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A Quantum Mechanics Board Game ADELAIDE BUERKLE, VANESSA HAVENS, DELANEY CORRIGAN, MATTHEW BELLIS, Siena College — Quantum mechanics is a difficult subject for many students to grasp, both for those who study physics and the general public. We want these ideas and concepts to be accessible to anyone interested in learning more and so we have explored the use of gamification: using games to both entertain and educate. We have developed a prototype board game in which the players encounter important historical quantum mechanical experiments in a stimulating and fun manner. The game focuses on concepts such as the quantization of spin and photon energies, "predicatable" randomness, and blackbody radiation, and uses printed models, written explanations, and traditional board game elements to engage and educate players. The current status of the game and player responses will be presented.

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