About PhysMo:

PhysMo is an open-source *(free!)* video motion analysis program, primarily designed as a learning tool for teachers and students of high school physics.

PhysMo *interactively* demonstrates the fundamental principles of motion by assisting students to perform frame-by-frame motion analysis of video. PhysMo is easily calibrated to real-world distances, enabling *object displacement against time* (m/sec) to be exported into Microsoft Excel ® .

Supporting a wide array of video file formats, students can analyze videos taken on mobile-phone cameras to high-tech video cameras. Notations can be made in the analysis and exported back to a video format of their choice or still-frames which can be included in assignments.

PhysMo utilizes the latest in 'Open-source Technology' to bring a smooth, end-user experience. Here is a list of projects which PhysMo is built upon:

License:

PhysMo is released under the **GNU General Public License version 3.0**

You can **read the license here** to familiarize yourself with its details. In general this means you are free to do as you please with PhysMo and the original source-code, so long as any derivative works are released under the same license.

System Requirements:

Windows XP or greater
Java 1.6 minimum
VLC Media Player 1.2 minimum
512Mb Graphics Card recommended

Macintosh OS X
Java 1.6 minimum
VLC Media Player 1.2 minimum

Linux 2.6.38-8-generic or greater
Java 1.6 minimum
VLC Media Player 1.2 minimum

About the author:

Dr. Jason Barraclough is a medical doctor with an avid interest in computer programming which he performs in his spare time. He enjoys fishing, photography, and cross-country skiing, and finds writing about himself in 3rd person rather strange.

Feel free to send me an email with suggestions for improvement or even just to say how you are using PhysMo. It always surprises me how many different uses for PhysMo appear that were different from what I originally intended.

Cheers, and long live free software!