.

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