

Process

Process Video <https://youtu.be/Rvq6Az8ZPq4>

Video Transcript https://docs.google.com/document/d/19990uDgdp9Qauxq5vLvkICtX7XvyRPGjth7hWsl_aml/copy

Description	Notes	Our Example
Planning (analysis if using ADDIE)		
Know who your learners are and what their tolerance for frustration is.	This will help you make it just challenging enough. In some cases you may need different versions.	I made the assumption that for this activity you would be adults working in education or training in some capacity.
Decide on the curriculum, content, or topic(s) to be covered.		Theory of game-based learning and escape room activities. (meta)
Decide if this will be an introduction to new content, a review of already introduced content, or a blending of already studied and new, or is this not content driven and the outcomes are around collaboration or teamwork or?		This is a short review on one section.
Decide if this is an assessed activity and how it will be assessed (graded).	If you're assessing, create a rubric (please) and share it with your learners. This also affects the technology you choose and how that's set up.	Not even a little bit.

How long should the game take to play?	You can do as short as 5 minutes or spread a mega game over a semester.	10 minutes
Choose your weapons - kidding. Choose the technology - Google all the way, blend of Google and Microsoft. Microsoft all the way, 360 VR, model based VR, or Articulate, or H5P, or something else entirely?	This is just for online instances - you have more options if you are doing this in class and many educators blend online and analogue tools (paper and Google forms)	Just Google in this example. Note - could have also used Google sites for this. Kept it as simple as possible. 1 Google slide with hotspots that link to separate Google forms.
Write your learning goal based on the previous steps.	What do you want your learners to do, do better, remember longer, or learn as a result of playing this game?	The overall goal is to review content that was presented previously.
Design		
Create a folder structure and folders to keep everything.		I have 2 folders, one in Google drive and one on my PC that has the graphics. I also have a OneNote that I use to design with and then will copy to the Google folder.
Write more specific learning objectives if this is a more complex escape room activity.	Remember, this is learning, not just fun. Focus the clues and puzzles through well designed learning objectives. These may shift as you begin to write the clues and puzzles. Shifting is OK, but start with a clear aim.	By the end of the activity learners will be able to recall

Choose a visual and narrative theme to hang the whole experience on.	You can do this without any visuals - just text can work really well. Having a solid theme, narrative and visuals can really help learners get into the "game".	Libraries of the world for visuals. Marvel's Dr. Strange for inspiration (no copyrights were violated - really!)
Decide how your learners will access the puzzles and clues.	On the slide - will you have hot spots or objects or ?	Mine are all hotspots on the slide that are linked to a specific Google form
Write your clues and puzzles.	A clue is just a puzzle piece that leads to another puzzle rather than opening something. I'm sure there is some kind of taxonomy or hierarchy for these. These are typically, in education games, a question or mystery that relates to the curriculum. The more puzzle-like you can make them the better. The longer you think about something the more it sticks.	I wrote mine in a table. Given more time I'd have made these more puzzling.
Develop		
Create or choose your room or rooms if more than one, in your technology of choice.	You can have an infinite number of rooms - best to use separate slide decks for each.	I just used one room with multiple puzzles that had to be solved to escape in a Google slide.

<p>If using Google slides for your room(s) - make sure you set them to the right settings so your learners can access them.</p>	<p>Choose public and view only unless you are using a school account.</p>	<p>I set mine to public and view only.</p> <p>Edit the URL to your slide deck by replacing edit with preview so that players don't accidentally edit your slide.</p> <p>https://docs.google.com/presentation/d/1eHkSkC1dz6MwJxapVtMggtCR5HK7mj6edDfgD_VLCi8/preview#slide=id.p</p> <p>The above link was shortened http://bit.ly/escape-the-library-1</p> <p>To shorten links use a service like bitly</p>
<p>Add the hotspots (a shape placed in a specific area on your slide) or objects to the slide. One for each puzzle or clue.</p>	<p>If using hotspots don't make them transparent until the end of the design process.</p>	<p>I used hotspots only.</p>
<p>Make sure the slide you'll be sharing is a review or view only version and not the editable version.</p>	<p>Do this early so you can use it to review how the game looks and works.</p>	<p>In Google slides you replace the word "edit" in the url with "review". In ppt you publish or save as final or something else - depends on version.</p>

