

# Science Outreach on Phones and Tablets

Mobile apps by the Birmingham Gravitational Wave Group

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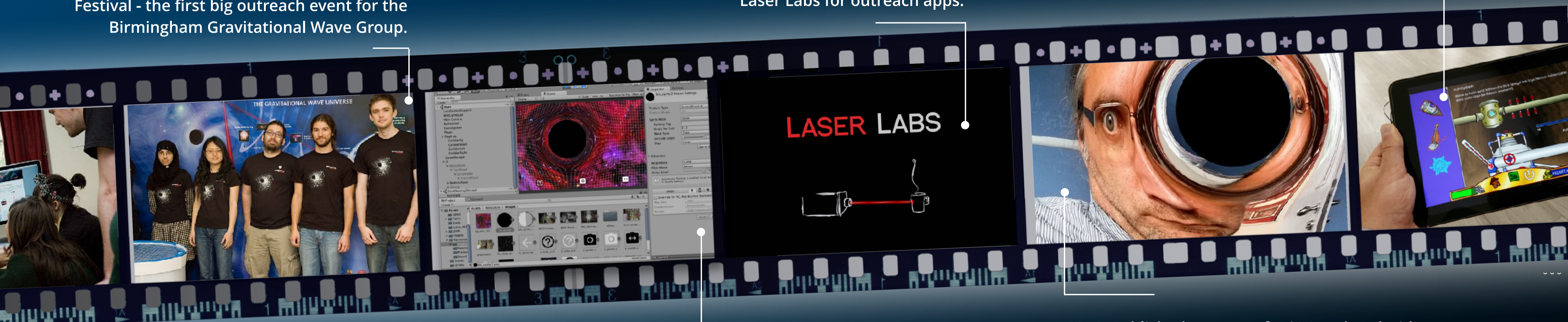
Since 2010 we have developed several interactive computer applications to support our outreach and public engagement. Initially the applications were used in local science fairs and school visits. Through the LIGO Scientific Collaboration they have found an international audience. Our applications have been a significant ingredient in our highly rated impact study for the last Research Exercise Framework.



Oct 2017: Target release date for Space Time Quest in app stores.

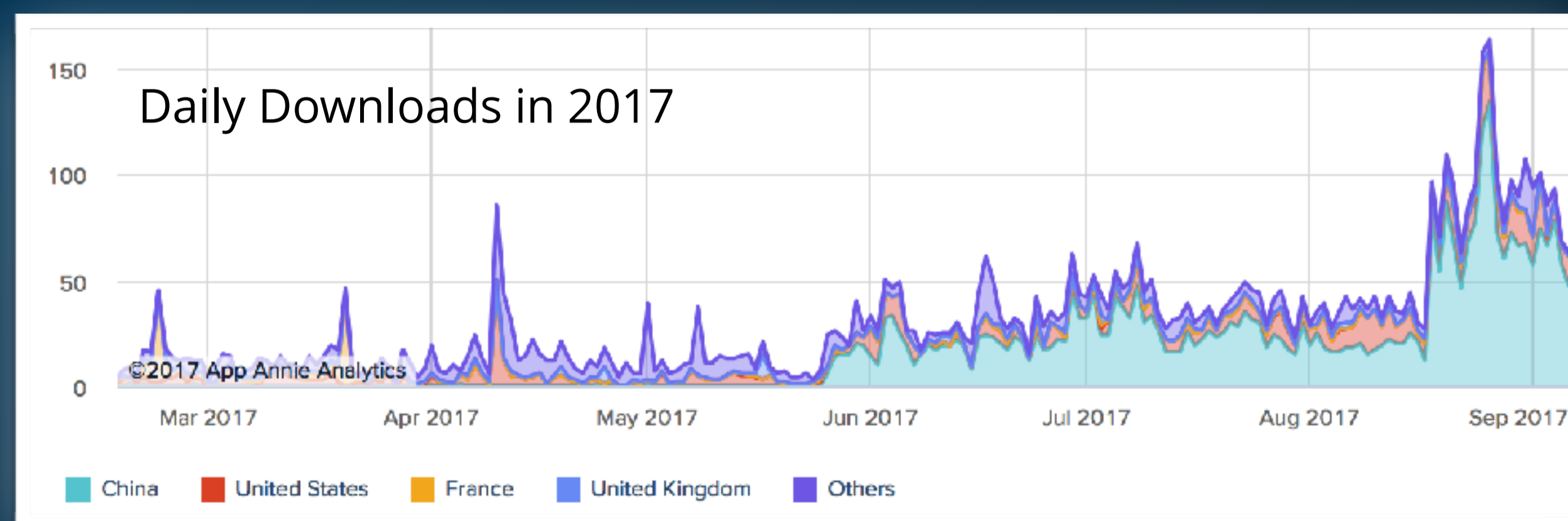
2010: Computer games at the British Science Festival - the first big outreach event for the Birmingham Gravitational Wave Group.

Jan 2016: Founded spin-out company Laser Labs for outreach apps.



2014+2015: Reviewed tools for development of apps on mobile & selected Unity 3D game engine.

2016: Published two apps for iOS and Android - used worldwide during the announcement of the first gravitational wave signal.



## How to engage with our players?

We have developed mobile apps based on our successful applications. Apps are popular with a young audience, have a global reach and provide us with user statistics automatically. Our work on gravitational wave outreach using apps has been recognised by the LIGO-Virgo Scientific collaborations with the Cristina Torres Education and Outreach Award 2017. Our next challenge will be to make effective use of our existing user base. How can we upgrade our mobile apps to engage more with players?

