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Teaching Quantum Mechanics with qCraft: Outreach and Video Games ALEKSANDER KUBICA, AIDAN CHATWIN-DAVIES, SPYRIDON MICHALAKIS, Caltech — Why is quantum mechanics considered a hard and inaccessible subject? Part of the difficulty is due to the nature of the subject itself. However, no small part of the difficulty is its pedagogy, which often relies on out-of-date historical motivation and experimental evidence that is disconnected from day-to-day experiences. In this first talk, we explore ways in which video games are well-suited to teaching quantum mechanics, in particular with regards to building intuition, as well as some of their limitations. We then illustrate these considerations through qCraft, an extension for Minecraft that incorporates aspects of quantum mechanics into the game.

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