ECGBL 2021 Pre Conference Workshop  
Wednesday 22 September 2021  
The University of Brighton, UK

09:00-17:00
Educational Escape Room Workshop  
Led by: Dr Panagiotis Fotaris, University of Brighton, UK

Escape rooms are live-action team-based games in which players work together to discover clues, solve puzzles, and accomplish tasks within a time limit to reach a specific goal. Besides being a very popular pastime for people of all ages, they have recently started to gain momentum in academic circles as educational tools. Research findings have established that educational escape games can create immersion as they combine the strengths of storytelling and gameplay, therefore eliciting high motivation and engagement and so promoting successful learning. This workshop will provide participants with hands-on, practical instructions for how to plan, design, and run an educational escape room. By the end of the workshop, participants are expected to have created a prototype pop-up or digital educational escape room to use.

Workshop outcomes:

- Learn the core principals of escape rooms by playing a pop-up or digital escape room
- Demonstrate an understanding of puzzles, themes, and challenges commonly used in escape rooms
- Critically analyse and identify educational purposes for using ideas based on escape rooms
- Design, implement, and playtest an educational escape room prototype

Workshop Application details
The workshop will be held on Wednesday 22 September 2021 at The University of Brighton, UK. The attendance fee for the workshop is £75. To book a place and for more information please email elaine@academic-conferences.org

See more about ECGBL at http://www.academic-conferences.org/conferences/ecgbl

Workshop Facilitator
Dr Panagiotis Fotaris is Principal Lecturer and Course Leader for BSc Digital Games Development and BSc Computer Science for Games at the University of Brighton. He has previously held posts at the University of East London, University of West London, King’s College London, and Abertay University. Before entering academia, he spent a decade in the Creative Industries in a variety of roles including mashup artist, radio producer, DJ, graphic designer, web developer, learning technologist, and games/music games journalist. When not playing adventure or escape games, Panagiotis focuses his research on the pedagogical potential of escape rooms, games, and immersive technology in the context of computing and design education.