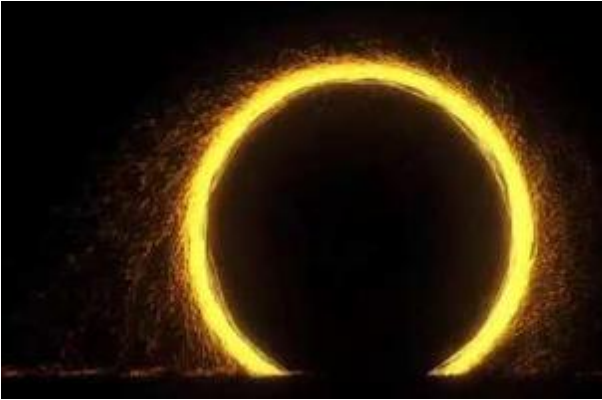
<p>Create your Google forms (or Microsoft or other equivalent).</p>	<p>You'll need the puzzles (questions, correct responses and feedback for correct and incorrect responses and a plan to link to the next puzzle or back to the slide.</p> <p>You'll also need to check all the settings and then publish these so you can get the URL.</p> <p>Do the first one and then duplicate to save time with settings.</p>	<p>See sample Blueprint/Map</p>
<p>Add the Google forms links to each hotspot or object.</p> <p>If using Microsoft add the links to the hotspots or objects.</p>		
<p>Create an end slide that you can link in the final puzzle with further instructions or congratulations.</p>		
<p>You can add a timer to shorter games if you like.</p>		<p>I didn't. Here are two videos of how to do that.</p> <p>With a Chrome extension https://youtu.be/vNA5sBXej5Q</p>

		Add a video with countdown timer - https://youtu.be/jjKkmRdQ8ac?t=685
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Blueprint or Map

Hotspot	What happens when you click this?	Puzzle or content of the form.	Correct Answer	Feedback (confirmation message) and link
P1	Opens form: Escape Library: Puzzle 1	The best first step in designing an educational escape room activity is to create a learning _____. Link to form: https://forms.gle/hUi1FFUwY58MmWQm7	goal	Save the 3rd letter of your answer. You'll need it! Now click the link to go back to the library and look for another puzzle --> http://bit.ly/escape-the-library-1 Once you have all the puzzles and the key, go to the lock and enter your solution to the word jumble.
P2	Escape Library: Puzzle 2	One of the best ways to remember and learn is to use _____ practice. Link to form: https://forms.gle/LVd55R6TLnLHBwU7	retrieval	Save the 3rd letter of your answer. Now click the link to go back to the library. http://bit.ly/escape-the-library-1 Once you have all the puzzles and the key, go to the lock and enter your solution to the word jumble.
P3	Escape Library: Puzzle 3	Expect to spend most of your time _____ and writing the puzzles and clues. Link to form: https://forms.gle/Wu7y9w4KJNPWLiwD7	planning	Save the 4th letter of your answer. Now click the link to go back to the library. http://bit.ly/escape-the-library-1

				Once you have all the puzzles and the key, go to the lock and enter your solution to the word jumble.
P4	Escape Library: Puzzle 4	Escape rooms are a type of serious game that is usually referred to as _____-based learning. Link to form: https://forms.gle/e1PLiEMi3zhyu8nk6	game	Save the 3rd letter of your answer. Now click the link to go back to the library. http://bit.ly/escape-the-library-1 Once you have all the puzzles and the key, go to the lock and enter your solution to the word jumble.
P5	Escape Library: Puzzle 5	Escape room and other interactive online activities can help make learning more _____. Link to form: https://forms.gle/pUK6hp73g37wxTK58	engaging	Save the 1st letter of your answer. Now click the link to go back to the library. http://bit.ly/escape-the-library-1 Once you have all the puzzles and the key, go to the lock and enter your solution to the word jumble.
Key	Escape Library: Key	Slide with the key Link to Key: http://bit.ly/3brusQ7	<i>No correct answer, just access to the key to open the lock.</i>	

Lock	Escape Library: Lock	<p>Use your key to Look for the 2nd to find the 1st. Then unjumble to solve the puzzle.</p> <p>Link to form:</p> <p>https://forms.gle/pYtFQFxfZLFk29mU9</p>	learn	<p>Congratulations!</p> <p>Portal Opening</p> <p>https://youtu.be/xjjTcVcd0ZU</p> 
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Copy Versions

These links will open in a window that prompts you to download a copy of the doc, slide, image or form. You'll need to be logged into your Google account to save a copy to your Google drive.

