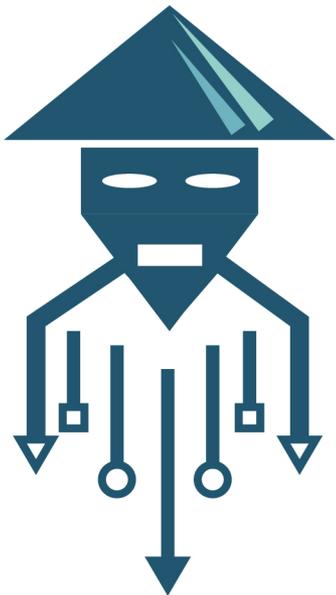


Part 2 - A1.3

Gamification & Escape Rooms



NEET SYSTEM

Online Educational Escape Rooms to
Re-engage ESLs and NEETs

World Café Activity

“Gamification Techniques in Escape Room Games”



Instructions



NEET SYSTEM

1. Note down five topics on different A1 Flipchart Paper Pads. Each topic should be written to the upper part of the paper like a title.

- **Topic 1: Elements of games for maintaining motivation and engagement**
- **Topic 2: Classroom materials for digital games**
- **Topic 3: Approaches and pedagogies during game-play**
- **Topic 4: Ideas for games, puzzles and challenges**

2. Set the scene: create four different spaces where participants can go and discuss without interruption ideas about each topic and place one A1 Flipchart Paper to each space.

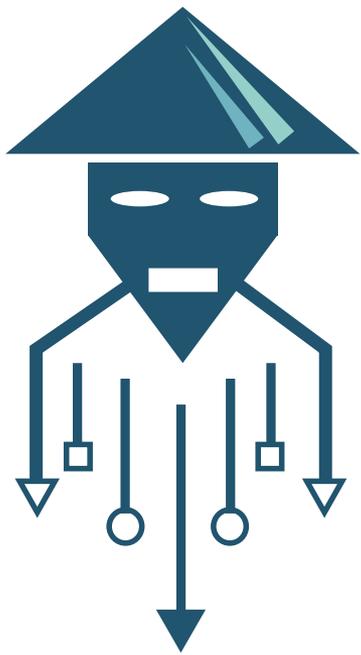
3. Then divide the whole group in teams of 2-3 people. Each team should pass from every space and spend at least 15 minutes for each topic. You should keep the time and ask after 15 minutes the teams to switch space and move to another topic.

Instructions

4. During the 15 minutes and while each team is discussing participants should note down 2-3 ideas on the Flipchart paper pad with markers. You can also allow them to express themselves thought drawing, sketching ideas etc. if they wish so. Advice them to save some space for the other teams as well.

5. After each team passes from every space and notes down ideas and thoughts on each topic then the instructor collects the A1 Flipchart papers pads and places them on the Flipchart. He/She goes one by one the written elements on each Flipchart paper pad and conducts discussion with the participants. The instructor should encourage everyone to participate in the conversation by creating a friendly atmosphere so that all participants can contribute with their experience and insights.





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