ECGBL 2023 Pre-Conference Workshop
Wednesday 4 October 2023
University of Twente, Enschede, Netherlands

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, run, and evaluate 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 principles of escape rooms by playing a desktop and a 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
- Use a framework based on Design Thinking to design, implement, and playtest an educational escape room prototype
- Generate escape room resources using Artificial Intelligence tools

Workshop Application details
The workshop will be held on **Wednesday 4 October 2023** at *University of Twente, Enschede, Netherlands. The attendance fee for the workshop is £60. To* book a place please go to: https://www.academic-conferences.org/conferences/ecgbl/ecgbl-registration/ 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 a Principal Lecturer at the University of Brighton where he teaches Game Design, Narrative Design, and Design Thinking. He has previously held posts at King's College London, the University of East London, the University of West London, and Abertay University. 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 Higher education. When not playing point-and-click adventure games or producing music podcasts, he designs educational escape rooms for cybersecurity awareness training and information literacy.