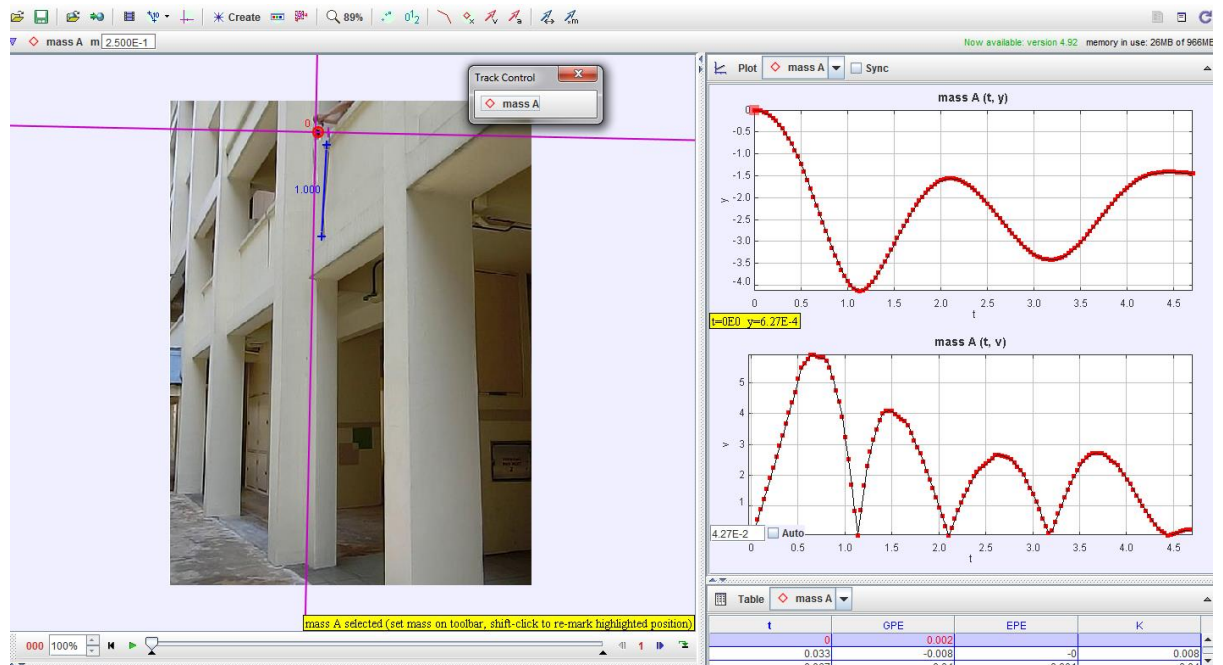


## Using TRACKER to Analyse a Video to investigate Bungee Jump


### Part A – Determine point A and point B

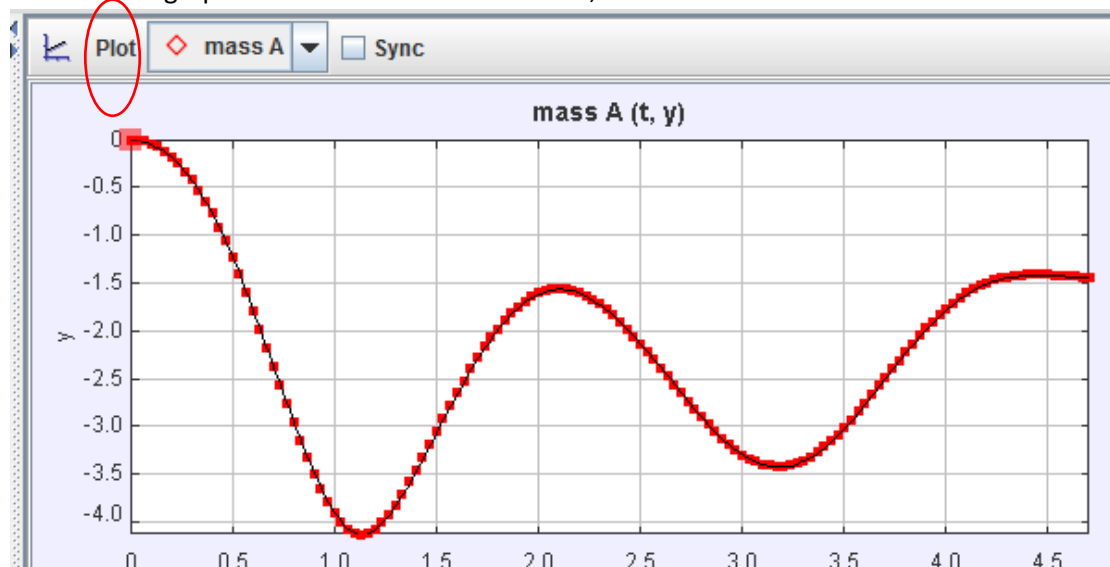
1. Double-click the TRACKER file provided by your teacher.
2. After launching TRACKER, you will see the screen below.