Copy of Can you Escape - Instructions

<https://docs.google.com/document/d/1JZpYdjEcPyxmg9PPVxdgbHEEXlvLr4PI9nxKC7Ao9IE/copy>

Copy of Escape Library (slide)

<https://docs.google.com/presentation/d/1 DPmxu0KmQwbeYsUeFtVIA-os6-p6HtmevgHLo6q2 E/copy>

Copy of Escape Room Key (drawing)

<https://docs.google.com/drawings/d/1GI4agHy38 2TPq1JTwt7aRF8WFsURqJR3c2O-uuLO9Y/copy>

Copy of Escape the Library Lock -

<https://docs.google.com/forms/d/1P4nURfblnpx4D6Uq09e41rBKfF3ttyro7g4-l-kMFvU/copy>

Copy of Escape Library: Puzzle 1

<https://docs.google.com/forms/d/1VYewUi8ViyORVNUXqZuNdRFi0BRMTOro9-ui3EhHztY/copy>

Copy of Escape Library: Puzzle 2

<https://docs.google.com/forms/d/1r2vBdOETMAadKn4TMLWkrHWf7NJ41dp45sWlola0VZE/copy>

Copy of Escape Library: Puzzle 3

<https://docs.google.com/forms/d/17KFQrXX6y9qCtgzIXJyY9nDTALAKbikfXJAvawZaMdE/copy>

Copy of Escape Library: Puzzle 4

<https://docs.google.com/forms/d/1ON5oiw5jryhbqoKPQp9ZwEC8PyzmU4yMfSwUYe8kllM/copy>

Copy of Escape Library: Puzzle 5

<https://docs.google.com/forms/d/1QdEr7nF4QokKciqW3hmskL4l0Hp7slz-Q7m-XaMdqx8/copy>

Resources

Research

Escape Room as Game-Based Learning Process: Causation - Effectuation Perspective

<https://core.ac.uk/download/pdf/211327239.pdf>

Designing an escape room with the Experience Pyramid model

<https://www.theseus.fi/bitstream/handle/10024/112798/Thesis-Heikkinen-Shumeyko.pdf?sequence=1&isAllowed=y>

escapED: A Framework for Creating Educational Escape Rooms and Interactive Games For Higher/Further Education.

http://journal.seriousgamessociety.org/plugins/generic/pdfJsViewer/pdf.js/web/viewer.html?file=http%3A%2F%2Fjournal.seriousgamessociety.org%2Findex.php%2FIJSG%2Farticle%2Fdownload%2F180%2Fpdf_95%2F909

Escape education: A systematic review on escape rooms in education

<https://www.sciencedirect.com/science/article/pii/S1747938X20300531>

General Resources

Podcast interview - Escape Room Design Course with Scott Nicholson <http://www.inversegenius.com/roomescapedivas/2018/2/16/59-escape-room-design-course-with-scott-nicholson>

Active Learning Immersive Scenario Games in Teaching & Learning: Escape Rooms with many more linkjs

<https://libguides.library.cofc.edu/c.php?g=929135&p=6693757>

Google Slides Bitmoji Escape Room Tutorial

<https://www.youtube.com/watch?v=jjKkmRdQ8ac>

Create online escape rooms in Google sites (with samples)

<https://sites.google.com/view/creatingonlineers/home-page?authuser=0>

Digital breakout room- step by step guide <https://meredithakers.com/2019/11/17/digital-breakout-made-easy/>

Digital escape room clue creating resources <https://wakelet.com/wake/duMnbVjjuwEmSWGikCmH>

Intermediate

Digital escape room with Microsoft

<https://infinitelyteaching.com/2020/05/12/digital-escape-rooms-with-microsoft/>

Create a digital escape room with Office 365 and OneNote

<https://cpb-us-e1.wpmucdn.com/cobblearning.net/dist/e/2864/files/2015/12/How-to-Create-Digital-Breakouts-in-OneNote-y0rteg.pdf>

Create Digital Breakout Clue Rooms with Thinglink (Free version)

<https://youtu.be/42dyPDHsLaA>

Escape Rooms in ELT

<https://escaperoomelt.wordpress.com/2019/11/10/360o-photos/>

How to use google tour creator with digital escape rooms

<https://www.sandycangelosi.com/2019/09/how-to-use-google-tour-creator-with.html>

Digital escape room with 360 photos

<https://matterport.com/blog/how-i-built-ultimate-virtual-escape-room-my-kid>

Advanced

Free tutorial on how to build a VR escape room with Amazon Sumarian

<https://www.raywenderlich.com/10222977-introducing-amazon-sumerian-by-tutorials>

A walk through of an educational escape room activity built with Sumarian

Build with Amazon Sumerian | S3 E12 – Educational Escape Room

<https://youtu.be/ao2x3sLdXOs>

Full online course on building a VR escape room with Unity

<https://learn.unity.com/project/vr-beginner-the-escape-room>