## Developing and evaluating animations for teaching quantum mechanics concepts

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HEA UK Physical Sciences seminar, University of Sheffield, 8 February 2011

"I understand the material, I just can't do any of the problems." Second year physics student in tutorial

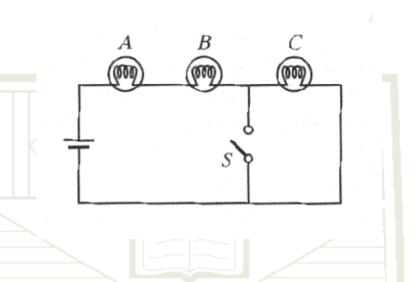
"You cannot become a marathon runner by watching marathons on TV" (Eric Mazur, Physics World, February 2009) *"If a student understands the material, they can take it and apply it to something new and completely different."*Prof Ian Bonnell, St Andrews

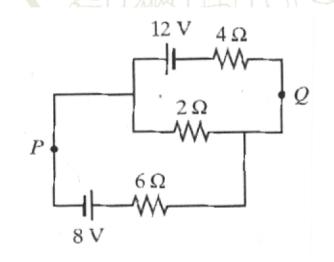
## Outline

- Conceptual understanding
- Misconceptions in Quantum Mechanics
- Usefulness (and limitations) of animations
- Repositories and evaluation of multimedia materials
- The St Andrews QM animations project
- Future plans



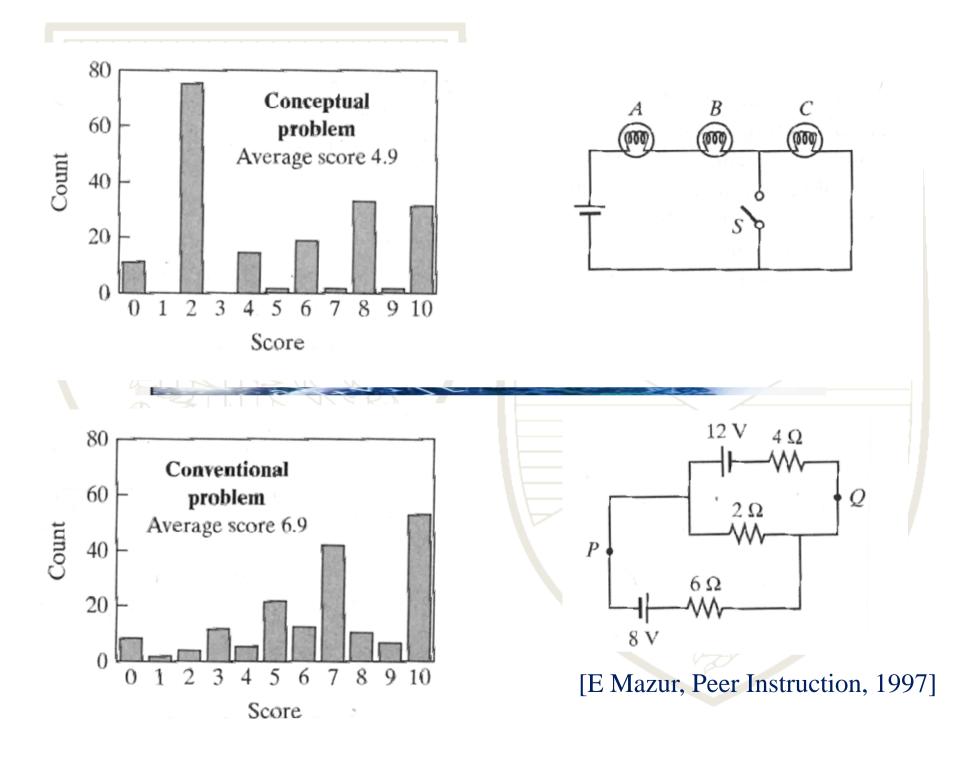
When the switch S is closed, which of the following increase, decrease, or stay the same? intensities of bulbs A and B, intensity of bulb C, current drawn from the battery, voltage drop across bulb A, total power dissipated





Calculate the current in the 2  $\Omega$  resistor and the potential difference between points P and Q.

[E Mazur, Peer Instruction, 1997]

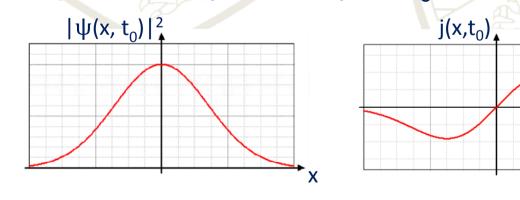


## An example: 1D probability current

1) Calculate the probability current for the wave function  $\psi(x) = Ae^{ikx} + Be^{-ikx}$ 

 $j = \frac{\hbar}{2im} \left( \psi^* \frac{\partial \psi}{\partial x} - \frac{\partial \psi^*}{\partial x} \psi \right)$ 

 Given graphs of the probability density and the probability current at time t<sub>0</sub>, sketch qualitatively the probability density at t<sub>0</sub>+dt.

