

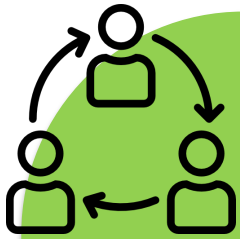
SUPSI

Digital educational escape rooms for Higher Education

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www.school-break.eu

Escape games & soft skills



Collaboration
& communication



Self and resources
management



Creative & critical
thinking



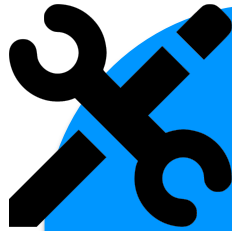
Engagement
& motivation

Escape games & subject matter



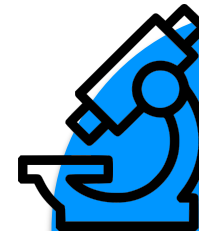
Specific
knowledge

Historical events and
characters, animal
classifications,
chemical elements,
etc.



Skills

Using a microscope,
hitting a target, etc.



Familiarize with
instruments

The periodic table,
a compass, a software,
etc.



Drills

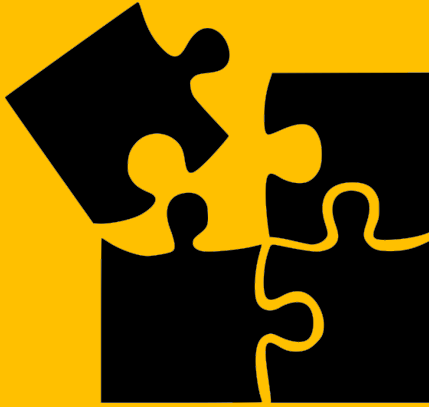
Mental calculation, using formulae,
reading (in a foreign language), ...



Information
retrieval

Researching information
on a book, online,
in a dictionary, etc.

Where is the learning?



PUZZLES



STORY



GAMEPLAY

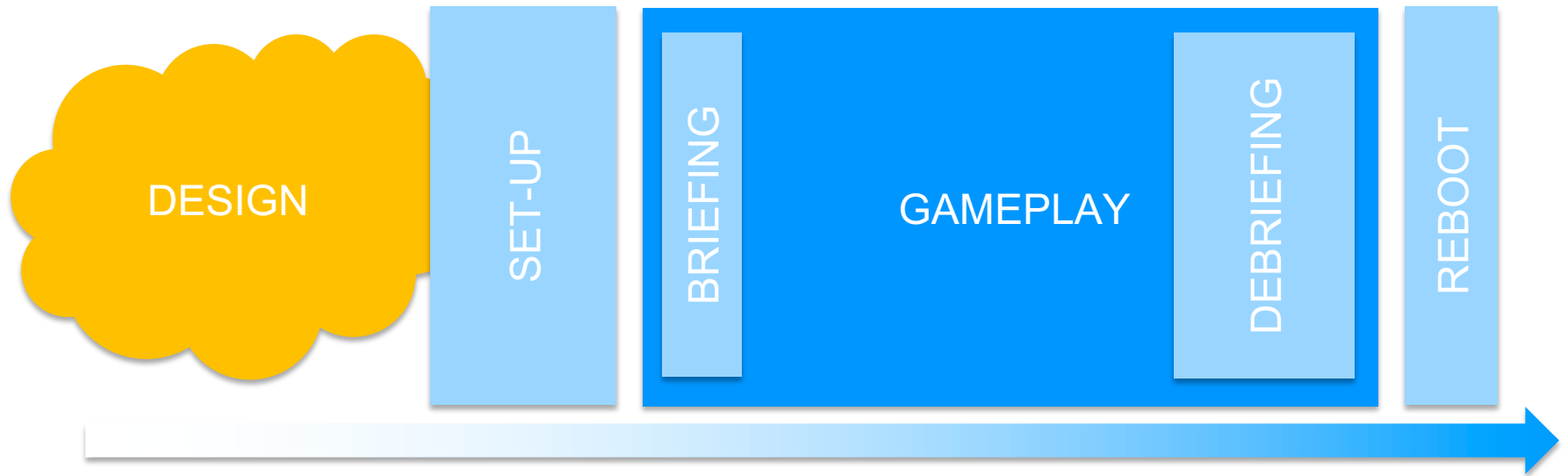
When shall we play it?

