

Poster 4**|Hop> the quantum game**João Ferreira*University of Geneva*

We introduce |Hop>, a strategic board game designed to introduce physics concepts found in quantum mechanics and statistical physics. As a teaching tool, it facilitates the grasping of such topics by promoting interaction in a tangible, collaborative setting. The game's mechanics are engaging enough to be enjoyed in informal environments, making it a unique medium for casual learning as well. We present the mechanics of the game and provide practical examples of how to utilize it in a classroom context.