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**Quantum Cats: a simple app with a flavour of quantum** THOMAS MCCONKEY, MARTIN LAFOREST, ANGELA OLANO, Institute for Quantum Computing, University of Waterloo — Quantum physics poses many challenges for those in scientific outreach. How can we communicate so much in a limited amount of time to as broad an audience as possible? Our answer was Quantum Cats: an interactive game based on the popular app Angry Birds. With campus partners at the Games Institute at the University of Waterloo, the Institute for Quantum Computing sought to create an interactive game that would provide an introduction to quantum mechanical behaviour, break down intimidation surrounding the topic and instill some quantum intuition in even the youngest of players. We'll talk about this collaborative process that netted in a useful game that distinguishes classical from quantum physics and over 6000 downloads.

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