

B1.2

Creating meaningful  
escape room  
challenges



NEET SYSTEM

Online Educational Escape Rooms to  
Re-engage ESLs and NEETs

Work in pairs in order to answer the following exercises.

### **Creating meaningful puzzles**

*An Escape Room can be comprised from a series of puzzles. These puzzles are usually presented in sequence. The sequential appearance of puzzles in escape rooms is often easier to design and has many advantages in regards to the player experience. Specifically, one advantage is that it requires less guidance, thus making it simpler for students to progress while another advantage is that it allows the educators to track the players' activity in a more simple and accurate way since the progress and performance of all students can be measured more easily (López-Pernas, Gordillo, Barra, & Quemada, 2019). When creating each puzzle, game designers should carefully connect the puzzle to the theme of the room and provide information so to be understandable by the players in the context of the game setting. At its core, an escape room puzzle uses a simple game loop:*

1. A Challenge to overcome
2. A Solution (may be concealed)
3. A Reward for overcoming the challenge (Wiemker, Elumir & Clare, 2015).

Your task is to decide if the following NEET-SYSTEM Escape Room Challenge under the title “ABANDONED SHIP” (Cultural Awareness Competence Area) is meaningful according to the above.

You are advised to first read carefully the plot and consider the challenges, then continue to the activities.



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## CULTURAL AWARENESS - INTRODUCTORY LEVEL

### INTRODUCTORY LEVEL - ABANDONED SHIP



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### INTRODUCTORY LEVEL - ABANDONED SHIP

We are on a journey with a sailboat through the Mediterranean Sea. One of the attractions on our cruise is an abandoned ship that was used for the transport of convicts until recently. Our guide convinced us that it is perfectly safe to visit the ship. We enter the ship, specifically the room in which the guards were having their break, but suddenly the wind slams the door which we entered through. The doors are locked and we can not go backwards. On the other side of the room we see another door, and by each of it's sides we see 2 flags on the wall – the Chinese flag and the Mexican flag. We examine the flags and we notice that there are two small pictures behind them that can be pressed. Which ones should we press?

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### CHOOSE THE CORRECT IMAGE

Behind the Chinese flag we can see four pictures. Which one will you press? \*



Picture A



Picture B



Picture C



Picture D

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For the wrong answer the player gets:

### WRONG ANSWER

HINT: Think about the most famous Chinese monument, the one that can be seen from space!


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For the correct answer the player gets:

**CORRECT ANSWER**

After you pressed the picture on which you saw The Great Wall of China you could hear the mechanism of the door working. The other pictures were those of Taj Mahal in India, Angkor Wat in Cambodia, and Machu Picchu in Peru. Now let's check out the next flag and the pictures behind it.




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## THE STORY CONTINUES TO THE NEXT CHALLENGE

**CHOOSE THE CORRECT IMAGE**


On the left side of the door a Mexican flag is hanging. When we look behind it we can see the following pictures. Which one do you press? \*




Picture A



Picture B



Picture C



Picture D

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For the wrong answer the player gets:

**WRONG ANSWER**

HINT: It is a spicy food served in tortillas and is typical for Mexico.

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For the correct answer the player gets:

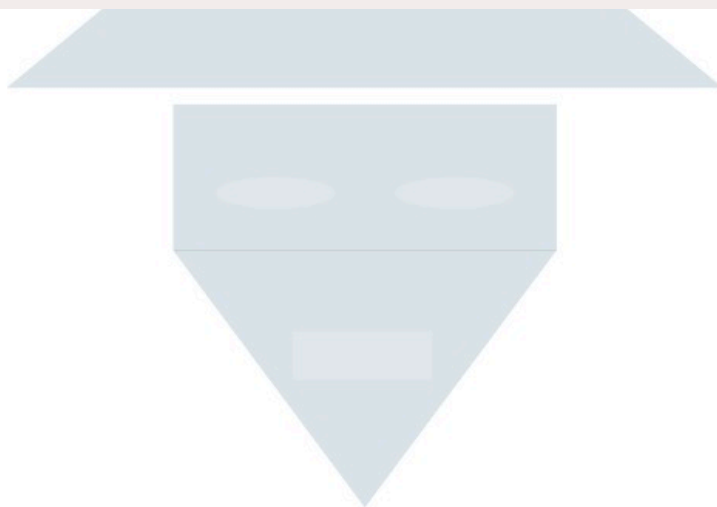
**CONGRATULATIONS!**

Today you've gained a Learning Badge at Level 1!

The door opened and you can continue to the next room! You have completed the Introductory level of our Escape Room!

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**Activity 1: Please fill in the table with the requested information and then provide your opinion.**

<p><b>Is there a challenge to overcome?</b></p>	
<p><b>Is there a solution?</b></p>	
<p><b>Is there a reward for overcoming the challenges?</b></p>	
<p><b>Your opinion “<i>Are these Escape Room Challenges meaningful</i>”? (please provide explanations)</b></p>	



**Activity 2:** In order to create meaningful puzzles the designers should take into account the criteria for a 'good' puzzle. If a designer answers yes to all of the below then he/she has probably created a good puzzle. Your task is to decide if the following criteria are taken into account for this particular Escape Room Challenges.

Are the puzzle integrated into the storyline?

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Are the clues to the puzzles logical?

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Can the puzzles be solved using the information provided?

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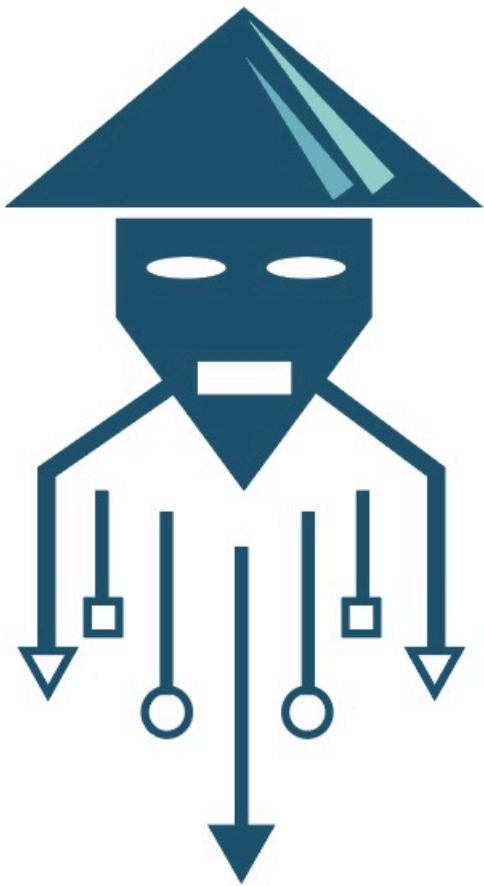
Do the puzzles add to the atmosphere of the Escape Room plot?

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