SUPSI

Digital online educational escape rooms for Higher Education

Luca Botturi & Masiar Babazadeh
www.school-break.eu

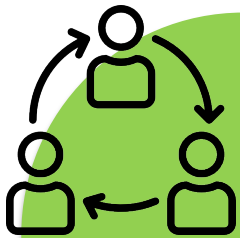What are Escape Rooms?

Escape games & soft skills

Collaboration & communication

Self and resources management

Creative & critical thinking

Engagement & motivation

Escape games & subject matter

- Knowledge
Historical events and characters, classifications, chemical elements, etc.

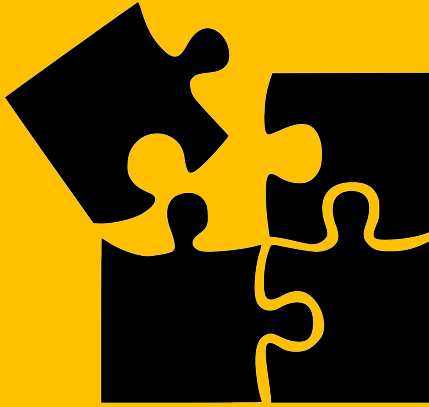- Skills
Using a microscope, solving maths, translations, etc.

- Familiarize with instruments
Periodic table, compass, software, etc.

- Drills

- Research

Where is the learning?

PUZZLES

STORY

GAMEPLAY

When shall we play it?

- To **introduce** new topics/concepts

- As a **diagnostic** test

- As **formative or self-evaluation**

- (as summative evaluation)

What kind of learning?

- Actually, very **memorable** but **little!**
  - … after all, it is a 1h game + 1h debriefing!
  - Be *realistic*!

- It is **"dirty" learning**
  - Learning in the game is seldom precisely conceptualized
  - Key learning could not be in the foreground

- … and this is why the **debriefing** is so paramount!
  - Emotions
  - Process assessment
  - Learning moments

