



How to build a theme park and not kill everyone

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Have you ever wondered how to design theme park rides, without having to employ an army of lawyers to deal with angry relatives of crushed passengers? Would you assume that the rides, once designed to be safe, stay safe? In fact, there is a lot of science which goes into designing and maintaining things like roller coasters. This talk will give you a handy checklist for designing the rides, considering things such as g-forces and making an exciting ride using free-fall sections. We will also look at non-destructive testing techniques, which can be designed to look for tracks or supports which are damaged, and help with maintenance, in order to minimise accidents.

*This talk is aimed at a general audience.

Time: 19th of March 2014 18:30

Place: Larmor Lecture Theatre, Physics Building, Queen's University Belfast

Book seats at: <http://goo.gl/9Fgeqq>

For people without internet access seats can be booked through the Mathematics and Physics Outreach Secretary on tel 028 9097 6002.