

B1.3

Instructional Considerations for the design of Escape Room Games




NEET SYSTEM

Online Educational Escape Rooms to
Re-engage ESLs and NEETs

Work in pairs in order to answer the following exercises.

Activity 1: Consider carefully the following Escape Room Game from the NEET –SYSTEM Escaping Cyberspace Expert Level Challenges (Digital Competence Area):

“You are trapped in a computer. Drops of spilled coffee slowly drip from the table, creating an ever larger puddle on the floor. Unfortunately, the liquid did not reach the computer. However, you do not give up your idea of leading to a short circuit in hope that you will be able to get out of cyberspace with the same method you were trapped in it. The vision of destroying the equipment does not seem as scary to you as the vision of losing the document you were working on today, and other valuable data not yet saved. The best idea seems to be sending them to the cloud, but the data from the document are too confidential for you to share them to the public cloud, so you are trying to log in to your private NAS by entering a password”.


ASCII

Code	Char	Code	Char	Code	Char	Code	Char	Code	Char	Code	Char
32	[space]	48	0	64	@	80	P	96	-	112	p
33	!	49	1	65	A	81	Q	97	a	113	q
34	"	50	2	66	B	82	R	98	b	114	r
35	#	51	3	67	C	83	S	99	c	115	s
36	\$	52	4	68	D	84	T	100	d	116	t
37	%	53	5	69	E	85	U	101	e	117	u
38	&	54	6	70	F	86	V	102	f	118	v
39	'	55	7	71	G	87	W	103	g	119	w
40	(56	8	72	H	88	X	104	h	120	x
41)	57	9	73	I	89	Y	105	i	121	y
42	*	58	:	74	J	90	Z	106	j	122	z
43	+	59	;	75	K	91	[107	k	123	{
44	,	60	<	76	L	92	\	108	l	124	
45	-	61	=	77	M	93]	109	m	125	}
46	.	62	>	78	N	94	^	110	n	126	~
47	/	63	?	79	O	95	_	111	o	127	[backspace]

Decrypt the ASCII code to get the NAS password
67 76 79 85 68 32 83 84 79 82 65 71 69

Password:

Your answer

Question 1: Do you think that the plot is suitable for all ages and all target groups? Please provide a detailed explanation.

Hint for answer 1: Richard Van Eck (2006) in a very detailed article on Digital Game-Based Learning suggests that by giving the impression that only games can be effective in learning one can get the idea that all games are good for all learners at all ages and for all learning outcomes which can be misleading. He proposes that games that target to enhance the learning experience should be based on well-established learning principles, theories and models which take into account the above.

Activity 2: Consider carefully the following Escape Room Game from the NEET –SYSTEM Escaping in Time-A trip to Mars Intermediate Level Challenges (Cultural Expression Competence Area):

“It looks that you have managed to find common ways of communicating with people from the planet Mars. Now, you are being asked to explain your own timeline. You need to speak about how life on Earth was by the time you were there and how different people were surviving together on the same planet. You begin by explaining that you were living on a planet where some non-verbal communication signs, such as facial expressions were universal. These expressions helped people to empathise with one another and gain a better understanding to the other persons’ feelings. In order to achieve this, you showed them some pictures of universal non-verbal signs. Select the pictures that you showed.”

Question 2: Which digital technologies would you suggest to create the following puzzle?

Hint for answer 2: Clarke et al. (2017) argue that Game-Based Learning should draw from the adoption of various technologies and digital gaming preferences as a means to produce rich educational experiences and explore techniques of maintaining motivation and engagement, often at the detriment of different materials, approaches and pedagogies.

Activity 3: Consider carefully the following Escape Room Game from the NEET –SYSTEM Intermediate Level Challenges (Civic Competence Area):

*“You have escaped the Town Hall, you walk outside but you notice that there are no cars in the street, McDonald’s is no longer on the main street and the street lighting is old-fashioned. Where has Heinz-Ficton trapped you now?
You find a newspaper page on the ground – its talking about ‘The Suffragette Movement’.”*



The newspaper looks so old – but what is it doing here? What could have happened? Could you have travelled back in time?

Next

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Question 3: Create a challenge that will follow the one that you read. Why did you choose this challenge?

Hint for answer 3: Nicholson (2016) suggests that during the design of an Escape the Room Game one of the basic principles the designer can follow is the concept of “Asking Why”. Specifically, during the process of “asking why” the designer should reflect on the value of each element of the player experience by asking “Why is this here?”. Moreover, Nicholson (2016) advises game designers to know exactly the reason why each puzzle, task, and item in the escape room has been placed in a specific position so to be consistent with the overall concepts behind the design of the room (Nicholson, 2016).



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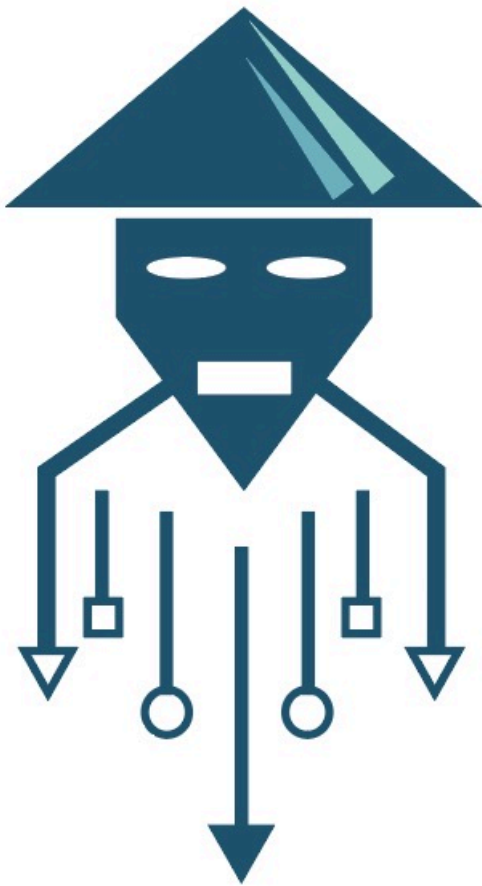
Activity 4: Consider carefully the following Escape Room Game from the NEET –SYSTEM Advanced Level Challenges (Social Competence Area):

“Great, you solved the challenge in the window and suddenly the wall broke down. Holy Shit, the whole house looks like a ruin! But wait, there is another window. Suddenly you realize you are not alone any more. Catch a friend to move on...”

[after selecting a team member the story continues]

“just when you stepped through the hole in the wall, you see, there is a treasure box. Woohoo, let's have a look...”

Team member 1	Team member 2
<p>There are a lot of coins in there. They all have the same picture on the back. Which country do they come from?</p>  <div data-bbox="272 913 715 983"> <p>treasure box</p> </div> <div data-bbox="272 1003 715 1102"> <p>Which country do the coins come from? 0 points</p> <p>Your answer</p> </div> <div data-bbox="272 1111 341 1137"> <p>Submit</p> </div>	<p>There are a lot of coins in there. They all have the same picture on the back. Which country do they come from?</p>  <div data-bbox="887 927 1329 996"> <p>treasure box</p> </div> <div data-bbox="887 1016 1329 1115"> <p>Which country do the coins come from? 0 points</p> <p>Your answer</p> </div> <div data-bbox="887 1124 956 1151"> <p>Submit</p> </div>
<div data-bbox="320 1301 1241 1447"> <p>key lock</p> </div> <div data-bbox="320 1469 1241 1693"> <p>Together you have two of the missing letters now... 0 points</p> <p>Your answer</p> </div> <div data-bbox="320 1715 459 1771"> <p>Submit</p> </div>	



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