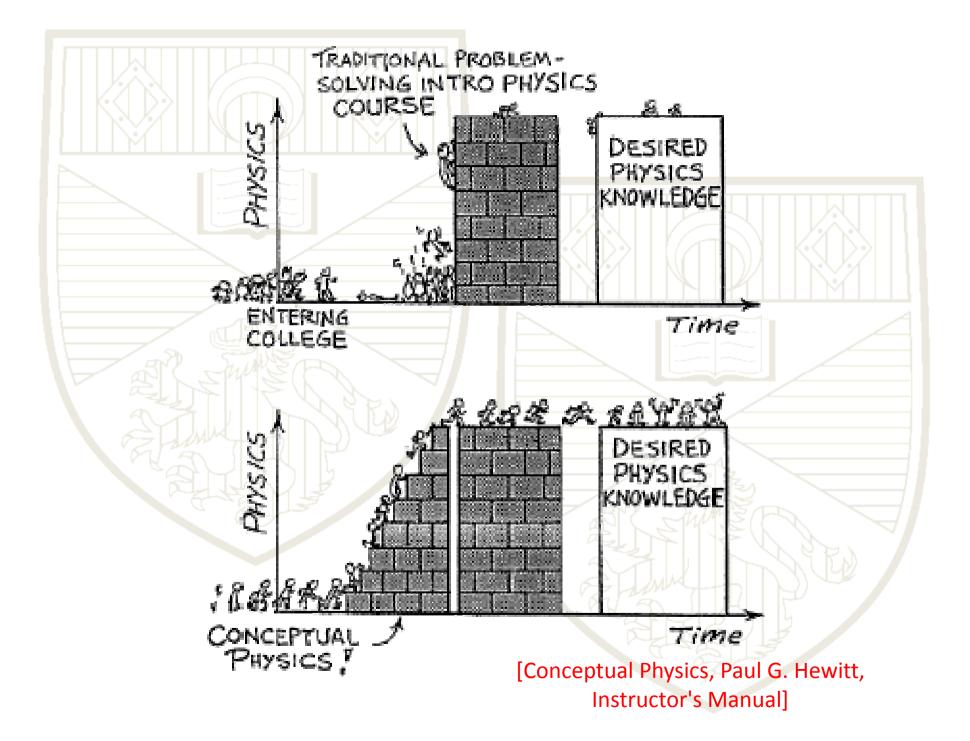




## **Conceptual understanding**

- It is possible for students to do well on conventional problems by memorizing algorithms without understanding of the underlying physics.
  - Conceptual knowledge can improve a student's ability to perform calculations. It is decisive for those problems requiring a transfer of knowledge to new contexts.
     [Carr and McKagan, Am J Phy, 2009, E Mazur, Peer Instruction, 1997, Thacker et al, Am J Phys 1994]





## **Student perceptions**

"I think I can safely say that nobody understands quantum mechanics"

Feynman, 1967, The Character of Physical Law, p.129

- Phenomena often not directly observable
- Introductory topics (eigenenergy problem) often viewed as abstract and far-removed from reality
- Studies of misconceptions and student difficulties have found similarities across diverse populations of students



## Misconceptions in quantum mechanics

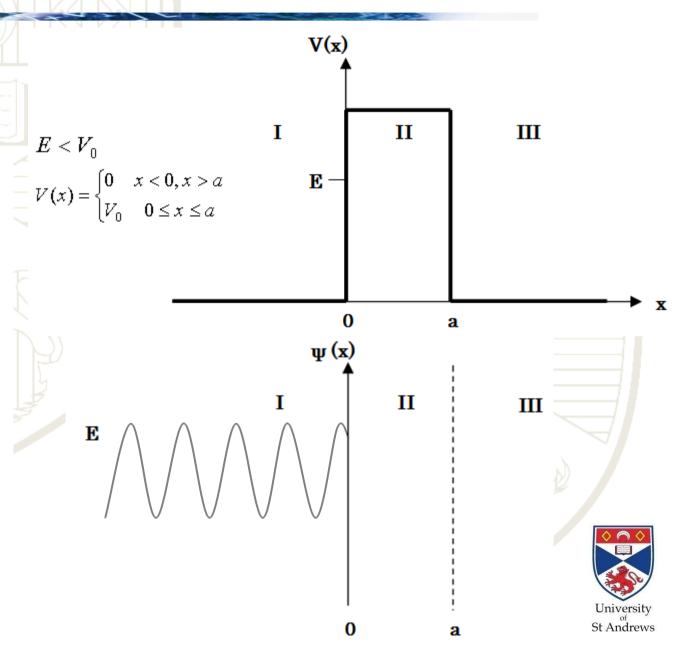
#### Underlying reasons for misconceptions

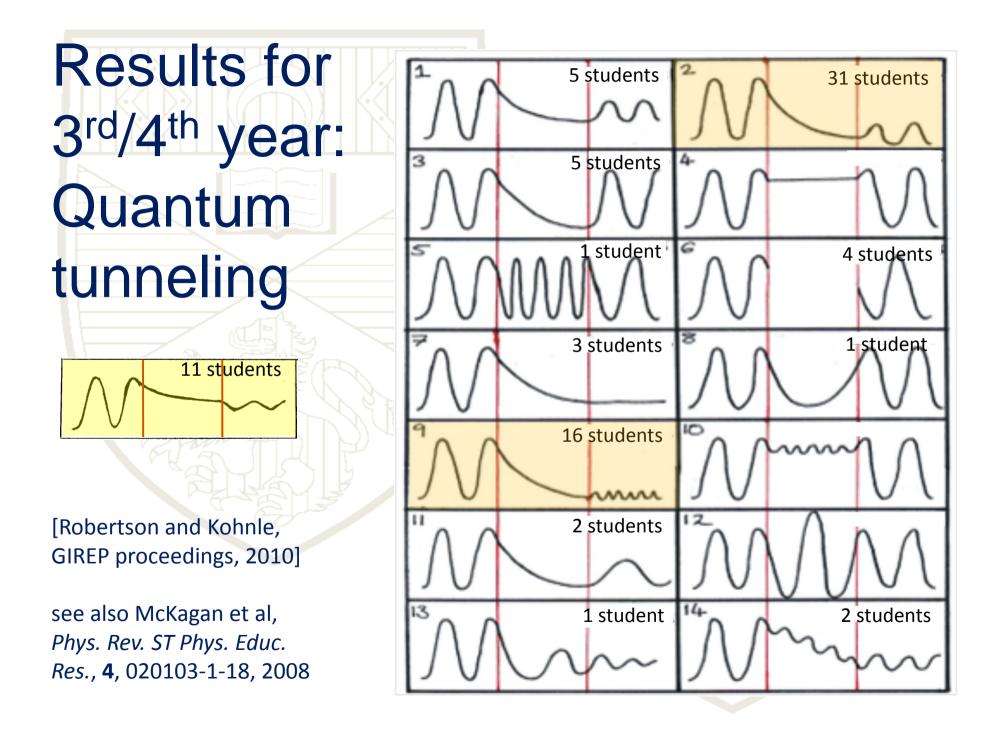
- False analogies with classical systems Wittmann et al., Eur. J. Phys., 26 (6), 939-950, 2005
- Overgeneralization of concepts into an area where they are not directly applicable Singh et al., *Am. J. Phys.*, **76** (3), 277-287, 2008
- Confusion between related concepts Singh et al., Am. J. Phys., 69 (8), 885-895, 2001
- Difficulties with probabilistic interpretations Domert et al., *Eur. J. Phys.*, **26**, 47-59, 2005, Bao et al., *Am. J. Phys.*, **70** (3), 210-217, 2002



