



Breaking the chains
of videoconferencing: the possibilities of
educational escape rooms

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Connecting with our students and colleagues during the pandemic



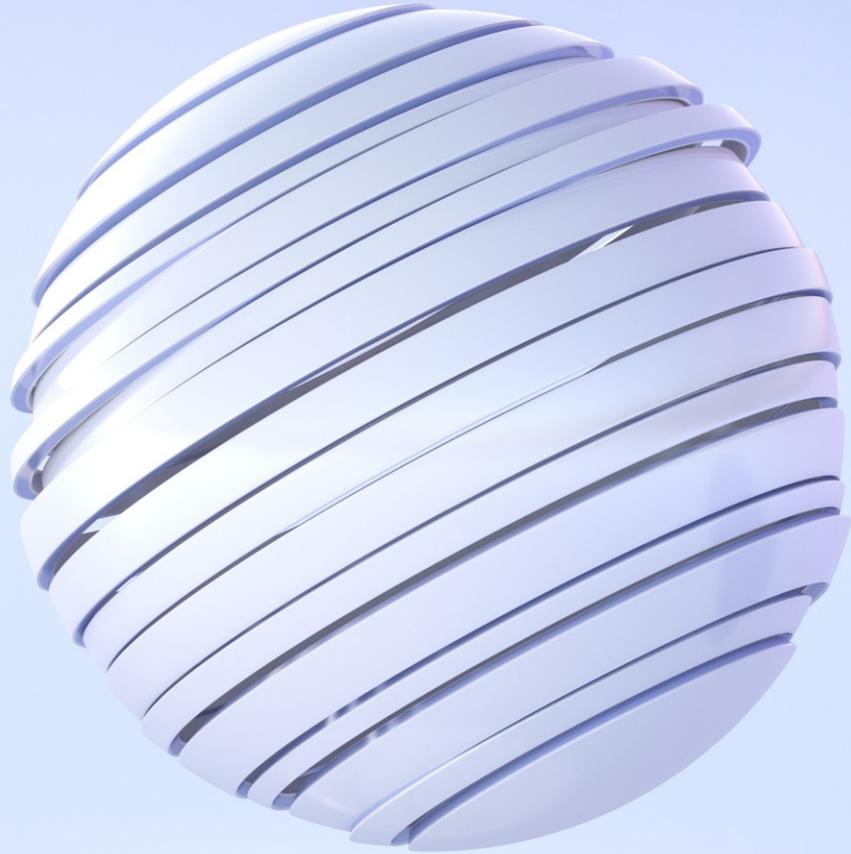
Online shared spaces have their uses

- Zoom
- MS Teams
- Google hangouts
- However, research showing it is exhausting, stressful and impacts on our mental health (Wiederholt 2020)

The paradigm of adopting games and play as systems for representing and simulating real-life conditions, imparting knowledge and moral teachings, and generally nurturing social evolution, is an approach which has only recently started to be called 'Game Based Learning' (Clarke et al 2017)



- The JISC 'Student digital experience insights survey' only 20% of students gain any 'real life' simulation experiences
- Creativity, games, and role plays are established educational methods
- and communities of practice, such as [@CreativeHE](#) draw upon these methodologies to inform their research.
- Veldkamp et al point to a lack of educational 'escape room' scenarios...



What is an escape room?

- The participants in an escape room normally play as a cooperative team ranging anywhere between two and ten players.
- Games are set in a variety of fictional locations, such as prison cells, dungeons, and space stations. The player's goals and challenges they encounter usually follow the theme of the room.
- The game begins with a brief introduction to the rules of the game and how to win. This can be delivered in the form of video, audio, or a physical gamemaster.

Breakout
room
activity



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I talk about writing in the Southern Counties Writers' Support Group podcast

Case Study: "Induction Investigation" @ Northampton

- New approach to induction
- Pre-pandemic....
- To create connections
- F2F and Online
- Academic Skills > University

Welcome

Clues on the Catalogue

The Enigma at the Library Enquiry Desk

The Invisible Library

Journey into the Book Shelves

On the Trail of the Borrowed Book

Riddle at the Drop-In Area

Secrets of the Silent Study

Welcome to 'Open the Box'

Hello, welcome to the '**Open the Box**' challenge. Set out before you are **seven tasks** on the left (On a mobile device: click the 'three line' menu button above). These tasks will take you around the Learning Hub building and involve a mixture of puzzles, riddles and hidden answers. These will help you learn a little more about the Learning Hub and the various **Library Services**.

The tasks can be done in any order. As you complete each one you will discover a related **keyword**, which will be used to solve the **final challenge**. Write down the keyword that you are given (or take a photo with your phone), along with the icon for each task. You will need these for your final challenge.

Once you have completed all seven tasks, only **the final challenge** remains. Return to this Welcome page and click on the Final Challenge 'Open the Box' image to complete your mission. The Final Challenge will give you a final keyword. Enter the keyword into the





Feedback? Would you be interested in an LD@3 on 'how to' create an escape room? In collating co-designed resources and examples and writing for JLDHE with us?

References:



@CreativeHE and
blog: <https://creativehecommunity.wordpress.com/>

Clarke, S., Peel, D.J., Arnab, S., Morini, L., Keegan, H. and Wood, O., 2017. escapED: a framework for creating educational escape rooms and Interactive Games For Higher/Further Education. *International Journal of Serious Games*, 4(3), pp.73-86.

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Veldkamp, A., van de Grint, L., Knippels, M.C. and van Joolingen, W., 2020. Escape education: A systematic review on escape rooms in education.

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