

A. *PositionGame* was written by Coey Minear. It was developed in support of the Integrated First-Year Curriculum in Science, Engineering, and Mathematics at Rose-Hulman Institute of Technology. This curriculum project is supported by the National Science Foundation, the General Electric Foundation, and Lilly Endowment, Inc. If you are interested in this or any other application written for the Rose-Hulman Institute of Technology Integrated First Year Curriculum, please contact us at **ifycsem@nextwork.rose-hulman.edu**. The following people are currently serving as professors for the curriculum and would welcome your comments and questions:

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- B. *PositionGame* best fits in the mathematics category.
- C. *PositionGame* is designed to help the user understand the relationship between velocity and position. A velocity curve is displayed and the user is asked to determine the shape of the position curve. The area under the velocity is highlighted to aid in the construction of the position curve. A score is generated based upon the user's accuracy.

- D. *PositionGame* is used as part of the Integrated First Year Curriculum in calculus classes to help students understand the application and concepts of integrals.
- E. *PositionGame* was developed under NeXTSTEP 2.1.
- F. *PositionGame* requires no special installation.
- G. The Documentation folder included with the application is required for online documentation built into the application. If it is removed, the application will still function properly, except for Help.

