

Game Based Learning through Escape Rooms in Education

Creating exceptional educational outcomes

A 2-hour Webinar

7th December 2022

Presented by

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Optimising student engagement in learning is often an issue of significant concern and the employment of Game Based Learning techniques can produce excellent results. Properly designed and executed, Game Based Learning provides an environment in which students can experience first-hand the benefits of *collaborative learning* and in so doing develop skills in *communication*, *critical thinking* and *decision making*. An approach growing in popularity is Escape Rooms or Puzzle Orientated Scenarios. The conceptualisation, development, and operationalisation of such games for educational purposes requires careful planning, and this webinar offers an overview of the issues involved.

During this webinar participants will be introduced to an approach to develop an Escape Room for their own students, which will cover the wide range of issues listed below. **In addition, participants will be supplied with additional resources with which they will be able to further develop their knowledge of Escape Room and Puzzle Based Learning.**

This Webinar is relevant to academics from most Faculties, Departments and Schools who are interested in learning more about how Game-Based Learning, and in particular Escape Rooms can be applied as a teaching and learning tool.

The following issues are addressed in this webinar:

What is an Escape Room?

- Escape room definition and core loop
- Escape room types and examples

Educational Escape Rooms

- Why use educational escape rooms?
- Benefits: Intrapersonal, interpersonal, and academic skills

Room2Educ8 Framework

- A framework to design educational escape rooms based on Design Thinking principles

Step 1: Empathise

- Understand your learners, learner personas

Step 2: Define

- Problem statement
- S.M.A.R.T. goals, Learning objectives
- Constraints, Required knowledge
- Group size, Game type, Playtime length
- Positioning within the course curriculum

Step 3: Contextualise

- Theme, setting, story and characters
- Physical environment

Step 4: Design

- Puzzle types, structures, design principles
- Game flow and assets
- Hint and scoring systems
- Development tools and resources

Step 5: Briefing

- The role of the Gamemaster
- Briefing content (intro, rules, rewards)

Step 6: Debriefing

- Debriefing process
- Sample debriefing questions

Step 7: Prototype

- Lo- and hi-fi prototypes
- Playtesting

Step 8: Documentation

- Game Design Document
- Facilitator guide
- Setup/reset instructions

Step 9: Evaluation

- Evaluation methods

The webinar will be held on **Wednesday 7th December 2022** from **2:00pm-4:00pm (GMT)** via Zoom. The Zoom Room will open at **1:45 pm (GMT)**.

The cost of attending this webinar is £40.00 + VAT @ 20% per participant. Group discounts are available on request. To book a place, visit https://shop.academic-conferences.org/?ec_store=webinars

For questions about the event contact dan.remenyi@academic-publishing.org

Webinar Facilitator



Dr Panagiotis Fotaris has a diverse background in computing, graphic arts, and user experience, and demonstrates a deep understanding of the pedagogical, social, and cultural issues affecting the adoption of new learning technologies. He is Principal Lecturer at the University of Brighton, where he teaches Digital Game Design, Narrative Design, and Design Thinking. He also supervises students at doctoral, masters and undergraduate levels. His research interests focus on the pedagogic potential of escape rooms, videogames, and immersive environments in the context of higher education. He has over 30 peer-reviewed publications in international journals and conference proceedings, with 5 research grants and 900 citations. He holds a BSc, a PgCert, an MSc, an MA, and a PhD, and is Senior Fellow of the Higher Education Academy (SFHEA).