

AKjDPG 5: Exploring Science Through Board Games

Time: Sunday 18:00–22:00

Location: WP-HS

Invited Talk

AKjDPG 5.1 Sun 18:00 WP-HS

Exploring Science Through Board Games — •STEFANIE KROKER^{1,2}, MIKA GAEDTKE¹, LIAM SHELLING NETO¹, and JENS JUNGE³ — ¹Institut für Halbleitertechnik, Technische Universität Braunschweig — ²Physikalisch-Technische Bundesanstalt Braunschweig — ³Institut für Ludologie, SRH Hochschule für Kommunikation und Design

Board games offer a unique way to communicate scientific concepts, combining education with entertainment. We invite early-career scientists to explore the intersection of science and game design. By sharing our insights as first-time developers of Quantista, a board game project funded by the BMBF that explores quantum technology, we

aim to spark new creative ideas. Participants will gain insight into the challenges of translating complex scientific topics into engaging gameplay. The workshop will include a hands-on session where attendees will work in small groups to brainstorm and develop their own scientific board game ideas on a variety of intriguing topics.

Board games evening starting at 20:00: Board games are a great way to get people chatting. If you enjoy board games and would like to meet other conference participants on the day of arrival, just drop by. You can bring your favourite game with you, but we also have a large selection of games available.