

Maxwell's Equations in a Plastic Cup

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Motivation:

Physics in Entertainment and The Arts Lab

- Design Constraints
 - Core course for non-science majors
 - 500 non-science students per year
 - Explore the physics of everyday objects
 - a few basic ideas
 - minimal technical equipment
 - Focuses on:
 - sound and light waves
 - how waves shape music and the visual arts
 - Reports easy for students to use and for TAs to grade
- Examples of lab activities
 - Frequencies and standing waves
 - Frequency content of musical instruments and its influence on sound perception
 - **Maxwell's equations and making a speaker out of a plastic cup and wire**
 - Frequency content of light sources and its influence on color perception

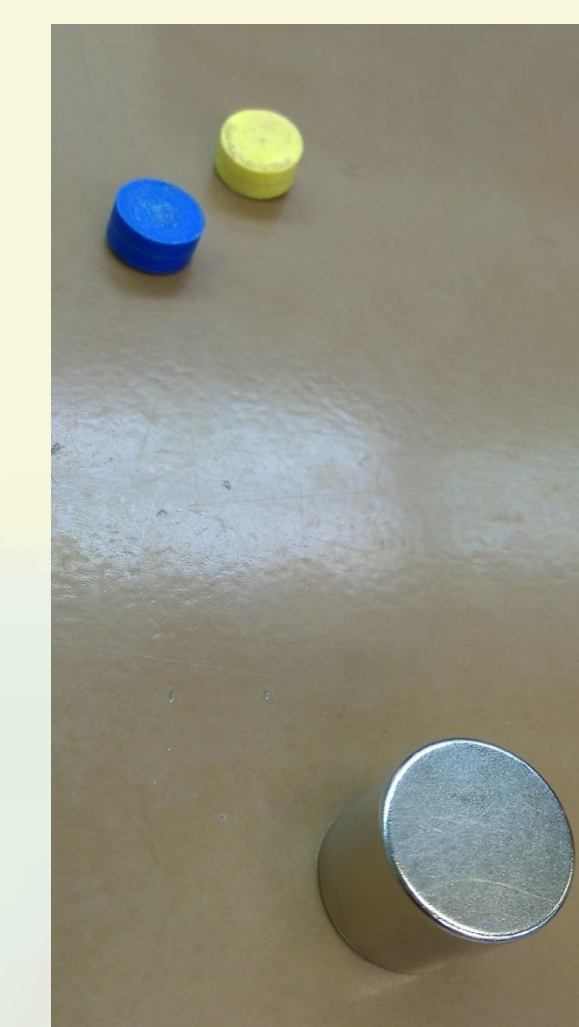
Playing with Magnets: the magnetic field

- Use small magnets to observe basic properties of magnetic fields

Sample observation (choose one):

How close can you approach the magnets before you can feel a force between them?

- Of course we didn't feel anything until the magnets actually touched.
- We started feeling something when they were about a finger's width away from each other.
- We started feeling something when they were about a hands' length away.
- We started feeling something when the magnets were about an arm's length away.

