



Particle in a Box Game

Winner Students' Choice Award at the Serious Games Competition 2015.

“Unlike most subject matters, the laws of quantum mechanics (QM) contradict everyday experiences.”

Even the famous physicist Roger Penrose laments that QM “makes absolutely no sense”. The only way to master its concepts is by “getting used to it” as physicist von Neumann describes.

Incorporating an iterative design process by a highly interdisciplinary team, Particle in a Box combines principles from game design, scientific visualization, and QM physics to create a unique experience that allows players to compare the classical and QM environments.

We aim to create a virtual environment that engages and habituates students to QM concepts. Playing in this fantasy world facilitates students to “get used to” the laws of quantum mechanics by experiencing them through a virtual avatar.

Developed by students and faculty at Georgia Tech.

PARTICLE IN A BOX

Play in the spectacular world of the very small!
learnqm.gatech.edu

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How might you experience the world around you if you were shrunk to the size of an atom? Particle in a Box is a virtual world governed by the laws of quantum mechanics that enables you to experience the world of the very small.

Your feedback is valuable to us. Connect with us via:

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