



B1.1: Online Quiz about Escape Room narration techniques



NEET SYSTEM

Online Educational Escape Rooms to
Re-engage ESLs and NEETs

Online version of the quiz available here:

<https://docs.google.com/forms/d/e/1FAIpQLSdH2pA2ySvTk1qR58hspWaknhhp3ak7brQ5RzEED2p1rHhfhg/viewform>

Part 1

QUESTION 1

Introduce information about the story across the challenges in a slow manner.

- A. Strongly recommended.
- B. Strongly disapproved.

Correct Answer: A

QUESTION 2

Provide an in-depth backstory to engage the player in the game.

- A. Strongly recommended.
- B. Strongly disapproved.

Correct Answer: B

QUESTION 3

Create connections between each activity, the action of the player and the general story.

- A. Strongly recommended.
- B. Strongly disapproved.

Correct Answer: A

QUESTION 4

Create a plot that will make the player do things that he/she can never do in real life.

- A. Strongly recommended.
- B. Strongly disapproved.

Correct Answer: A

QUESTION 5

Hide hints on the thinking processes while the player tries to solve the puzzle.

- A. Strongly recommended.
- B. Strongly disapproved.

Correct Answer: B

QUESTION 6

Allow players to understand the backstory through exploration.

- A. Strongly recommended.
- B. Strongly disapproved.

Correct Answer: A

QUESTION 7

Create deep engagement of the player at the middle of the game.

- A. Strongly recommended.
- B. Strongly disapproved.

Correct Answer: B

QUESTION 8

Design challenges that are not connected to each other.

- A. Strongly recommended.
- B. Strongly disapproved.

Correct Answer: B

QUESTION 9

Balance the narrative and the meaning of the game.

- A. Strongly recommended.
- B. Strongly disapproved.

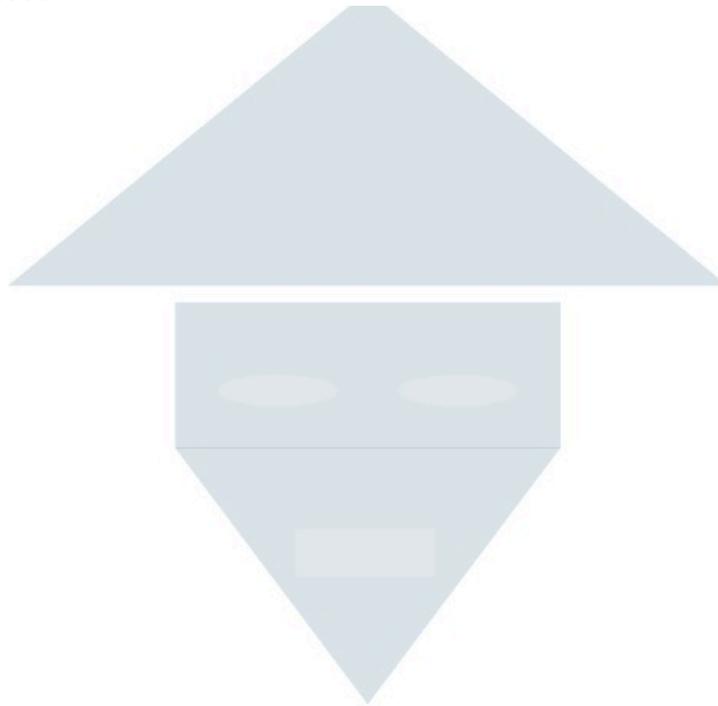
Correct Answer: A

QUESTION 10

Ask before designing a challenge: *Why would this exist?*.

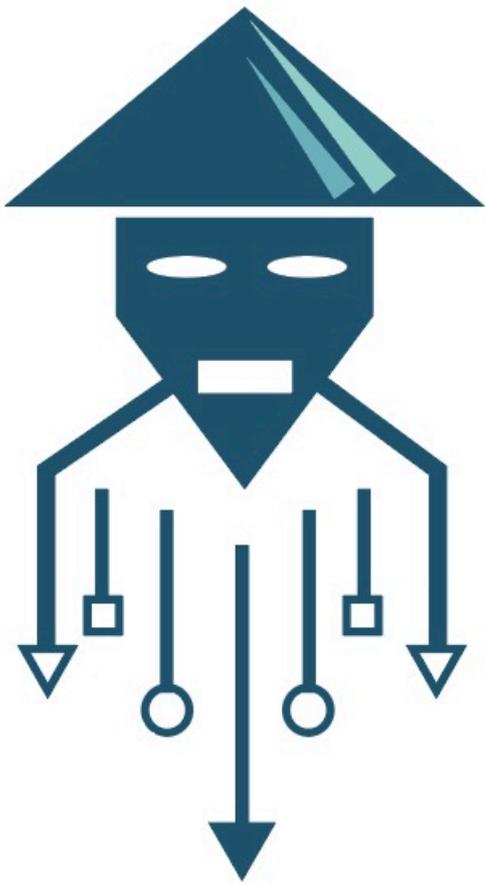
- A. Strongly recommended.
- B. Strongly disapproved.

Correct Answer: A



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