

Abstract Submitted
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Assessing the Effectiveness of Gravitational Wave Outreach Video Games in High School Students JONATHAN WHEELER, Andrews University — Students and faculty at the Gravitational Wave Group in Birmingham, UK developed a remake of the classic 1972 game of Pong. Black Hole Pong was developed to be used in events such as science fairs as a way to engage children and pique interest in black holes. I present the results of a study which assesses the utility of Black Hole Pong and its successors in raising awareness of gravitational wave research, and in fostering conceptual understanding of astrophysics and gravity. Of particular interest in this study is potential use in high school science classrooms during astrophysics units.

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