

A1.2: Online Quiz Escape Room Definitions & Characteristics



NEET SYSTEM

Online Educational Escape Rooms to
Re-engage ESLs and NEETs

Online version available here:

https://docs.google.com/forms/d/e/1FAIpQLSfctrLPLAQiEvtuQC_azpXCgGKxjz38ixVzISRld0_hqzBtBQ/viewform

Part 1

QUESTION 1

When you play digital Escape Room Games you most probably are going to need Internet connection.

- A. TRUE
- B. FALSE

Correct Answer: TRUE

QUESTION 2

Digital Escape Room Games are used solely for recreation purposes and not for educational activities.

- A. TRUE
- B. FALSE

Correct Answer : FALSE

QUESTION 3

Digital Escape Room Game can be used in educational contexts as they can be developed in a course-oriented way.

- A. TRUE
- B. FALSE

Correct Answer : TRUE

QUESTION 4

Digital Escape Room Games are not a good option for promoting experiential learning.

- A. TRUE

B. FALSE

Correct Answer : FALSE

QUESTION 5

Meaningful play means that the game has a purpose and it is tied into the larger narrative.

A. TRUE

B. FALSE

Correct Answer : TRUE



NEET
SYSTEM

Part 2

Match the pros and cons of using Escape Room Games during your teaching practice.

deep understanding, distraction, limited technology skills, active learning, disappointment, collaboration, motivation, fun, behaviour management, flow experience

| PROS | CONS |
|------|------|
| | |
| | |
| | |
| | |
| | |
| | |

Correct Answers:

PROS:

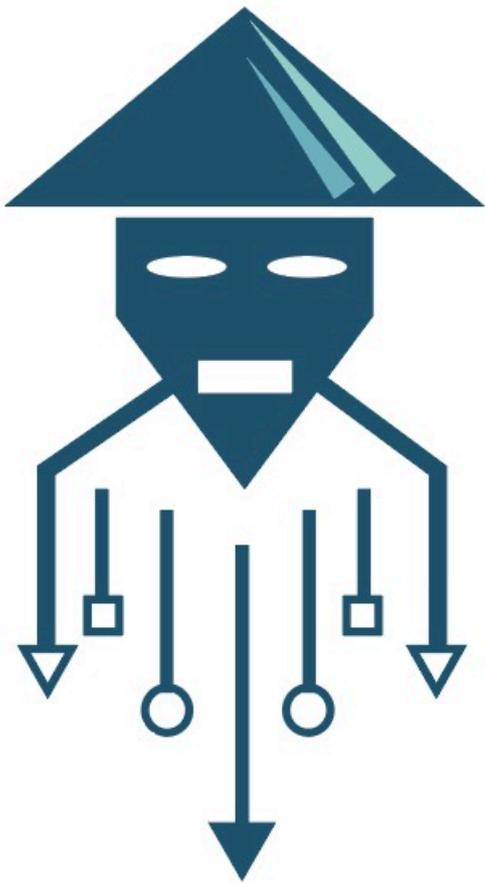
deep understanding, active learning, collaboration, motivation, fun, flow experience

CONS:

distraction, limited technology skills, behaviour management, disappointment

NEET

SYSTEM



NEET SYSTEM



Co-funded by the
Erasmus+ Programme
of the European Union



The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project Number: 2018-1-DE02-KA204-005034