

ECGBL 2022 Pre Conference Workshop

Saturday 8th October 2022

Lusófona University, Lisbon, Portugal

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 desktop and 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 **Saturday 8th October 2022** at Lusófona University, Lisbon, Portugal. The attendance fee for the workshop is £60. 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 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. When not playing point-and-click adventure games or listening to The Cure, he designs educational escape rooms for cybersecurity awareness training and information literacy.