



Algoryx Simulation releases Algodoo, novel and entertaining physics education software

PRESS RELEASE, <http://www.algodoo.com/>

Umeå, Sweden, September 3, 2009

Algoryx Simulation AB, a global provider of software and leading technologies for interactive physics simulation, today released its innovative software application, Algodoo. Algodoo is a one of a kind program, combining science education with entertainment. Algodoo is available for Mac, Windows and Linux platforms, and is also optimized for the Intel-powered convertible classmate PC.

Algodoo is a 2D-simulation environment for creating interactive scenes in a playful, cartoony manner, making use of the physics that we use to explain our real world. Algodoo is designed to encourage young people's own creativity, ability and motivation to construct knowledge. Algodoo combines art and science in a novel way making it as educational as it is entertaining. Algodoo applies a constructionist learning paradigm - learning by designing, constructing and exploring physical systems. Young kids can use Algodoo for drawing and the physics make their drawings come to life. From this they can learn fundamental things about physics such as motion, forces, mass and density. Older kids can construct virtual experiments that illustrate the fundamental laws of physics such as conservation of energy and momentum. They can also build advanced and innovative machines or create an animation to tell a story.

Simulations are created using simple drawing tools and the user can interact with the simulation by click, drag, tilt and shake. Color traces, force and velocity vectors can be used to enhance visualization. Algodoo comes with models for rigid bodies, fluids, chains, gears, gravity, contacts, friction, restitution, springs, hinges, lock, motors, laser rays and optics, and utilizes novel simulation technologies and high performance numerical methods developed in the professional simulation products of Algoryx Simulation and based on academic research at Umeå university.

Algodoo is derived from Algoryx' precursor product Phun, which was made freely available for non-commercial use during the beta testing period. Phun has been a tremendous success and has generated nearly 1.5 million downloads, and more than 10.000 user provided scenes, and thousands of entertaining video clips on YouTube. Among its users are kids, students, animators, teachers and science centers. The concept is off-spring from research at Umeå University, where Emil Ernerfeldt developed the first version in his MSc project at the Department of Computing Science, supervised by Kenneth Bodin at the High Performance Computing Center North. "I wanted to create an application that brings out the creativity in people, and where anyone can implement their ideas quickly and easily," says Emil Ernerfeldt, now lead programmer of Phun and Algodoo at Algoryx.

While running on most Mac, Windows and Linux based systems, Algodoo is also optimized for the Intel-powered convertible classmate PC. "We are excited to see Algoryx utilizing hardware features of the Intel-powered convertible classmate PC design, such as the camera, touch screen and accelerometer, to make learning physics fun. Intel works with Algoryx through the Intel® Learning Series, an initiative that supports developers in designing education specific applications for the Intel-powered classmate PC. Algodoo is a great example of how members of the Intel Learning Series alliance can develop engaging and rewarding education experience for students using the Intel-powered classmate PC," says Eugene Hsu, Director of Ecosystem Enabling, Emerging Market Product Group at Intel.

Algodoo is available for online purchase at <http://www.algodoo.com/>

For reviews and evaluation licenses, and for quotations for volume educational use, please contact: support@algodoo.com

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For additional information on the Intel-powered classmate PC, please visit:
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