

Teacher Creates Virtual Science Lab in Fortnite

Award-winning educator uses Fortnite to bring interactive physics experiments to students worldwide

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A physics teacher has taken science education to a whole new level by transforming one of the world's most popular video games into an interactive learning environment.

Andrew Vanden Heuvel, an award-winning educator known for his innovative use of technology in the

classroom, has developed the Fortnite Physics Playground — a virtual laboratory within Fortnite where students can explore physics in a fun, engaging way.



A player tests the limits of physics in Andrew Vanden Heuvel's Fortnite Physics Playground.

“

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Andrew Vanden Heuvel

Using the Fortnite Creative game mode and the Unreal Editor for Fortnite (UEFN), Vanden Heuvel has created a series of virtual experiments that allow students to explore fundamental physics concepts like speed, acceleration, terminal velocity, and projectile motion. Players can design experiments, collect real-time data, and graph results, all within playable Fortnite islands.

“The idea is to meet students where they are,” said Vanden Heuvel. “Fortnite is a game that many kids are already playing, so why not use it as a platform to teach them science? By combining play with experimentation, students

can learn physics concepts in a way that feels intuitive and exciting.”

The Fortnite Physics Playground features several pre-built islands, each dedicated to a different physics experiment. Students can, for example, recreate Galileo's famous Tower of Pisa experiment to explore free-fall acceleration or measure the velocity of a projectile launched from a makeshift cannon. These experiments are designed not only to teach key concepts but also to spark curiosity and give students the freedom to design their own investigations.

Vanden Heuvel's work is supported by a grant from Epic Games, part of a broader initiative to leverage gaming for education. The project aims to bridge the gap between gaming culture and STEM learning, helping students see real-world science in the game environments they already know and love.



Andrew Vanden Heuvel at his office where he creates immersive STEM learning experiences.

“By using Fortnite as a laboratory, we’re showing students that science isn’t just something that happens in a classroom or a textbook,” said Vanden Heuvel. “It’s something they can explore and play with every day.”

The Fortnite Physics Playground is available now for students and educators worldwide. Vanden Heuvel hopes that this project will not only foster a deeper understanding of physics but also inspire a new generation of scientists and game developers.

For more information about the Fortnite Physics Playground, visit <https://www.andrewvh.com/fortnite-physics>.

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