

Some participants stayed online for an hour after the meeting, and continued to discuss with each other. Some interesting examples were mentioned, which are listed here :

<https://www.nand2tetris.org/>

A course that has an excellent interactive component: a Verilog-like simplified environment to describe students' components and simulate bigger systems built from those gates.

https://mitpress.mit.edu/sites/default/files/titles/content/sicm_edition_2/book.html

A book originally also backed up with Scheme language environment that implements core Classical Mechanics formalism and allowed readers to simulate described examples - or their own. Ports of this environment can still be found on e.g. GitHub.

From an active self-learner point of view those are real gems: interactive environments that one could explore and extend according first - to the guidelines in the course materials, and later - on her own. From the teacher's point of view I guess it is a hard task to produce one, spanning over years of regular teaching. But if done, it can have a great impact as in the first example.

<https://www.youtube.com/watch?v=GEmuEWjHr5c>