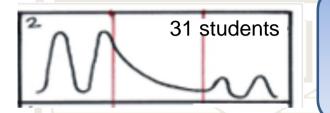
#### Quantum tunneling

Fill in the blanks in the plot of  $\psi(\mathbf{x})$  vs  $=\begin{cases} 0 & x < 0, x > a \\ V_0 & 0 \le x \le a \end{cases}$ x below, sketching the x-axis and the form of the electron's wave function in regions II and III.





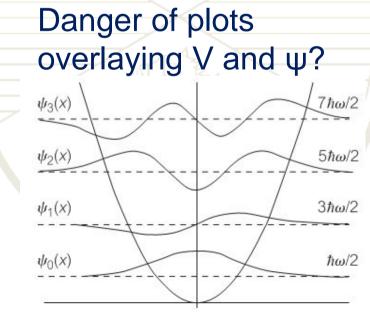
### **Results: Quantum tunneling**



*"It continues on the other side with decreased energy"* 

17% of comments (9% of all students) state that the total energy of an electron decreases when tunneling through the barrier

- Confusion of relations amplitude / probability and wavelength / energy
- False analogy with classical systems (for a classical wave, the energy *does* depend on the amplitude) such as bullets going through a wall.



### Animations versus demonstrations

- Animations can constrain students' focus on the aspects experts believe are most important.
   (Finkelstein et al., Phys Rev ST Phys Ed Res, 1, 010103-1-18, 2005)
- Animations can show what is not visible to the eye.
- Interactivity is vital in making animations an effective learning too. Demonstrations have limited educational benefit compared with animations. (Crouch et al., Am J Phys, 72, 835, 2004)



# Key features of educationally effective animations

- Design that encourages and guides the discovery process (interactivity, scaffolding in terms of parameters that can be changed) (Wieman et al., Am J Phys 76, 393-399, 2008)
- Content avoids cognitive overload, peripheral information which can obscure understanding. Animation should not look boring or intimidating. (Finkelstein et al., *Phys Rev ST Phys Ed Res*, 1, 010103-1-18, 2005)

