

<div><h3 class="caption" align="center"><font><font color="#0000cc">Crystal Tetris  
<sup>♦</sup></font></font></h3><p align="center"><strong>FOR TEACHING  
PURPOSES</strong> </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><font color="#60c000"><strong>Referencias:</strong></font></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><span class="caption">You can  
download it in the follow link: ♦ </span><a href="images/software/CrystalTetris.exe"  
target="\_blank"></a><span class="caption">♦  
</span></p></blockquote></div>