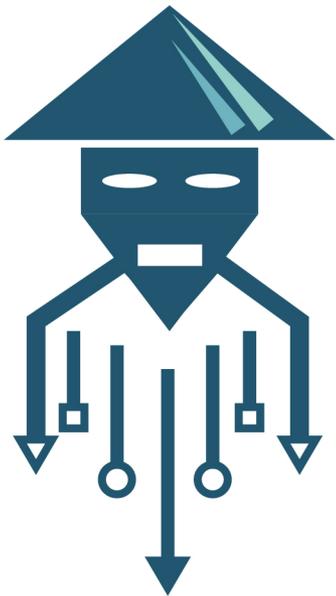


# Part 2 - B1.1

## The Dos & DON'Ts of Narration Techniques for Escape Room Games



NEET SYSTEM

Online Educational Escape Rooms to  
Re-engage ESLs and NEETs



# Flash card Activity

*“ Which are the DOs and DON'Ts when creating narrations for Escape Rooms?”*



# Instructions

1. Participants should be divided in teams of 2 to 4 people.
2. Provide each team with a set of all flashcards and a board with the “DOs” and “DON'Ts”. To do this you should print and crop all flashcards and the board as many times as the groups of teams.
3. Ask each team to discuss about each flashcard whether it should be placed on the “DOs” and “DON'Ts” part of the board and why.
4. After all teams have placed all of their flashcards to each of the two categories ask them to share their results with the whole group together with their explanations and encourage discussion.

# Correct Answers:



NEET SYSTEM

## DOs

- UNRAVEL SLOWLY INFORMATION ABOUT THE STORY ACROSS THE CHALLENGES
- CONNECT EACH ACTIVITY AND ACTION OF THE PLAYER TO THE GENERAL STORY
- PROVIDE CHALLENGES THAT CONNECT THE PLAYER TO THE CONTEXT OF THE GAME
- CREATE A PLOT THAT WILL MAKE THE PLAYER DO THINGS HE/SHE CAN NEVER DO
- ASK BEFORE DESIGNING A CHALLENGE *WHY WOULD THIS EXIST?*
- BALANCE THE NARRATIVE AND THE MEANING OF THE GAME
- ALLOW PLAYERS TO EXPLORE THE BACKSTORY THROUGH EXPLORATION

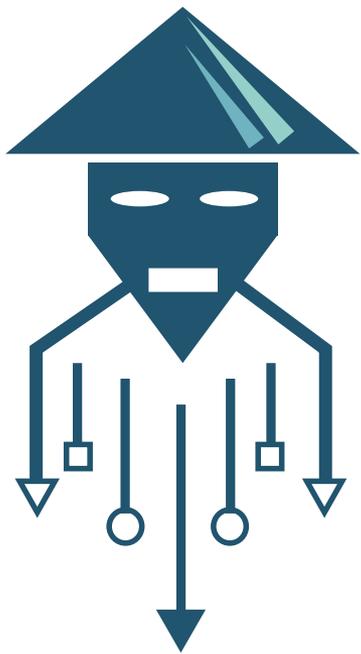
# Correct Answers:



NEET SYSTEM

## DON'Ts

- PROVIDE A LONG DETAILED BACKSTORY
- HIDE HINTS ON THINKING PROCESSES WHILE THE PLAYER TRIES TO SOLVE A PUZZLE
- PROVIDE CHALLENGES THAT REPRESENT BARRIERS TO WINNING THE GAME REGARDLESS OF THEIR PURPOSE
- CREATE A PLOT THAT WILL ONLY MAKE THE PLAYER SOMEONE THAT HE/SHE CAN BE IN THE FUTURE AND RELATE TO
- DESIGN A CHALLENGE THAT IS NOT CONNECTED TO THE PREVIOUS CHALLENGE
- CREATE A DEEP ENGAGEMENT OF THE PLAYER AT THE MIDDLE OF THE GAME
- PROVIDE AN IN-DEPTH BACKSTORY TO ENGAGE THE PLAYER IN THE GAME



# 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

