

NEET SYSTEM
Online Educational Escape Rooms to
Re-engage ESLs and NEETs

8 steps to creating a Digital Escape Room via Google Forms

Step 1 – Set up a [Google account](#).

Step 2 – Conceptualise the problem. What kind skills should the game improve? Which competences are you going to focus on?

Step 3 – Reflect on your target group. Who are they? What is their background, age and interests?

Step 4 – Develop a storyline. Keeping your target audience in mind, think about the theme or genre of your game. Where does the story take place and what kind of story is it? Some good inspirations are popular films, books or games. Take your time with the narrative to make sure it is compelling and engaging.

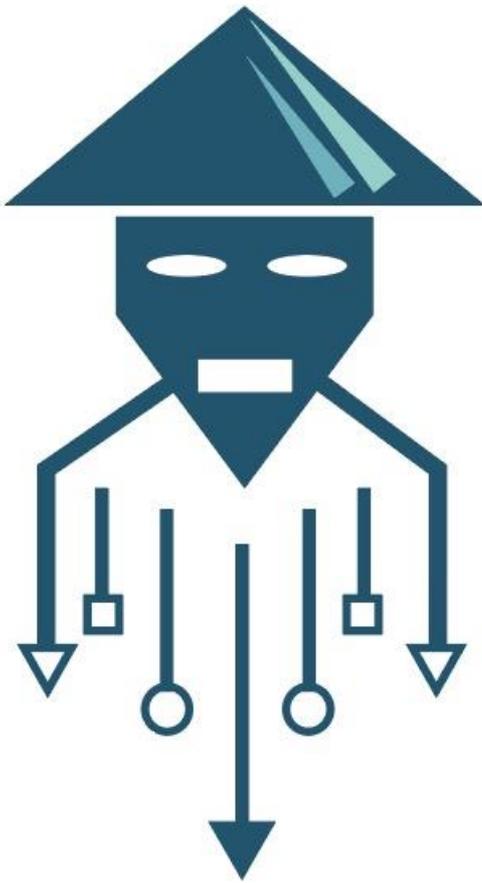
Step 5 – Start creating a digital escape room via [Google Forms](#). Formulate questions representing represent digital clues for the purposes of the game using attached images, YouTube videos, hyperlinks or links to other [Google Docs](#) documents. Adapt them to the required difficulty level.

Step 6 – Base the answers to these questions around different types of digital clues:

- digital competence: QR codes, YouTube videos, Google Maps coordinates, identifying locations, word count in a file etc
- civic competence: history/date of origin
- critical competence: mathematical tasks, abstract reasoning, lateral thinking,
- creative competence: ciphers and coding systems (Morse code, binary code, leetspeak...), foreign alphabets (Cyrillic, Arabic)

Step 7 – Select one of the options for collecting answers. Choose *short answer text with response validation* to make sure your target audience can only proceed to the next step after correctly solving a puzzle. They would normally be asked to type in a *number or text equal to value*. If you think the clue might be too difficult, provide them with an additional clue in form of *custom error text* displayed in case of an incorrect answer. *Open text answers* might be considered as a way of collecting answers to puzzles requiring discussions on advanced level.

Step 8 – Attach a badge in the last step representing the skills gained or developed in the course of the digital escape room game.



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