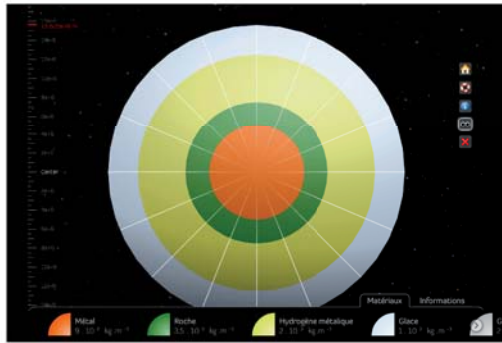


Planetus, an interactive planet-generator



Planetus allows users to familiarize themselves with the planets of the solar system and to better understand their chemical composition.

Planetus is used at the Université Lyon 1 for first year Life and Earth sciences courses, and is available on the UNISCIEL website, a digital thematic university,

Three modes of play are available :

- > In practice mode, the player builds their own planet from layers of materials present in the solar system and assesses the impact of these choices on the physical properties of the virtual body.
- > In the problem solving mode, the player must create a (simplified) internal planetary structure to match specific physical data. Scores are awarded for speed, and can be stored and compared with other players.
- > In challenge mode, several players face off to construct virtual planets, the physical data of which is given to their opponents who race to re-create the correct balance of materials.



Thus, Planetus challenges students to reflect on how planetologists use certain physical measurements to determine the structure of a solar system.



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