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【557】Quantum Games

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The large interest from the general public combined with the need to develop the next generation of quantum workforce, set a new challenge for the quantum computing experts: educating a vast public of not expert. Several national and international initiatives focus on education and outreach targeting a broad range of audiences, from high school pupils to developers. In this scenario, Quantum Games represent an hands-on way to explain QC following the principle of "learning by doing".

We investigate several approaches to explain quantum concepts via games such as puzzles, boardgames, or, for the most creative, providing an user-friendly set of tools for people to make their own first quantum game.

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