

SUPSI

Digital Educational Escape Rooms



Figure 1. Cyphered message that players need to decipher in order to gather the needed clue to move on

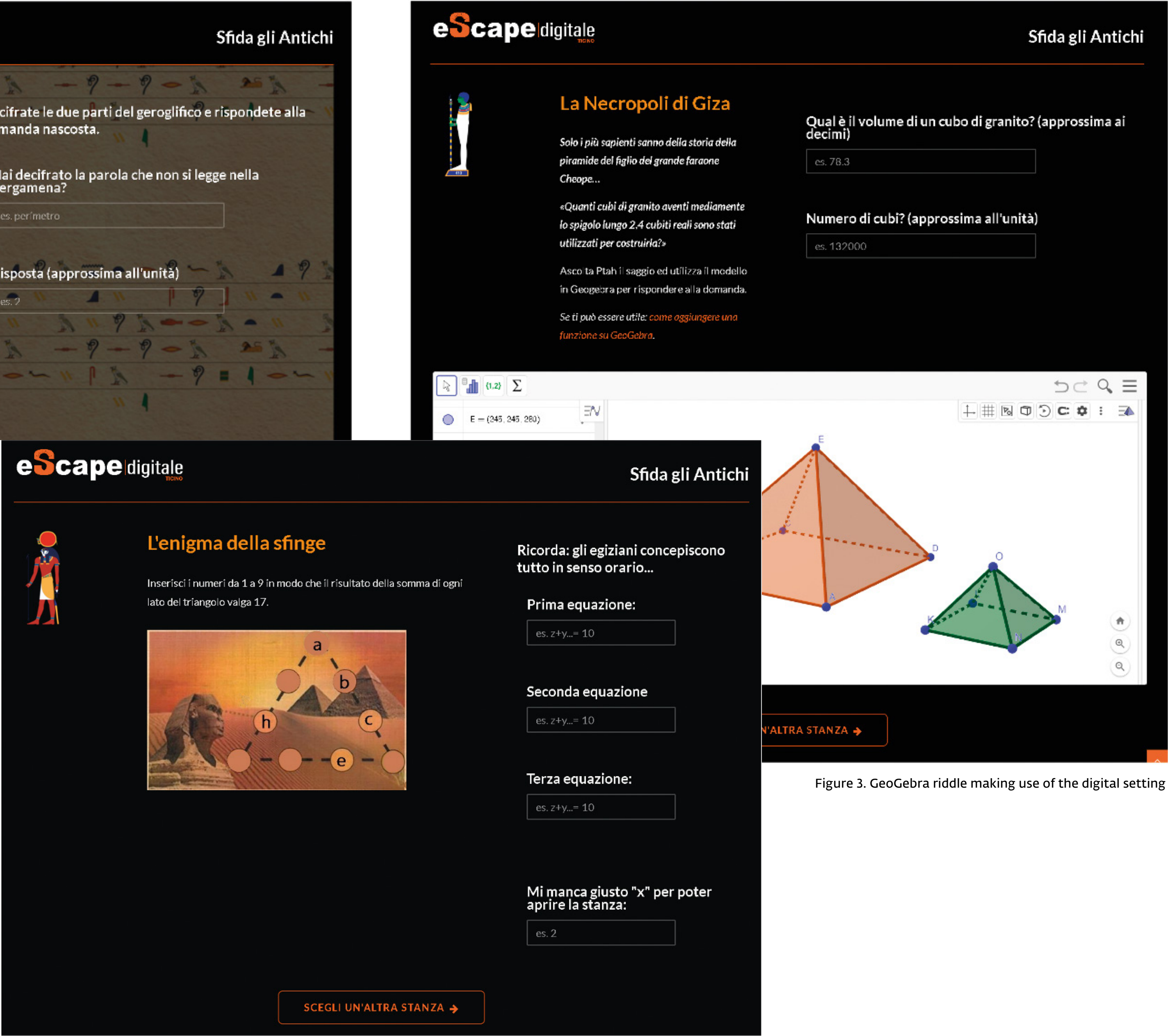


Figure 2. Math and logic riddle in one of the pyramid rooms

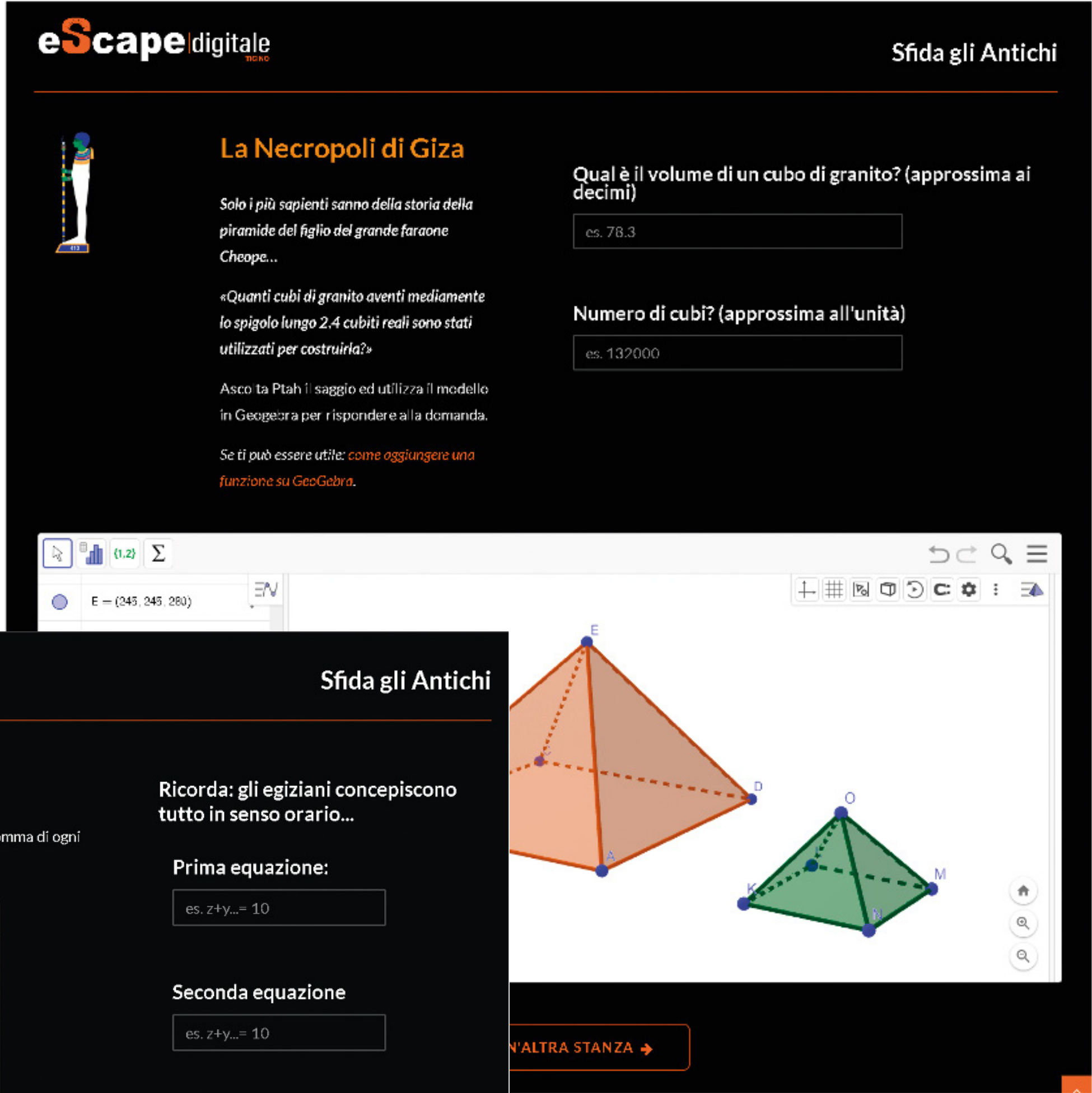


Figure 3. GeoGebra riddle making use of the digital setting

Escape rooms & soft skills

Escape rooms (ERs) are a great tool to develop soft skills. Players need to communicate and collaborate in order to solve puzzles, and make use of critical and creative thinking. Time is a key factor in these kind of games: players need to manage it wisely while exploring the room looking for clues.

ERs & subject matters

To solve puzzles, players may need to test their knowledge with historical events, chemical elements, or test their skills by using (or familiarising with!) a microscope, solving maths, or translate a text. Learning can be also found in the overarching narrative of the game itself, that could be describing real-world events and characters. Learning is very little, but memorable! It is, though, "dirty" learning: it is seldom precisely conceptualised. That is why a debriefing session is so important: teachers use this time to conceptualise the learning and overcome misconceptions.

Digital educational ERs

As part of a research project, we transformed a pen & paper maths ER in a digital ER for the escapedigitale.ch platform. Players need to solve riddles in an ancient Egypt setting in order to get out of the pyramid imprisoning them. Riddles were developed exploiting the digital environment, by making use of GeoGebra for riddles related to volume measurements, audio files containing clues, or by deciphering messages. Such approach was tested by middle-school classes and was surprisingly well received. Teachers were happy to use it and noticed the potential for distance learning scenario.

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Funding acknowledgements

Erasmus+
Movetia
InnoCheque

Partner

Archivio della Memoria
Durham University
Limerick Institute of Technology
Pädagogische Hochschule Freiburg
Universitat Oberta de Catalunya
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