

Exographer, a videogame based on particle physics

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Exographer is a video game based on particle physics, coming out in 2024. It will put our field of research in brand new (gamer) hands. In Exographer, players use gluoboots or a photosphere to overcome obstacles while discovering, one by one, all the particles of the Standard Model. The levels are inspired by real laboratories (giant colliders and detectors, neutrino underground facilities, cosmic ray observatories...). A lost civilization inspired by real physicists such as Pauli or Curie with timeline is transposed from the real discovery history. It was imagined by Raphael Granier de Cassagnac, a particle physicist and member of the CMS collaboration, who brought together a team of videogame professionals in the research center of Ecole Polytechnique, France. I will show the main aspects of Exographer, explain how it was conceived, show how it can be used for outreach, and possibly extended to new levels.

Exographer on Steam: <https://store.steampowered.com/app/2834320/Exographer/>

Alternate track

I read the instructions above

Yes

Author: GRANIER DE CASSAGNAC, Raphael (Centre National de la Recherche Scientifique (FR))

Presenter: GRANIER DE CASSAGNAC, Raphael (Centre National de la Recherche Scientifique (FR))

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