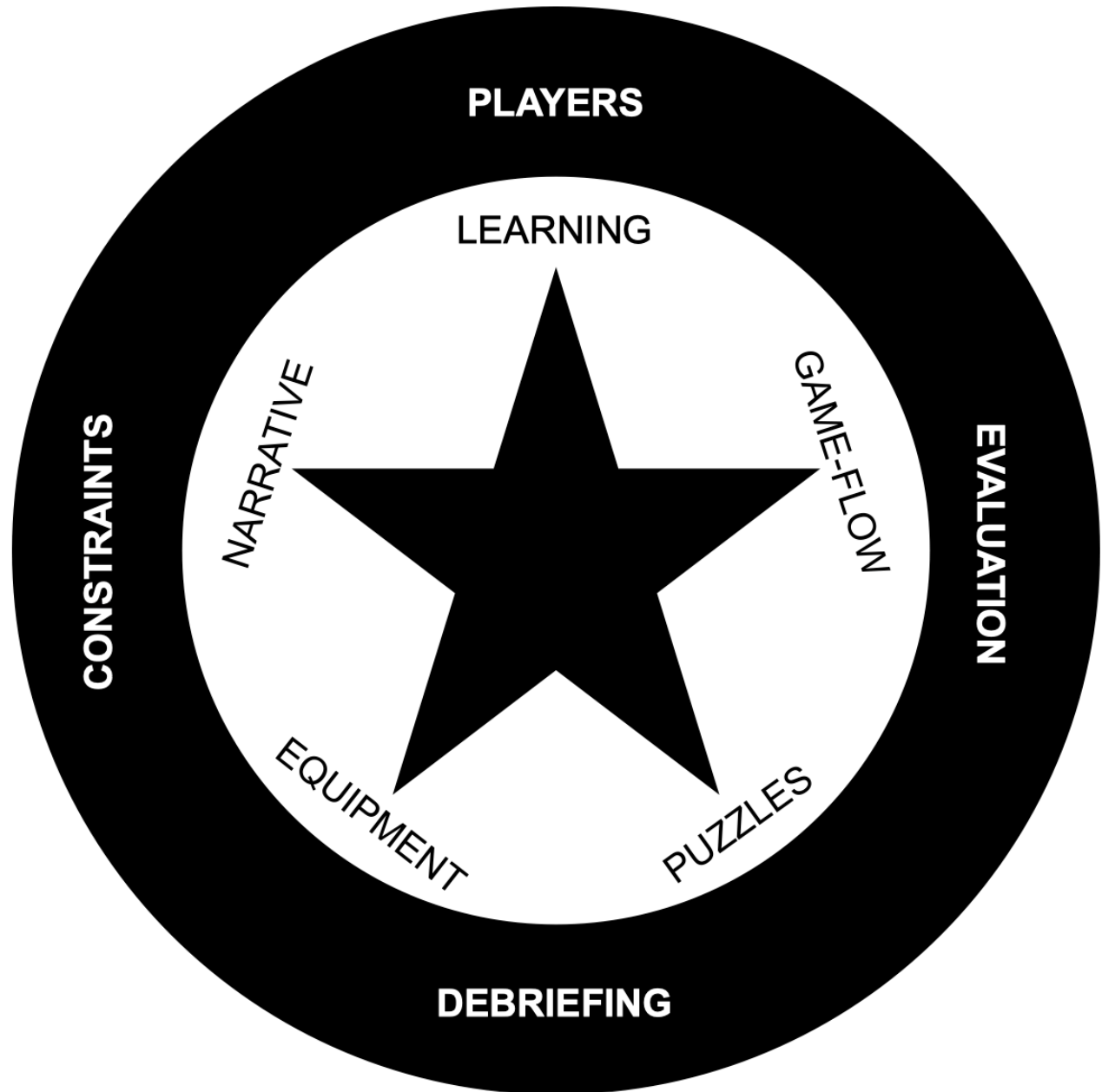# An educational escape room session