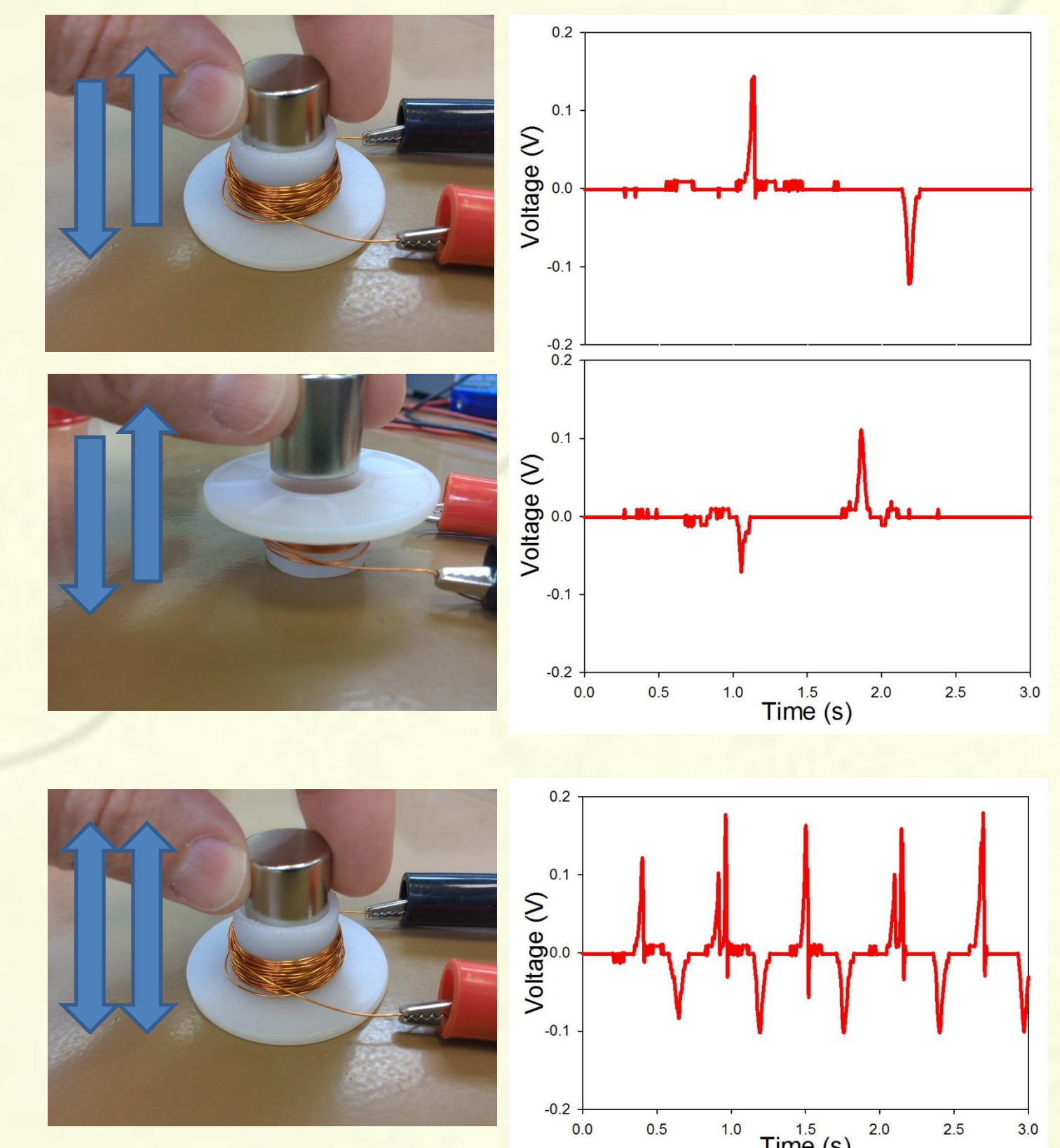


Magnets to play with (colored, top) and 1 magnet not to play with (silvery, bottom). Be careful!: will pinch fingers and erase credit cards).

A Primitive Microphone: changing magnetic field makes electric signal

- Make a coil of wire, connect to voltage sensor & move magnet...

- In and out of the coil
- In and out of inverted coil
- In and out of coil repeatedly



An Electric Current Gives Magnetic Force

- Put a magnet into the center of the coil and observe the magnet's response



Sample Observations:

| Current Pattern | Voltage | Frequency | Describe push or pull on magnet | Describe any sound heard |
|-----------------|-----------|-----------|---------------------------------|--------------------------|
| DC (constant) | 0 Volts | 0 Hz | | |
| DC (constant) | ½ maximum | 0 Hz | | |
| DC (constant) | Maximum | 0 Hz | | |
| AC (sine) | Maximum | 1 Hz | | |
| AC (sine) | Maximum | 10 Hz | | |
| AC (sine) | Maximum | 200 Hz | | |

Making and Testing a Loudspeaker

- Hot glue the coil to the cup: use lots of hot glue!
- Apply 200 Hz sine wave
- Hold the magnet up to the coil (at right).

Sample Observation: What do you hear?

- Connect to a sound source, YouTube or an mp3 player, and play a song you know.

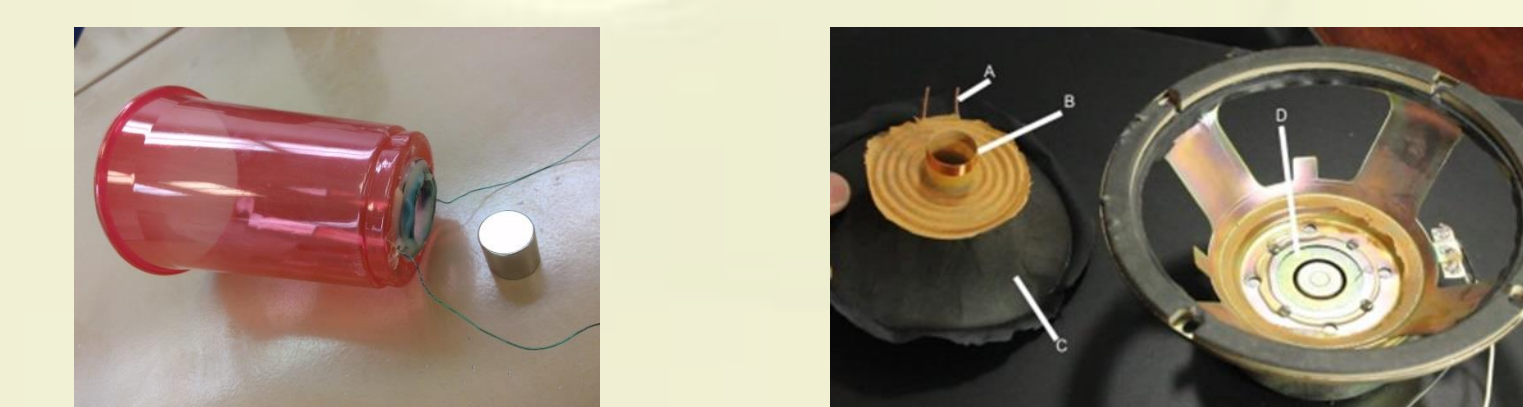
Sample Observation: Were you able to recognize the piece of music? How would you characterize this speaker...for the price?

- Try at least two things to try to make the speaker sound better. Some possibilities:
 - Cut down the cup to make it shorter.
 - Place the cup magnet-down on the table.
 - Place the cup top-down on the table
 - Add more hot glue if the coil is loose



Speaker attached to the computer sound output.

Comparing Your Speaker to a Commercial One



Sample Observation: What letter on the diagram corresponds to the coil?

[Click here to enter text.](#)

Sample Observation: What letter on the diagram corresponds to the magnet?

[Click here to enter text.](#)

Results/Observations

Physics can be interesting and approachable

- Students, TAs, faculty were all struck by:
 - seeing the jumping magnets/coils
 - hearing and feeling the speaker work
- Need to assess but students seem to get basic concepts
- Our favorite student quote: "Heavy metal out of a plastic cup is (amazing)!"



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