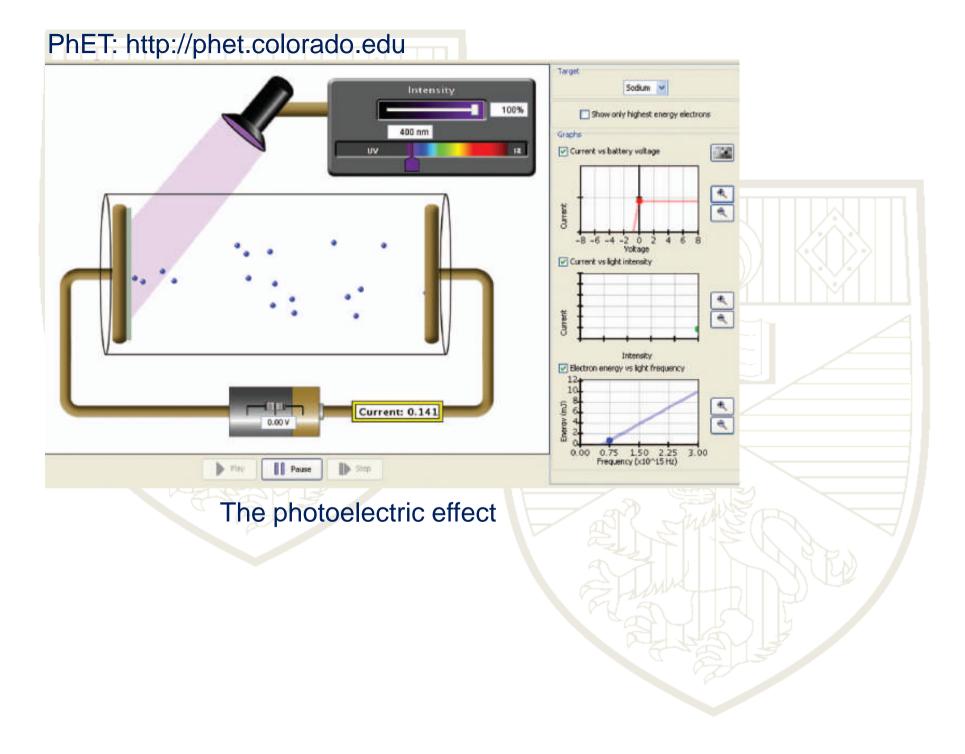


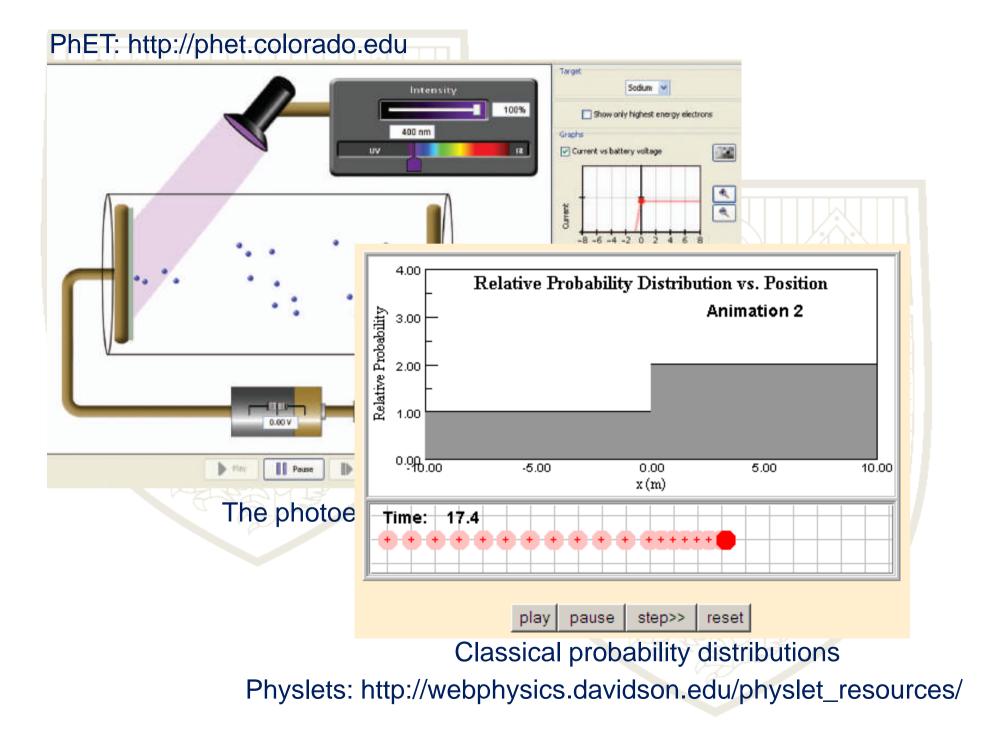
# Key features of educationally effective animations

- Animation enables to directly link multiple representations (physical motion, vectors, graphs, mathematics). This facilitates making connections and enhances understanding
- Effect of students' perceived prior knowledge: The more students believe already know about the topic, the less they engage with the animation. (Adams, et al. J. Interactive Learning Research, 19 (3), 397-419, 2008)

Testing with students is essential!







## Evaluation of multimedia resources MPTL Multimedia in Physics Teaching and Learning

Evaluation criteria:

- Quality of content
- Potential effectiveness for learning
- Ease of use

MPTL > evaluations of MM

Reports and recommendations on available multimedia material

Workshop	Title				
14th Udine 2009	Optics and Waves				
12th Wroclaw 2007	Solid State, Nuclear and Particle Physics				
11th Szeged 2006	Electricity and Magnetism				
10th Berlin 2005	Statistical and Thermal Physics ⊅				
9th Graz 2004	Mechanics				
8th Prague 2003	<u>Optics</u>				
7th Parma 2002	Quantum mechanics Report D Recommendations				

http://www.mptl.eu/evaluations.htm

Evaluation of multimedia resources							
MERLOT Multimedia Educational Resource for Learning and Online Teaching		Search advanced search materials		erials Search members   search other libraries			
Home Communi		Member Directory	My Profile	About Us Become a Member   Log Ir Contribute A Material			
Matching Categories Science and Technology / Physics / Quantum Mechanics	New Search: quantum Quantum Mechanics			Search Advanced Search			
Physics <u>Classical Mechanics (1)</u> <u>Electricity and Magnetism (1)</u> <u>General (2)</u> <u>Modern Physics (15)</u> <u>Optics (1)</u> <u>Oscillations and Waves (5)</u>	Applets for quantum mecha Author: Manuel Joffre This set of applets features mechanics through interaction Type: Simulation Date Added: Mar 14, 1998 Date Modified: Sep 30, 2010	MERLOT	Peer Review (1)				
Quantum Mechanics (33) Material Types <u>Tutorial (5)</u> <u>Collection (2)</u> <u>Animation (2)</u> <u>Simulation (33)</u> <u>Presentation (4)</u> Open Textbook (3)	1-D Quantum Mechanics Applet Author: Paul Falstad This quantum mechanics simulation shows the behavior of a single particle bound states in one dimension Type: Simulation Date Added: Nov 18, 2004 Date Modified: Jul 09, 2009			Peer Review (1)**** Comments (none) Personal Collections (none) Learning Exercises (none)			
Online Course (2) Drill and Practice (4)	1-D Quantum Transitions A Author: Paul Falstad	pplet	htt	p://www.merlot.	org		

HEA PSSC Development Project 2009/10: Enhancement of Student Conceptual Understanding of Quantum Mechanics through the Development of Animated Visualisations ...

