

Diamond: the Game - A board game promoting scientific careers and experiences via synchrotron science

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Abstract: Diamond: the Game has been played globally by >11,500 people during the pandemic. The game enables people to explore a broad variety of STEM careers, STEM subjects and life as a scientist. © 2021 The Author(s)

1. Diamond: the Game

Diamond: the Game is a board game originally designed for secondary school students (aged 11-18) to enable them to explore a broad variety of STEM careers, STEM subjects and life as a scientist. Board games are a reusable and entertaining way to directly engage students in STEM, but require careful consideration of mechanics, messages and accessibility to successfully deliver on this goal. Diamond: the Game was designed and evaluated against these considerations, and its success is evident in the rise in the number of players who would consider a career as a scientist or an engineer after playing.

Science communication during the COVID-19 pandemic presented many challenges but also opportunities. The numerous lockdowns around the world created a situation where many families were dealing with unprecedented demands for home schooling and entertainment. Activities such as Diamond: the Game could address both of these requirements and engage both adults and children together around the same table. We therefore converted the game to a print and play version which has been downloaded and played by over 11,500 people in 40+ countries around the world.

Fig. 1. Diamond: the Game

