

# ECGBL 2022

16th European Conference on Games Based Learning  
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## Mini Track on Educational Escape Rooms

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 in a post-pandemic world as they require players to quickly adopt successful team strategies in order to progress through the game successfully. The nature of the game means that the players' 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 focus of this Research Topic is to provide an overview of how escape games are currently being used a game-based learning approach to break out from the traditional classroom routine and to foster creativity, engagement, and collaboration, especially in a post-pandemic world. Contributors are expected to demonstrate the educational potential and versatility of escape 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 games
- Game-Based Learning methodologies and frameworks for educational escape games
- Curriculum integration of educational escape games
- Players' perception of educational escape games



**Dr Panagiotis Fotaris** is Principal Lecturer and Course Leader for Digital Games Development at the University of Brighton, UK. He is Senior Fellow of the Higher Education Academy and has previously held positions at King's College London, University of East London, University of West London, Abertay University, and University of Macedonia. A game-based learning evangelist with a diverse background that combines computing with applied arts, games, and music, Panagiotis focuses his research on the pedagogic potential of escape rooms and immersive technology in the context of computing and design education. His current research projects include designing educational escape rooms for cybersecurity awareness training and information literacy.

### Submission details

In the first instance a 300 word abstract is required, to be received by **16 March 2022**.

Submissions must be made using the online submission form at

<https://www.academic-conferences.org/conferences/ecgbl/ecgbl-abstract-submissions/>

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

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