

<div><h3 class="caption" align="center">Crystal Tetris
[♦]</h3><p align="center">FOR TEACHING
PURPOSES </p><p class="caption">The growth behaviour of crystals depends on
the relative rates of two consecutive steps in the process. One is the flow of growth units toward
the crystal face. The other is the ability of the crystal structure to
allocate the landing growth units on the right crystal position, minimizing reticular energy. Using
the analogy of building a tessellate wall by a wall-maker and playing the arcade game called
Tetris, students can grasp this fundamental idea of the crystal growth theory. For instance, the
reluctance of large biological macromolecules such as proteins to crystallize, and the increasing
interest in crystal growth techniques where mass transport is controlled by diffusion, are
immediately understood. Using these analogies, the teacher can introduce other crystal
properties such as polymorphism and mosaicity and discuss how they are related to growth
conditions.</p><p class="caption">This wonderful game help students to understand how
crystals grow.</p><p>Referencias:</p><p
class="caption">Juan M. Garc♦ Ruiz, Arcade games for teaching cystal growth. Journal for
Chemical Education 76 (1999) 499-501</p><blockquote><p>You can
download it in the follow link: ♦ <a href="images/software/CrystalTetris.exe"
target="_blank">♦
</p></blockquote></div>