

Unlocking Educational Escape Room Design with GenAI

ChatGPT with the Room2Educ8 Framework

A 2-hour Webinar
14 March 2024, 1400-1600 (GMT)

Presented by
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Generative Artificial Intelligence (GenAI) holds the transformative potential to reshape education, particularly in the domain of content creation. One promising application lies in the development of educational escape rooms (EERs) which are increasingly adopted in academia to foster active, experiential learning, critical thinking, and collaboration. Nonetheless, crafting effective EERs tailored to specific learning contexts often poses a daunting and time-consuming challenge. This webinar demonstrates how the publicly accessible AI tool ChatGPT can be used alongside Room2Educ8 – an escape room design framework crafted for educators - to speed up and enhance idea generation, providing custom-tailored assistance in crafting engaging and educational escape rooms.

During this webinar participants will be introduced to an approach to develop an Escape Room for their own students using specialised Chat GPT prompts, which will cover each Room2Educ8 step and can be easily adapted to various subjects. **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 designed for academics across all faculties, departments, and schools who are intrigued by the potential of generative AI tools in advancing the efficiency and effectiveness of educational escape room development.

The following issues are addressed in this webinar:

- Educational Escape Rooms
- Generative AI Tools
- Prompt Engineering Principles
- Room2Educ8 Framework
- Step 1: Empathise
- Step 2: Define
- Step 3: Contextualise
- Step 4: Design
- Step 5: Briefing
- Step 6: Debriefing
- Step 7: Prototype
- Step 8: Evaluation
- Sample Chat GPT prompts for each step

The webinar will be held on **Thursday 14 March 2024** from **1400-1600 (GMT)** via Zoom. The Zoom Room will open at **13:45 pm (GMT)**.

The cost of attending this webinar is £40 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. Dr Fotaris has organised several workshops on education escape room design and has over 30 peer-reviewed publications in international journals and conference proceedings, with 5 research grants and 1270 citations. He holds a BSc, a PgCert, an MSc, an MA, and a PhD. He is also Senior Fellow of the Higher Education Academy (SFHEA) and Certified Scrum Master (CSM).