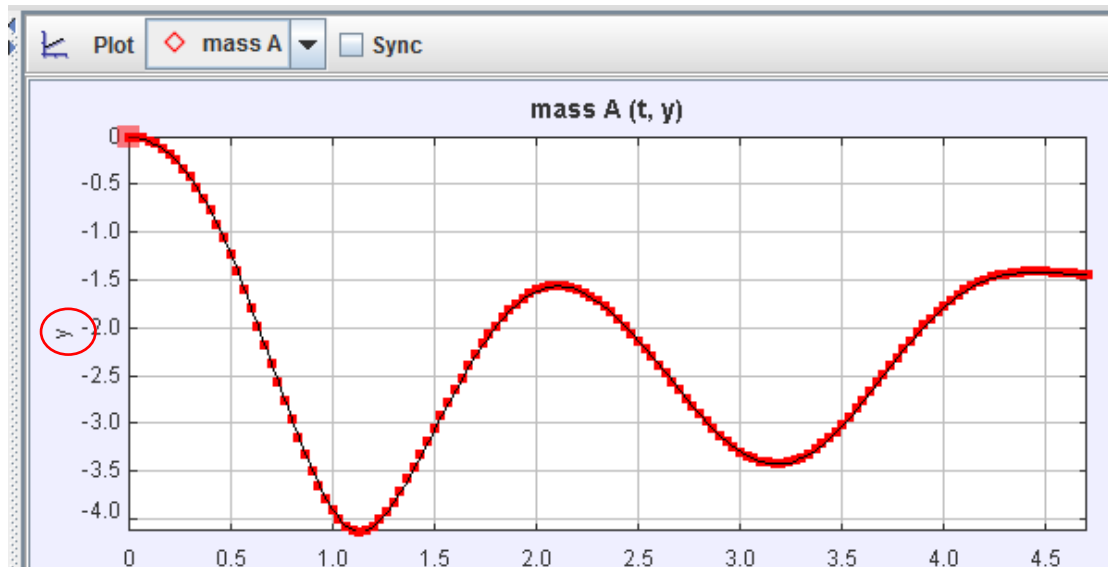
3. The default graph on the right is the displacement-time graph and speed-time graph of **mass A** as seen above. Mass A is the mass of 'bungee jump'.

### Playing with the TRACKER feature

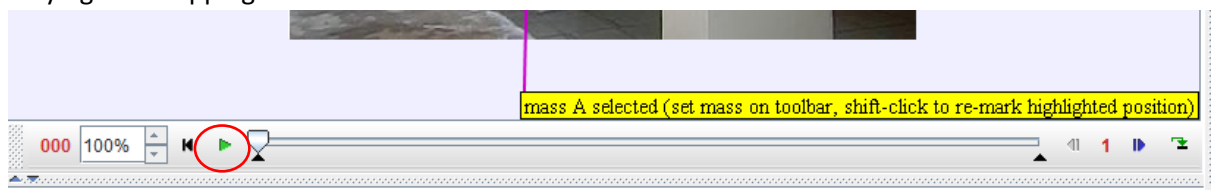
4. To see more graphs: click on the 'Plot' icon , choose '2' or '3'.



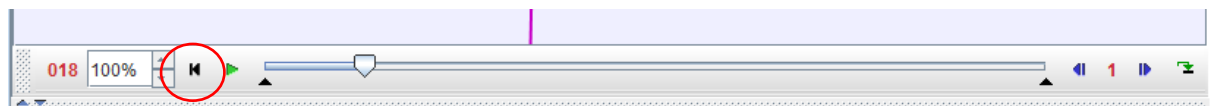
5. Click on the vertical axis label to change to the physical quantity you want the graph to be displayed.



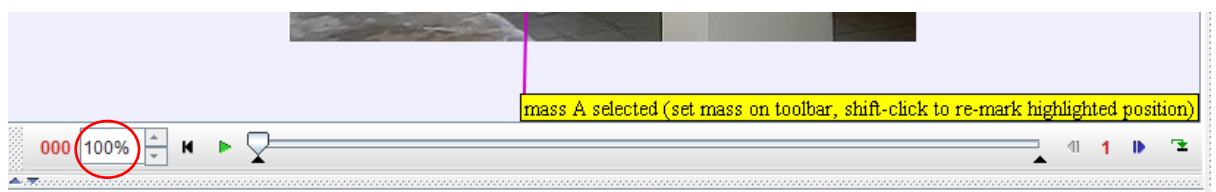
6. Playing and stopping the video.



7. Rewind the video.



8. Slow motion. Key in the percentage value to control the slow-mo effect.



9. Step through the video frame by frame. At stop play mode, click the forward and reverse buttons.