- To **introduce** new topics/concepts
 - E.g., *Hack the Internet*
- As pre-instruction **assessment** test
 - E.g., *Kill Count Dracula*
- As **formative or self-evaluation**
 - E.g., *Forgers*
- (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 cannot 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!

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

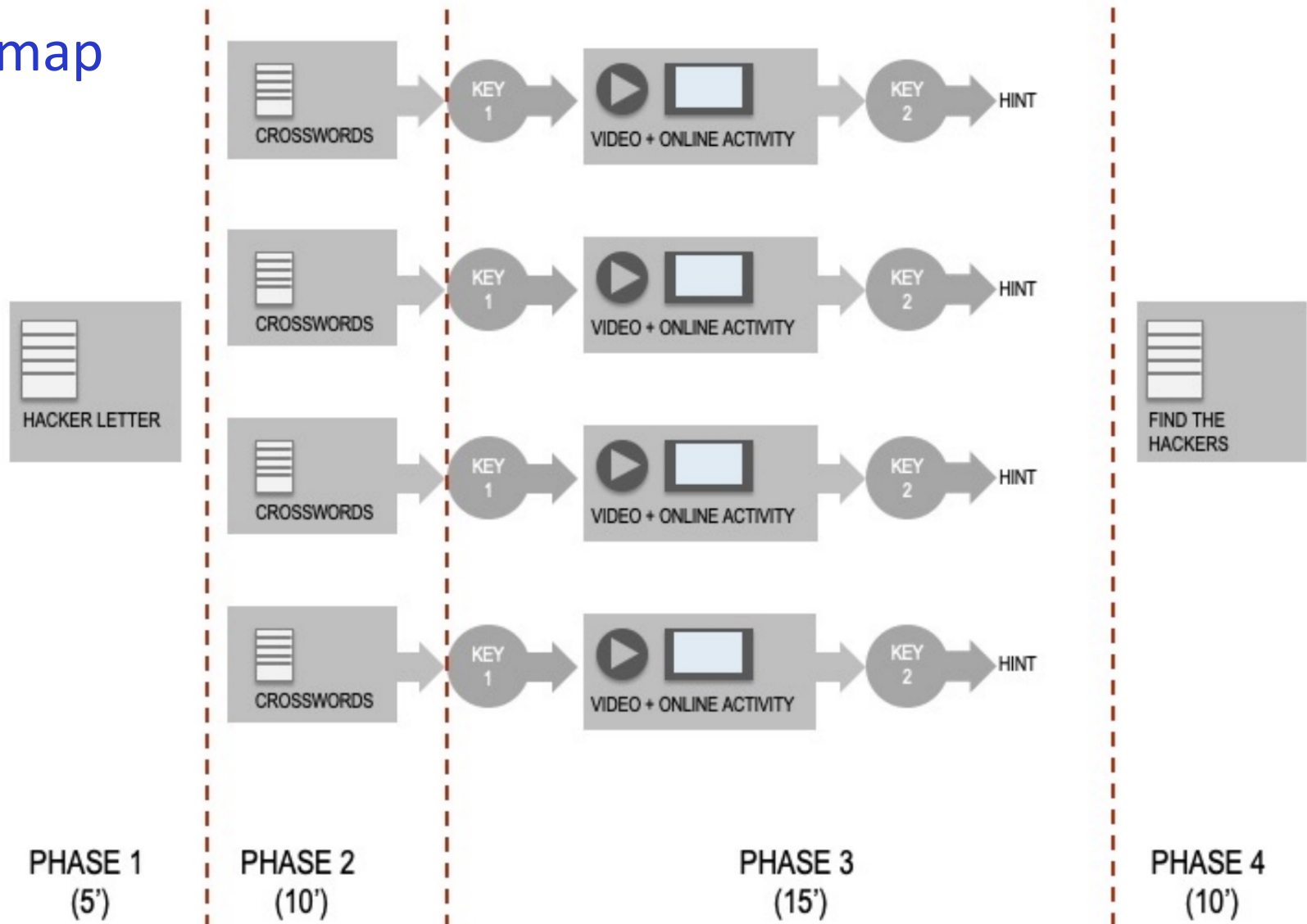
- Breakout rooms of 4-5 people
- Select one escape room
- Play!