> Antje Kohnle, Margaret Douglass, Tom Edwards, Aly Gillies, Chris Hooley, Bruce Sinclair

> > School of Physics and Astronomy University of St Andrews, UK



(Kohnle et al., *Eur J Phys,* 31, 1441-1455, 2010)

## Project aims

- Develop animations to help students build visual representations of quantum mechanics concepts
- Target known misconceptions and student difficulties from the education research literature and our own work
- Make animations and instructor resources
   freely available

27 Animations developed so far



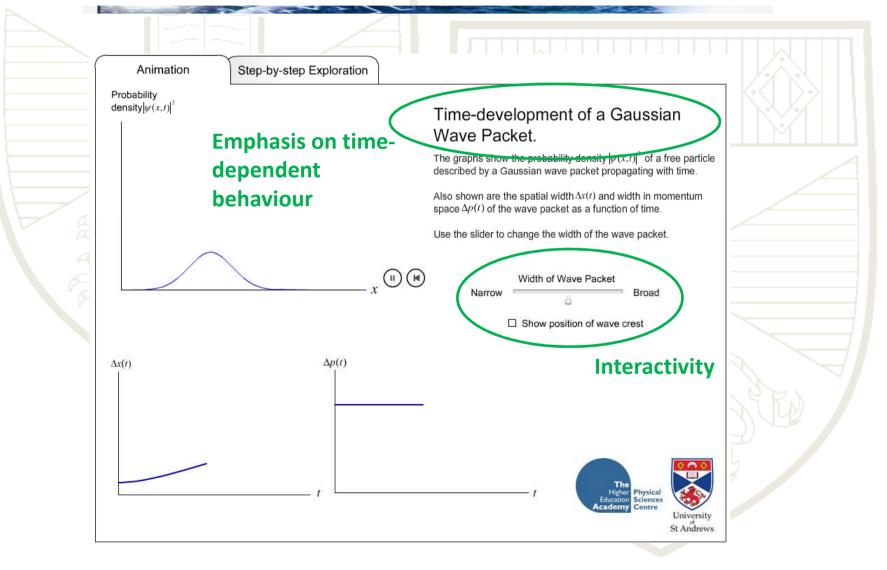
## **Overview of the animations**

 Complementary to existing animations (Physlets, PHET, ...)

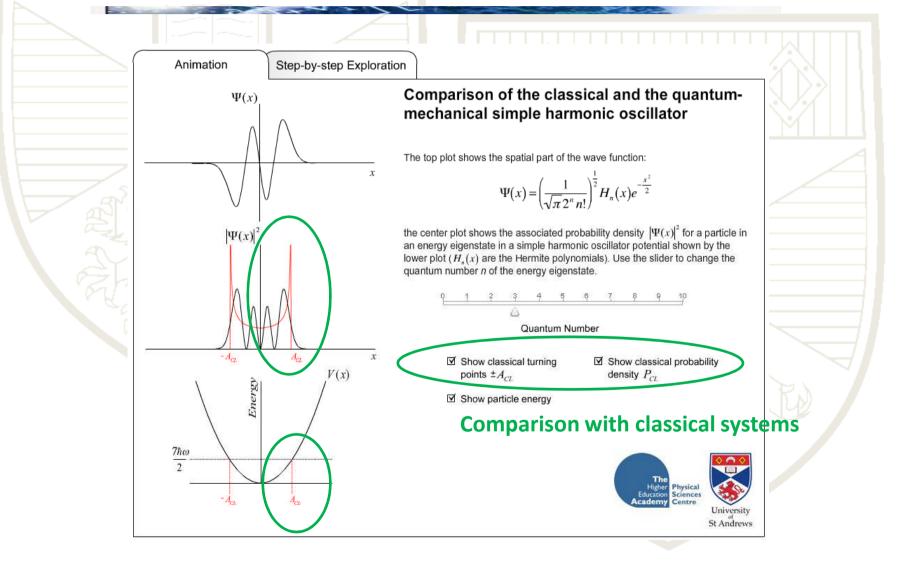
- Developed in Flash, graphics imported from Mathematica → only require Flash Player to run
- Small file size, typ. 80 kB (1D), 2 MB (3D)



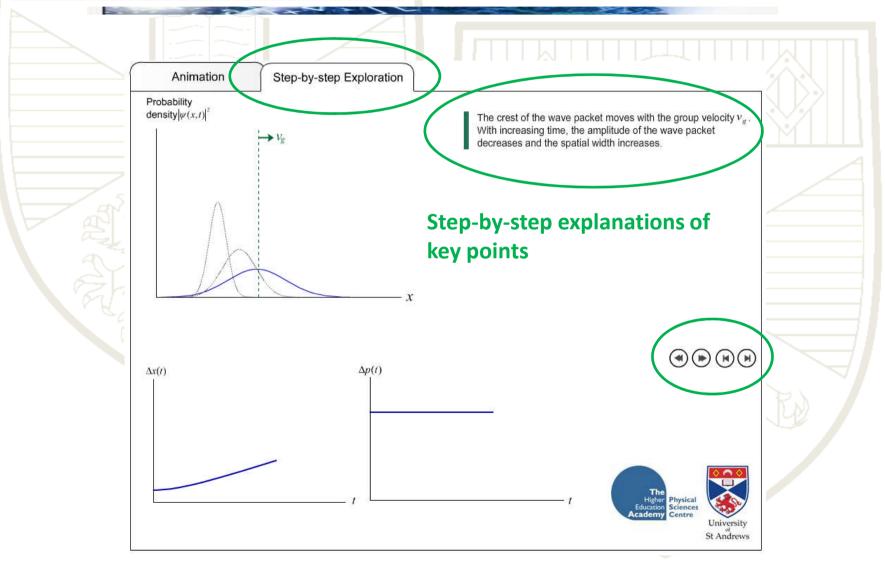
#### Key features that make the animations effective for learning



