ECGBL 2019

13th European Conference on Games Based Learning
3 - 4 October 2019, Odense, Denmark

Mini Track on Escape rooms / games for learning

Mini Track Chair: **Dr Panagiotis Fotaris,** University of Brighton, UK.

Escape rooms are adventure games in which players work together to solve puzzles using hints, clues, and a strategy to escape from a locked room. Despite being a relatively new concept, they are becoming increasingly popular as a team building activity due to the fact that they require players to quickly adopt successful team strategies in order to progress through the game successfully. The nature of the game means that their communication skills, trust, critical thinking and creativity will all be put to the test.

From a pedagogical point of view, escape games are a methodology based on a social-constructivist approach, with the player (student) being called to face new, rather difficult problems, which can be solved thanks to interaction with peers and support of the gamemaster (teacher). With that in mind, in recent years there have been several attempts to exploit the escape game concept for educational purposes, as research findings have demonstrated that educational escape games elicit high motivation and engagement on the part of the participants. Moreover, it has been shown that many participants experienced flow, a state of mind, which has been considered as beneficial for successful learning.

The main focus of this Research Topic is to provide an overview of how escape rooms/games are currently being used a game-based learning approach to break out from the traditional classroom routine and to foster creativity and engagement. Contributors are expected to demonstrate the educational potential and versatility of escape rooms/games for learning purposes.

Suggested topics include but are not limited to:

- Case studies describing best and worst practices
- Comparisons and combinations of traditional approaches and Game-Based Learning approaches using escape rooms/games
- Game-Based Learning methodologies and frameworks for educational escape rooms/games
- Curriculum integration of educational escape rooms/games
- Players' perception of educational escape rooms/games

Dr Panagiotis Fotaris is Senior Lecturer and Course Leader for Digital Games Development and Computer Science for Games at the University of Brighton, UK. He is Senior Fellow of the Higher Education Academy and has previously held positions at the University of East London, University of West London, King's College London, Abertay University, and University of Macedonia.

Additionally, Panagiotis has spent a decade in the Creative Industries as graphic/UX designer, full-stack developer, radio producer/ DJ/remixer, and music/videogames journalist. Due to his diverse background that combines computing with applied arts, games, music, and learning technologies, Panagiotis's current research interests focus on the pedagogic potential of escape rooms, immersive technology, virtual/augmented environments, and games in the context of computing and design education.

Submission details

In the first instance a 300 word abstract is required, to be received by **29 March 2019.** Please read the guidelines at http://www.academic-conferences.org/policies/abstract-guidelines-for-papers/

Submissions must be made using the online submission form at
http://www.academic-conferences.org/conferences/ecgbl/ecgbl-abstract-submission/

If you have any questions about this track please email the mini track chair: p.fotaris@brighton.ac.uk

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