You have max. 20 minutes!

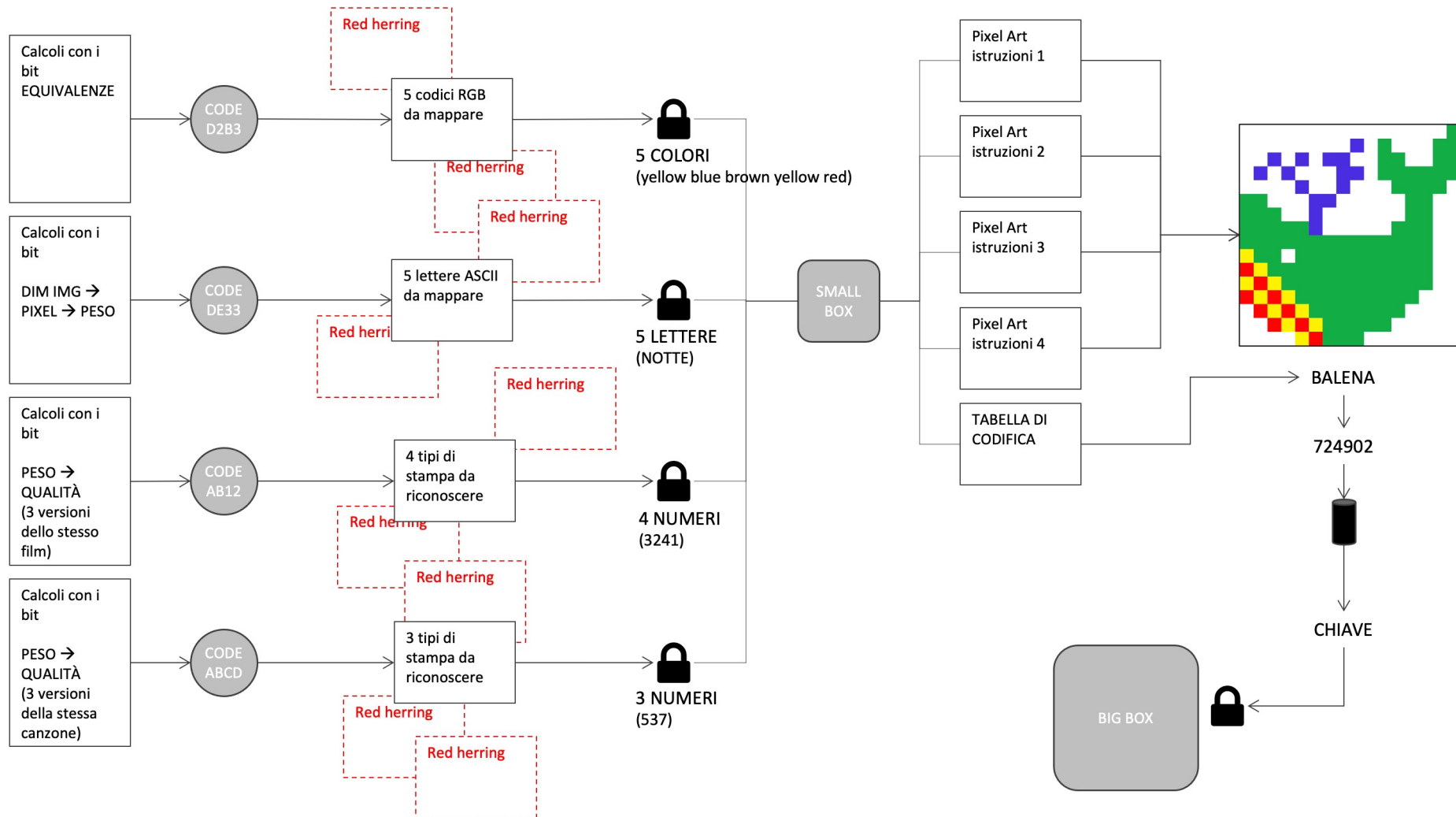
A design map The Star Model



An ER map



Anothr ER map



Educational escape rooms with escapedigitale.ch

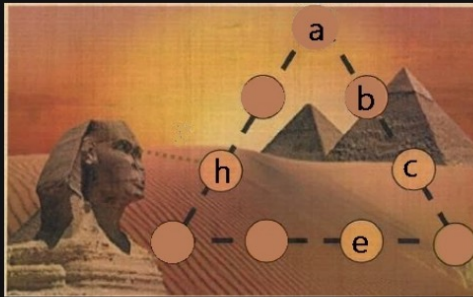
eScape digitale
TICINO

Sfida gli Antichi



L'enigma della sfinge

Inserisci i numeri da 1 a 9 in modo che il risultato della somma di ogni lato del triangolo valga 17.



Ricorda: gli egiziani concepiscono tutto in senso orario...

Prima equazione:

es. $z+y...= 10$

Seconda equazione

es. $z+y...= 10$

Terza equazione:

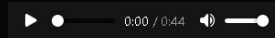
es. $z+y...= 10$

Mi manca giusto "x" per poter aprire la stanza:

es. 2

SCEGLI UN'ALTRA STANZA →

Messaggio iniziale per gli agenti



Un geroglifico misterioso



Sono il Dio dei

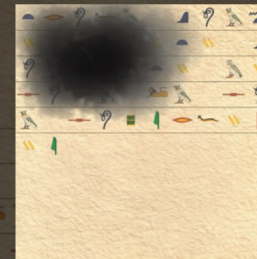
Decifrate le due parti del geroglifico e rispondete alla domanda nascosta.

Hai decifrato la parola che non si legge nella pergamena?

es. perimetro

Risposta (approssima all'unità)

es. 2



SCEGLI UN'ALTRA STANZA →



La Necropoli di Giza

Solo i più sapienti sanno della storia della piramide del figlio del grande faraone Cheope...

«Quanti cubi di granito aventi mediamente lo spigolo lungo 2,4 cubiti reali sono stati utilizzati per costruirla?»

