

Improving the Black Hole Hunter educational game for the Advanced Detector Era

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Black Hole Hunter is an educational software that was written in 2007 to demonstrate in a fun and interactive manner the process by which compact binary mergers are observed in instrumental noise. Since then, the game has been used in numerous outreach activities across the world and has been translated into eight different languages. However, 10 years on the original game code looks old fashioned and the simulated noise and glitches used in the game are not representative of real detector noise. In this poster we present the improvements to Black Hole Hunter making it suitable for outreach activities in 2019. The games interface and appearance has been completely redesigned providing the game with a much more modern and attractive look. The simulated Gaussian noise, and sine-Gaussian glitches, that were previously used to mimic gravitational-wave data has been replaced with real data from the Gravitational-Wave Open Science Center. Finally, the source code is now available open-source on github along with easy-to-follow instructions for running the game on any laptop or computer in an offline environment. We are happy to discuss how this game can be used to improve your gravitational-wave outreach event.