

Abstract Submitted
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History of the J/ψ discovery - the popular presentation in Virtual Reality SARAH GAISER, NAOMI DAVIS, University of Bonn, ADRIAN GABOREK, KAMIL SERAFIN, Pedagogical University of Krakow, ALBERTO ACEITUNO, Complutense University of Madrid, VINCENT MATHIEU, University of Barcelona, ROBERT SKRZYPCZAK, Pedagogical University of Krakow, ADAM SZCZEPANIAK, Indiana University — We present the history behind the discovery of the J/ψ meson in a popular cartoon-like fashion aimed at middle and high school students. We intend to use virtual reality technology as a novel and affordable platform in education. The proposed 3D experience can be enjoyed using the Google Cardboard coupled with any smartphone. All assets are created with Blender, while scenes and animations are rendered with Unity. The plot consists of two storylines. In the first one, scientists explain the physics behind the discovery of the J/ψ in the year 1974. In the second, subatomic particles are the protagonists themselves. As the discovery of the J/ψ meson was part of what is referred to as the November Revolution in particle physics, the storyline in the particle world picks up the revolution theme. The storyline from the physicists point of view on the other hand focuses on explaining the experimental setup, event reconstruction and data analysis of a large scale particle physics experiment. In this talk, we will discuss our experiences in organizing an international outreach project, how we have familiarized ourselves with the necessary tools for creating an affordable VR experience and present our first results.

Sarah Gaiser
University of Bonn

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