## Key features that make the animations effective for learning

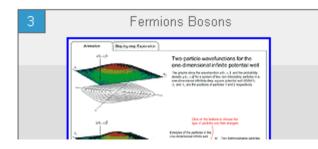


#### Key features that make the animations effective for learning

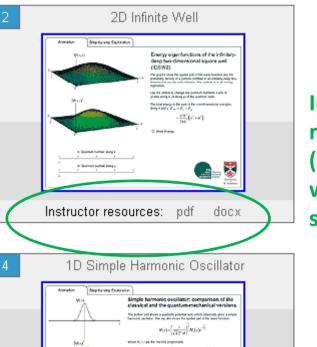


#### Free availability of animations and instructor resources http://www.st-andrews.ac.uk/~qmanim/

1 Gaussian Wave Packet

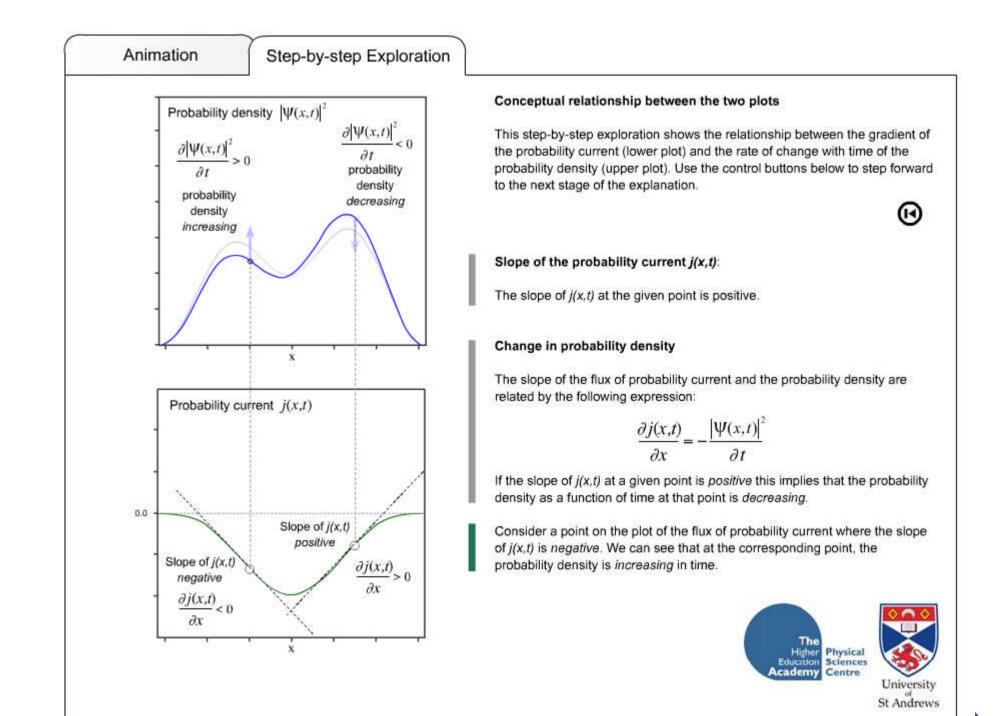


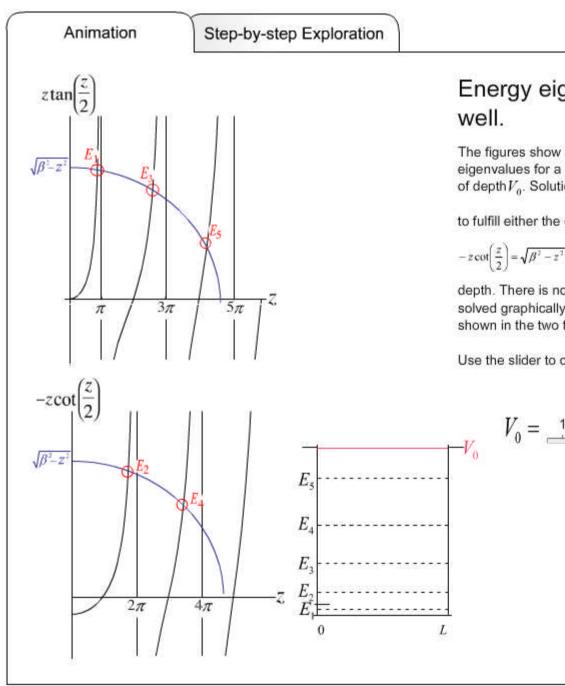
#### Adaptability to a variety of learning goals



Instructor resources (worksheets with full solutions)







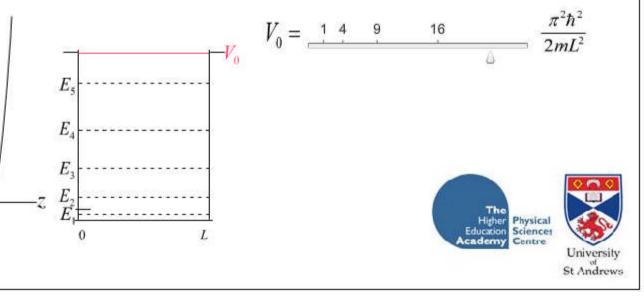
#### Energy eigenstates in the finite square well.