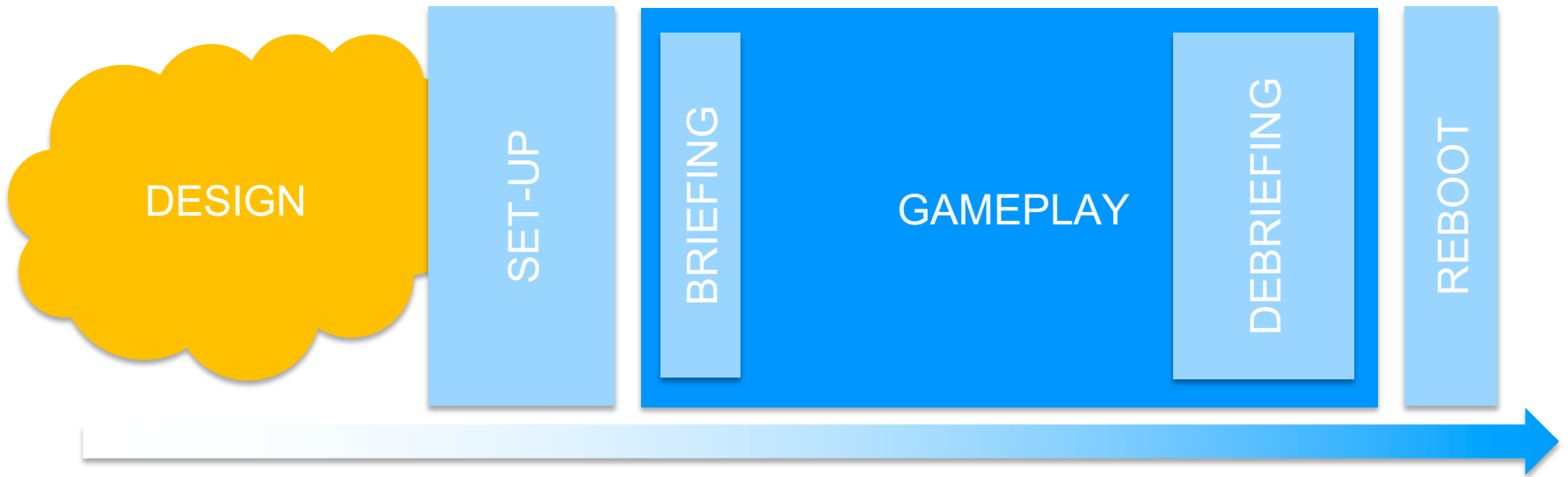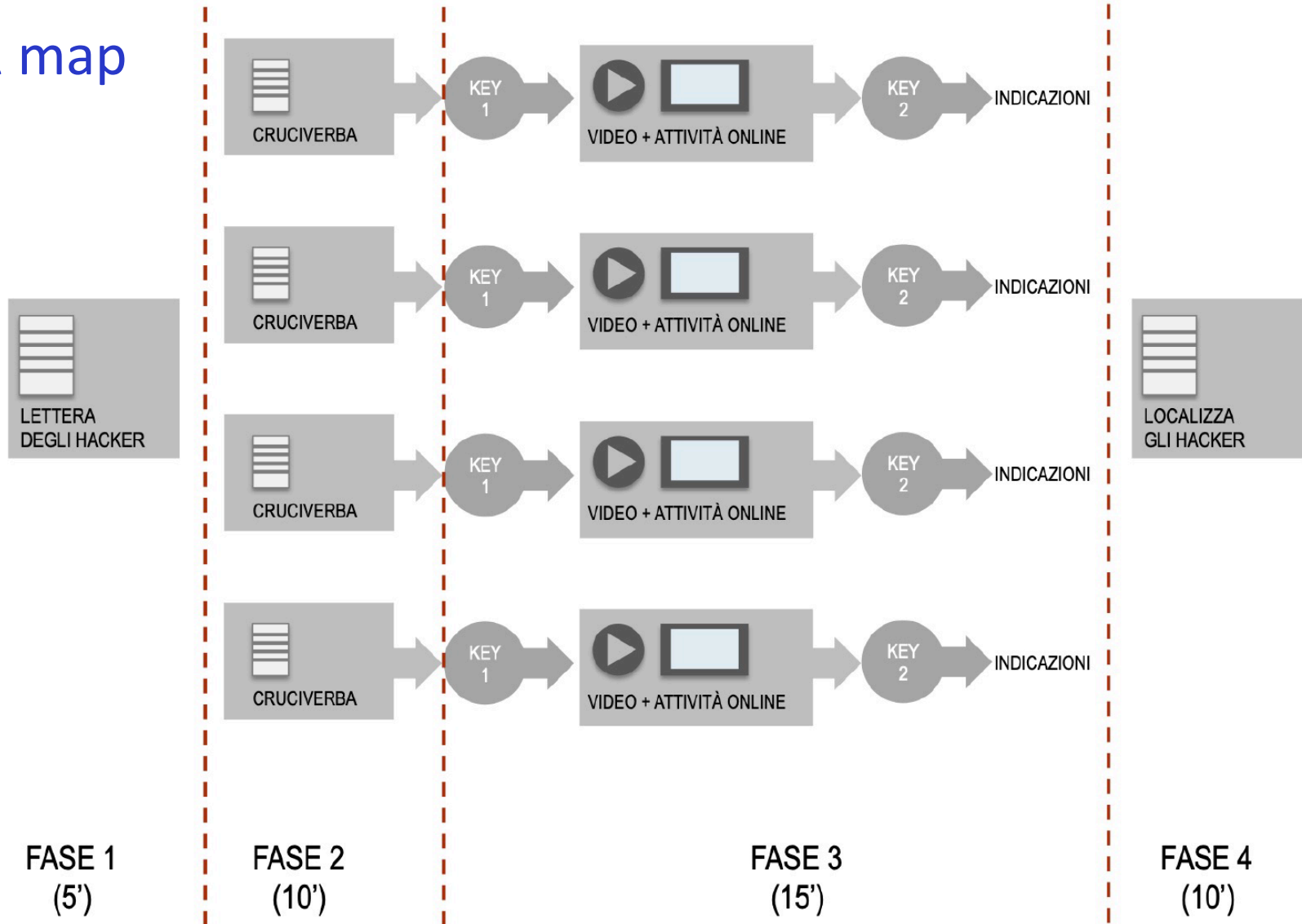
Let's play!

