

B1.2

Stvaranje smislenih
izazova u sobi za bijeg



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Online Educational Escape Rooms to
Re-engage ESLs and NEETs

Radite u parovima kako biste odgovorili na sljedeće vježbe.

Stvaranje smislenih zagonetki

Soba za bijeg može se sastojati od niza zagonetki. Ove zagonetke su obično prikazani u nizu. Sekvencijalni izgled zagonetke u sobama za bijeg je često lakše dizajnirati i ima mnoge prednosti u odnosu na iskustvo igrača. Naime, jedna prednost je da to zahtijeva manje vodstvo, čime se olakšava za studente da napredak, dok je još jedna prednost je da omogućuje edukatori pratiti igrače 'aktivnosti na jednostavniji i precizan način jer napredak i performanse svih studenata može se mjeriti lakše (López-Pernas, Gordillo, Barra , & Quemada, 2019). prilikom stvaranja svake slagalice, igra dizajneri treba pažljivo povezati puzzle temu sobe i pružiti informacije kako bi se razumjelo od strane igrača u kontekstu igre postavljanje. U svojoj srži, pobjeći soba puzzle koristi jednostavnu igru petlju:

1. Izazov za prevladavanje
2. Otopina (može biti skrivena)
3. Nagrada za prevladavanje izazova (Wiemker, Elumir & Clare, 2015.).

Vaš zadatak je odlučiti je li sljedeći IZAZOV NEET-SYSTEM Escape Room pod naslovom "NAPUŠTENI BROD" (Područje kompetencija kulturne svijesti) smislen prema gore navedenom.

Savjetujemo vam da prvo pažljivo pročitate zaplet i razmotrite izazove, a zatim nastavite s aktivnostima.

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CULTURAL AWARENESS - INTRODUCTORY LEVEL

INTRODUCTORY LEVEL - ABANDONED SHIP



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INTRODUCTORY LEVEL - ABANDONED SHIP

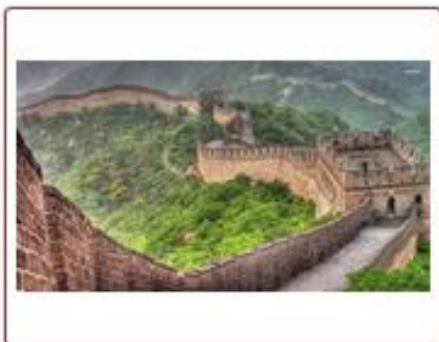
We are on a journey with a sailboat through the Mediterranean Sea. One of the attractions on our cruise is an abandoned ship that was used for the transport of convicts until recently. Our guide convinced us that it is perfectly safe to visit the ship. We enter the ship, specifically the room in which the guards were having their break, but suddenly the wind slams the door which we entered through. The doors are locked and we can not go backwards. On the other side of the room we see another door, and by each of it's sides we see 2 flags on the wall – the Chinese flag and the Mexican flag. We examine the flags and we notice that there are two small pictures behind them that can be pressed. Which ones should we press?

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CHOOSE THE CORRECT IMAGE

Behind the Chinese flag we can see four pictures. Which one will you press? *



Picture A



Picture B



Picture C



Picture D

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Za pogrešan odgovor igrač dobiva:

WRONG ANSWER

HINT: Think about the most famous Chinese monument, the one that can be seen from space!


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Za točan odgovor igrač dobiva:

CORRECT ANSWER

After you pressed the picture on which you saw The Great Wall of China you could hear the mechanism of the door working. The other pictures were those of Taj Mahal in India, Angkor Wat in Cambodia, and Machu Picchu in Peru. Now let's check out the next flag and the pictures behind it.




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PRIČA SE NASTAVLJA NA SLJEDEĆI IZAZOV

CHOOSE THE CORRECT IMAGE


On the left side of the door a Mexican flag is hanging. When we look behind it we can see the following pictures. Which one do you press? *




Picture A



Picture B



Picture C



Picture D

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Za pogrešan odgovor igrač dobiva:

WRONG ANSWER

HINT: It is a spicy food served in tortillas and is typical for Mexico.

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Za točan odgovor igrač dobiva:

CONGRATULATIONS!

Today you've gained a Learning Badge at Level 1!

The door opened and you can continue to the next room! You have completed the Introductory level of our Escape Room!

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Aktivnost 1: Ispunite tablicu straženim informacijama, a zatim navedite svoje mišljenje.

<p>Postoji li izazov za prevladavanje?</p>	
<p>Postoji li rješenje?</p>	
<p>Postoji li nagrada za prevladavanje izazova?</p>	
<p>Vaše mišljenje "<i>Jesu li ti izazovi escape room smisleni</i>"? (navedite objašnjenja)</p>	

Aktivnost 2.: Kako bi stvorili smislene zagonetke dizajneri bi trebali uzeti u obzir kriterije za 'dobar' puzzle. Ako dizajner odgovori da na sve ispod onda on / ona je vjerojatno stvorio dobru zagonetku. Vaš zadatak je odlučiti jesu li sljedeći kriteriji uzeti u obzir za ovaj izazov escape room izazova.

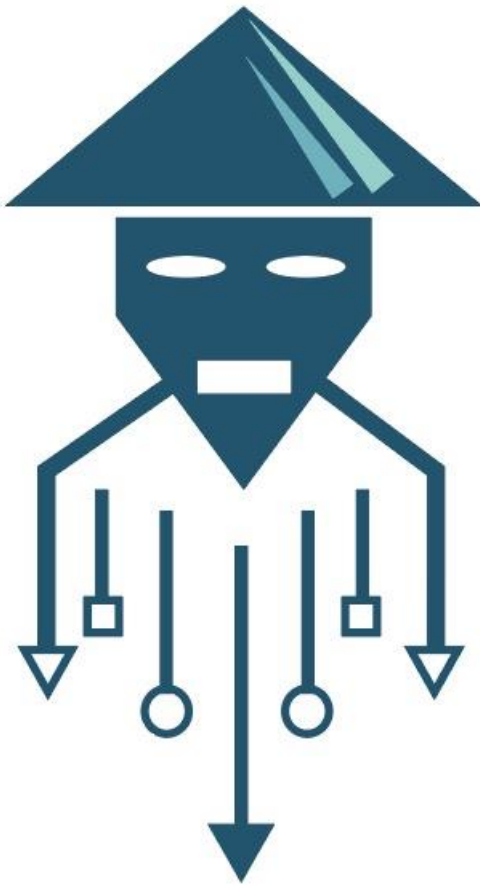
Jesu li zagonetka integrirana u priču?

Jesu li tragovi zagonetki logični?

Mogu li se zagonetke riješiti pomoću pruženih informacija?

Da li zagonetke dodati na atmosferu escape room zemljište?

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