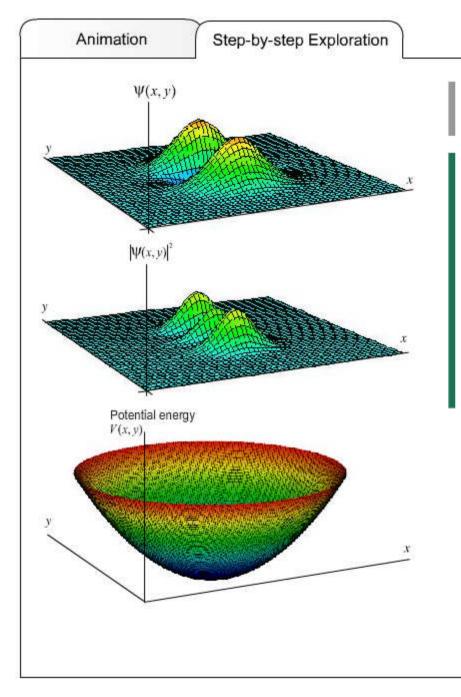
The figures show a graphical method for determining the energy eigenvalues for a particle of mass m in a one-dimensional finite well of depth  $V_{a}$ . Solutions for bound states in the finite square well need

to fulfill either the equation  $z \tan\left(\frac{z}{2}\right) = \sqrt{\beta^2 - z^2}$  or the equation  $-z \cot\left(\frac{z}{2}\right) = \sqrt{\beta^2 - z^2}$ , where  $\beta^2 = \frac{2mV_0L^2}{\hbar^2}$  is proportional to the well

depth. There is no solution in closed form, but the equations can be solved graphically as the intersection points of the curves. This is shown in the two figures on the left.

Use the slider to change the depth of the well.





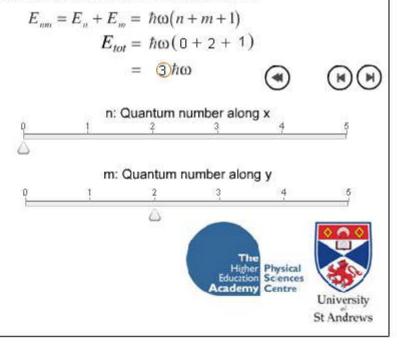
The total wave function is the *product* of the one-dimensional wave functions along x and y:  $\Psi_{nm}(x, y) = \Psi_n(x) \Psi_m(y)$ . The quantum numbers *n* and *m* can be varied independently.

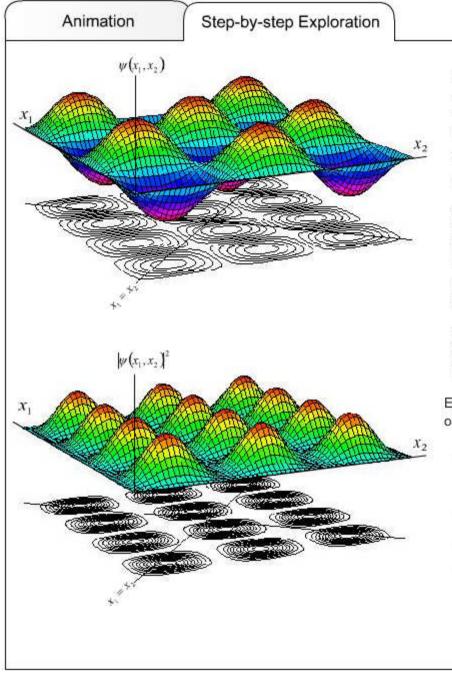
The total energy is the sum of the one-dimensional energies along x and y:

$$E_{nm} = E_n + E_m = \hbar\omega \left(n + \frac{1}{2}\right) + \hbar\omega \left(m + \frac{1}{2}\right) = \hbar\omega (n + m + 1)$$

where  $\omega$  is angular frequency which depends on the strength of the potential and the mass of the particle. Different combinations of the quantum numbers *n* and *m* can have the same energy: such states are said to be *degenerate*.

Check the "Show Energy" box below to show the energy as you change the quantum numbers using the sliders.





If the particles are indistinguishable, the probability density under exchange of the particles must remain the same. Therefore the wave function under particle exchange must remain unchanged excepting a possible factor of -1.

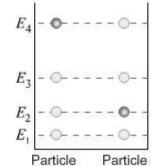
For fermions (half-integer spin particles), the total wave function is antisymmetric, i.e.,  $\psi(x_1, x_2) = \frac{1}{\sqrt{2}} \left( \phi_1(x_1) \ \phi_2(x_2) - \phi_1(x_2) \ \phi_2(x_1) \right)$ , where  $\phi_i$ 

is the wave function of the single-particle state *i*. In particular, two fermions cannot be in the same quantum state - the wave function is equal to zero. If the two single-particle states are different, the antisymmetry requirement leads to a suppression of probability for the two particles to be in the same place compared with two distinguishable particles.

This can be seen in the reduction of the probability density along the line  $x_1 = x_2$  for fermions compared with distinguishable particles.

Energies of the particles in the one-dimensional infinite well

2



1

Two distinguishable particles

- Two indistinguishable fermions (with parallel spins)
- Two indistinguishable spinless bosons



#### Topics of the animations

Bound states in 1D potentials

1D scattering

- Time dependent phenomena
- Measurement
- 2D potentials
- Perturbation theory
- Spin and angular momentum
- Multiparticle wavefunctions

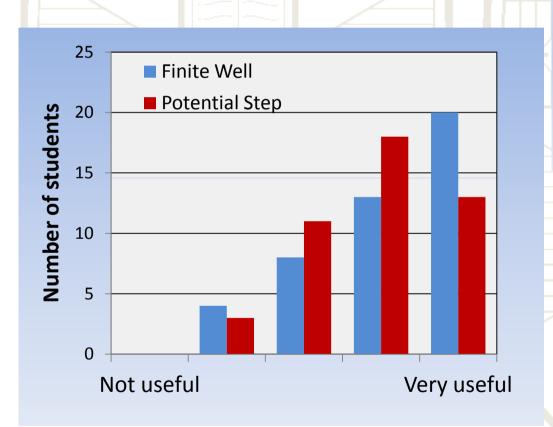


### Evaluating educational effectiveness

- Use of animations in lectures and tutorials in a level 3 course, use of two animations (Finite Well, Potential Step) in a workshop in level 2.
- Questionnaires on student use of and attitudes towards the animations
- Diagnostic survey, administered to level 2 (pre- and post-instruction) and level 3 students.



