

1. A guide to choosing appropriate sorting algorithms
2. An Analysis of the dependencies that determine player positioning in the sport of Badminton.
3. Modelling Nitrogen within a sub sea diver's body tissues for diver safety and training
4. Solar System Model based on Newton's laws of motion
5. Packet Switching Computer Networks : An educational perspective
6. Mexican gulf oil spill prototype
7. Maze game
8. Flight Schedule
9. A Model of Snake Using Empirical Modeling
10. Empirical Modelling - a new approach to teaching mathematics through problem solving
11. A Asteroid Impact Detection Tool based on a graphically interactive model.
12. Empirical Modelling: A Model of Traffic Simulating to Aid Traffic Signal Control
13. iCar Park
14. Removing barriers to learn Empirical Modelling
15. Learning Mathematical Derivative
16. Road Model With A Zebra Crossing and A Bus Stop
17. A Golf Simulation
18. Chess game
19. Cloud Computing in the Empirical Perspective
20. Simulation on Influence of physics on figure skating actions
21. Modelling of a Front-engine, Rear-wheel Drive Automobile Drivetrain
22. An EM approach to model railway traffic system
23. Lift Simulation using Empirical Modelling
24. empirical modelling with Python
25. Conventional Data structures and algorithms in Eden
26. Viability of Modelling Real World Objects for Educational and Historical Purposes
27. Uses of Empirical Modelling in a dart simulation
28. Bowling a cricket ball: an empirical modelling simulation
29. AN EMPIRICAL APPROACH TO PENTE
30. Understanding The Effects of Spin In Table Tennis Through Empirical Modelling
31. A simple Diving simulation
32. The Offside Rule: an Empirical Approach
33. Objects Collision Model for Physics Teaching And Learning
34. Empirical Modelling in Educational game: Paper fighter
35. Visualising User Models for Keystroke Dynamics using Empirical Modelling (application area- Artificial Intelligence)
36. The Implications of Constructing Classroom Experiments in an Empirical Modelling Environment
37. Digital Circuit Elements
38. Using Empirical Modelling to show the movement of a boat in moving water
39. Empirically Modelling a Golf Game
40. Modeling a Rocket movement Using Empirical Modeling Principles in 2D Space
41. An Educational tool - Teaching how to serve spinning ball and hit spinning ball in Table Tennis
42. Empirical Modelling of a Retail Queueing System
43. Modelling with dependency - Understanding our solar system using empirical modelling
44. Definitive Procedural Calculations
45. Internal Combustion Engine with Gears
46. Inferences About The Game of Mastermind
47. Understanding exchange rates – An EM learning approach
48. Understanding Collision