

Economics the Interactive Experience

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Students have different learning preferences, and in every field of study shifting the mediums of teaching can be beneficial to all students. These mediums promote deeper understanding and superior recall. Economics the Interactive Experience serves to fill the medium of interactive visual models for beginner Economics students. The program consists of three major theoretical topics and corresponding models that are essential to introductory economics, The Production Possibilities Frontier, the Circular Flow Diagram, and Supply and Demand modules. Each contain an interactive version of the model. The program was created using Adobe Animate and ActionScript 3.0 and has been used to great success in Irvington Middle and High School in New York.