Ascolta Ptah il saggio ed utilizza il modello in Geogebra per rispondere alla domanda.

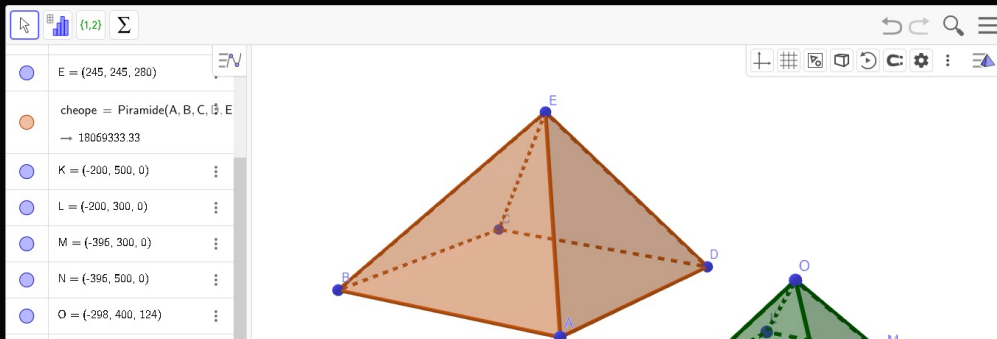
Se ti può essere utile: [come aggiungere una funzione su GeoGebra](#).

Qual è il volume di un cubo di granito? (approssima ai decimi)

es. 78.3

Numero di cubi? (approssima all'unità)

es. 132000



SchoolBreak Handbooks

Handbook 1: Using escape rooms in teaching



Handbook 2: Designing educational escape rooms



Handbook 3: Learning through escape room design



Handbook 4: Puzzles and other things to unlock



Handbook 5: Plot-Puzzle for Educational Escape Rooms Design



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



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

And many more



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

Commercial (online) ERs

- Ticino
<https://escapedigitale.ch/>
- ZH
<https://zurich.adventurerooms.ch/onlineescaperoom>
- Basel
<https://www.myescapegame.ch>
- Spain
<https://www.escaperoomdigital.com/>

Educational escape room companies

- MyEscapeBox.ch
<https://www.myescapebox.ch/>
- 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.dml.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>

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