



NEET SYSTEM
Online Educational Escape Rooms to
Re-engage ESLs and NEETs



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UNRAVEL SLOWLY
INFORMATION
ABOUT THE STORY
ACROSS THE
CHALLENGES

PROVIDE A LONG
DETAILED
BACKSTORY



HIDE HINTS ON
THINKING
PROCESSES WHILE
THE PLAYER TRIES
TO SOLVE A PUZZLE



CONNECT EACH
ACTIVITY AND
ACTION OF THE
PLAYER TO THE
GENERAL STORY



PROVIDE
CHALLENGES THAT
CONNECT THE
PLAYER TO THE
CONTEXT OF THE
GAME

PROVIDE
CHALLENGES THAT
REPRESENT
BARRIERS TO
WINNING THE GAME
REGARDLESS OF
THEIR PURPOSE



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CREATE A PLOT THAT
WILL ONLY MAKE THE
PLAYER SOMEONE
THAT HE/SHE CAN BE
IN THE FUTURE AND
RELATE TO

CREATE A PLOT
THAT WILL MAKE
THE PLAYER DO
THINGS HE/SHE
CAN NEVER DO



ASK BEFORE
DESIGNING A
CHALLENGE WHY
WOULD THIS
EXIST?

DESIGN A
CHALLENGE THAT
IS NOT CONNECTED
TO THE PREVIOUS
CHALLENGE



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CREATE A DEEP
ENGAGEMENT OF
THE PLAYER AT THE
MIDDLE OF THE
GAME



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BALANCE THE
NARRATIVE AND
THE MEANING OF
THE GAME



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ALLOW PLAYERS TO
EXPLORE THE
BACKSTORY THROUGH
EXPLORATION

PROVIDE AN IN-
DEPTH BACKSTORY
TO ENGAGE THE
PLAYER IN THE
GAME