- No more walls!

- Escape del terror con Pitagoras

- Caught in code

- The home front

- Hogwarts escape

>> https://mediaescuola.wordpress.com/online-escape-rooms/

A design map
The Star Model

SUPSI

An ER map

SchoolBreak Handbooks

School break
L'uso delle *escape room* nell'insegnamento

Manuale 1, versione Svizzera italiana
www.school-break.eu

Adattamento di Luca Botturi e Masiar Babazadeh
Traduzione di Beatrice Bedani

Un progetto Erasmus+ sostenuto da
movetia

School break
Progettare escape room educative

Manuale 2, versione Svizzera italiana
www.school-break.eu

Adattamento di Luca Botturi e Masiar Babazadeh
Traduzione di Beatrice Bedani

Un progetto Erasmus+ sostenuto da
movetia

School break
Apprendere progettando una *escape room*

Manuale 3, versione Svizzera italiana
www.school-break.eu

Adattamento di Luca Botturi e Masiar Babazadeh
Traduzione di Beatrice Bedani

Un progetto Erasmus+ sostenuto da
movetia

http://www.school-break.eu/handbooks

*+ in preparazione:
enigmi e rompicapo*

SchoolBreak EERs

Hack the Internet

Escape room developed by the Laboratorio tecnologie e media in educazione
Dipartimento formazione e apprendimento, SUPSI.

Switzerland

Teacher Guide ENG IT FR DE SPA

Teacher Kit ENG IT FR DE SPA

(for 10-13 year olders)

How does the Internet work?

Thymio

Escape room developed by the Laboratorio tecnologie e media in educazione
Dipartimento formazione e apprendimento, SUPSI.

Switzerland

Teacher Guide ENG

(for 10+ year olders)

Introduction to Thymio VPL

Green Fuel

Escape room developed by the Laboratorio tecnologie e media in educazione
Dipartimento formazione e apprendimento, SUPSI.

Switzerland

Teacher Guide IT

Teacher Kit IT

(for 10-15 year olders)

Information and fake news

http://www.school-break.eu/escape-rooms

SchoolBreak EERs

No more walls

Escape room developed by the UOC Research Team, Faculty of Information and Communication Sciences.

Spain

Teacher Guide SPA ENG

Teacher Kit SPA ENG

(for 12-18 years old)

Borders and walls in Europe

Escape Inflation

Escape room developed by PH Freiburg – Department of Economics Education

Germany

Student Materials ENG DE

Teacher Kit ENG DE

(for 16-19 years old)

Introduction to markets and inflation

http://www.school-break.eu/escape-rooms

Commercial online ERs

- Ticino
  https://escapedigitale.ch/

- ZH
  https://zurich.adventurerooms.ch/onlineescaperoom

- Spain
  https://www.escaperoomdigital.com/

Educational escape room companies

- Breakoutedu
  http://www.breakoutedu.com

- Lock Paper Scissors (*Design your own*)
  https://lockpaperscissors.co/school-escape-games

- Breakout Box
  https://breakoutbox.org/

- The Escape Classroom
  https://www.theescapeclassroom.com/

- School Escape Rooms
  http://www.schoolescaperooms.co.uk/

Learn more…

- **School Break**
  http://www.school-break.eu/

- Scott Nicholson (CAN)
  http://scottnicholson.com/pubs/index.html

- Disruptive Media Learning Lab (UK)
  https://archive.dmll.org.uk/resources/tools/teaching-and-learning/educational-escape-room/

- EduScapes (UK)
  http://eduscapes.playthinklearn.net/

- Online escape room for preservice teachers (paper)
  https://www.learntechlib.org/primary/d/216209

Contacts

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