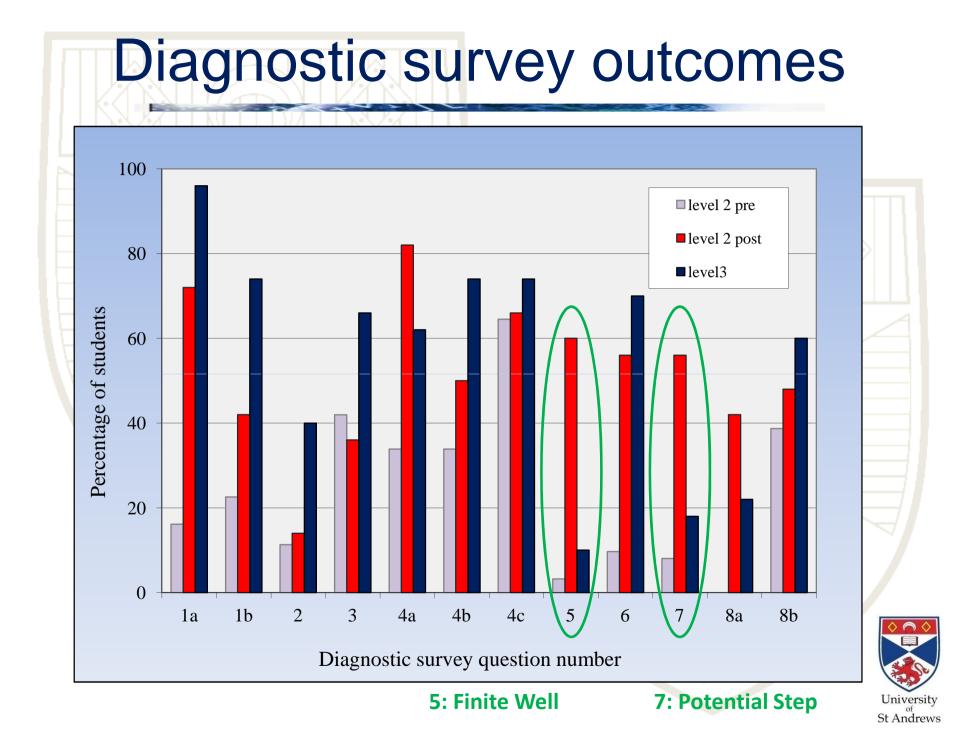
#### Level 2 questionnaire outcomes

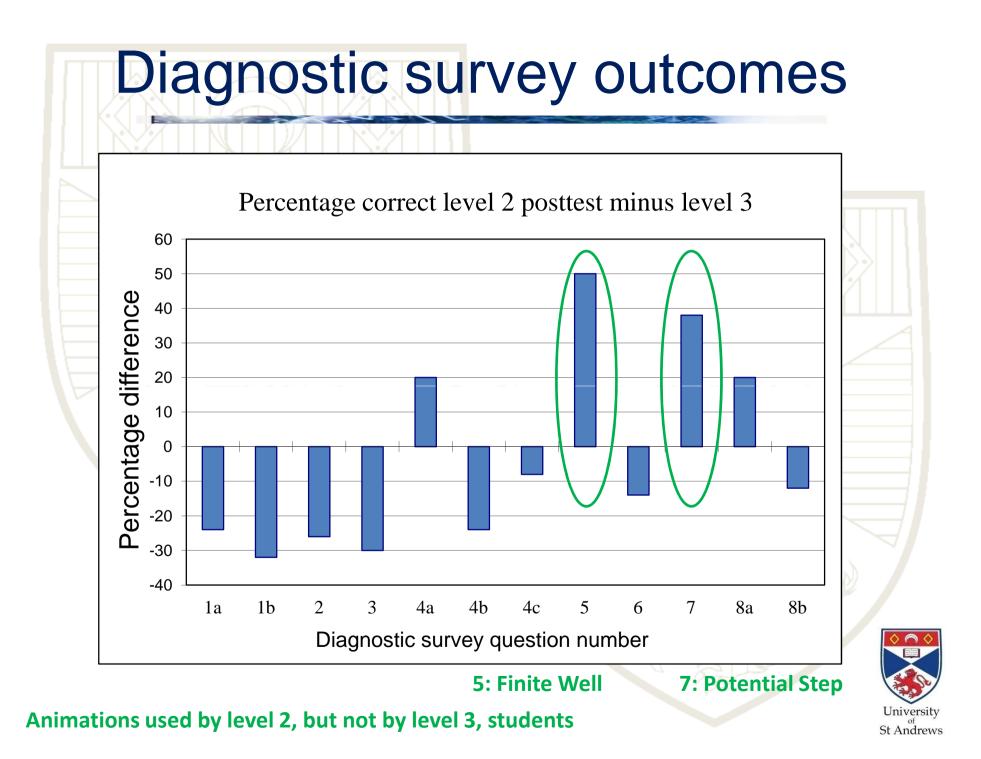


"They were incredibly useful. It's good to get "hands on" with what sometimes feels like a "hands off" topic."

"I was especially confused in visualizing solutions for the FDSW1 [1D finite-depth square well], but animations of the graphs really helped me understand the concepts"







#### Future plans

- Extend range of topics and levels covered by the animations (3D scattering, quantum information, classical probability densities, ...)
- Study in depth how students interact with the animations, with the aim to optimizing content and interface.
- Extend animation website functionality.
- Build up a community of users; user input.



#### The Higher Education Academy

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