



Contribution ID: 19

Type: Talk

SOLEIL's Game: Gamifying Synchrotron Science to Engage the Public

Thursday 19 March 2026 11:20 (20 minutes)

To increase young people engagement in synchrotron visits, we have developped : SOLEIL's Game. The goal : transforming a traditional visit into an interactive scientific treasure hunt. Participants work in teams to solve puzzles that explore light-matter interactions to identify the most suitable technics and beamlines to analyse real research samples. By combining hands-on experiments, quizzes, and investigative challenges, the game encourages collaboration, problem-solving, and active learning. This format not only demystifies cutting-edge techniques but also immerses participants in the process of scientific discovery, offering a playful yet meaningful approach to engaging new audiences with complex research facilities.

Workshops only: Duration

Workshops only: participants

Workshops only: Equipment

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Session Classification: Parallel session

Track Classification: Pushing Boundaries: Creative and Experimental Approaches to Public Engagement