



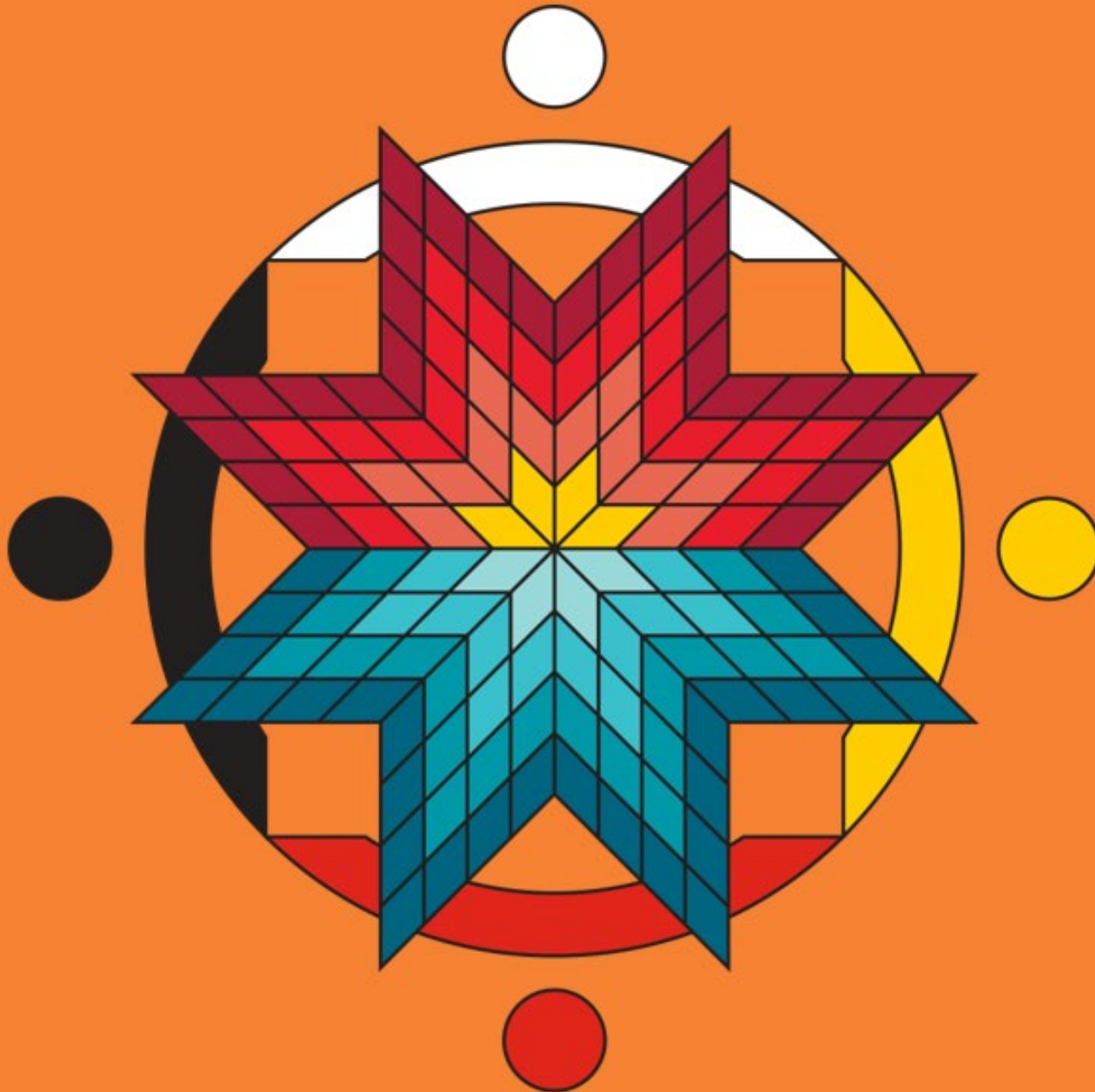
TEACHING &
LEARNING
EXCHANGE

evolvED

Gamify your course with Digital Escape Rooms

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LAND ACKNOWLEDGEMENT

George Brown College is located on the traditional territory of the Mississaugas of the Credit First Nation and other Indigenous peoples who have lived here over time.

We are grateful to share this land as treaty people who learn, work and live in the community with each other.

[Learn more about our land acknowledgement.](#)



June 29, 2023



AGENDA / LEARNING OUTCOMES

1. Discuss the concept of Digital Escape Rooms and their potential as effective learning experiences.
2. Participate in a Digital Escape Room learning experience from the student perspective.
3. Explore simple technology tools for the creation of Digital Escape Rooms.

What is an Educational Escape Room?

- An Educational Escape room is “an instructional method requiring learners to participate in **playful collaborative activities**...so that they can **accomplish a specific goal**... by **solving puzzles**...in a limited amount of time”. (Fotaris & Mastoras, 2019)

Advantages of Educational Escape Rooms

- Active Learning
- Teamwork/Collaboration
- Enjoyment
- Motivation
- Problem solving/critical thinking

Challenges of Educational Escape Rooms

- Time Commitment
- Technology, space or material constraints

It's your turn to play!

1. Open the Google Form that I will send in the chat.
2. You will be sent to breakout rooms to collaborate with your colleagues on solving the Escape Room.
3. Choose a member to share screen and be in charge of entering answers and submitting the form.
4. Open the clues map. Keep it open.
5. If you are stuck, have questions or need help, click on the **Ask for Help** button.

Recommendations

- Test your Escape Room with colleagues or friends to identify the **approximate time** it takes to solve and any **issues that could prevent completion**.
- Keep approximate completion time under 60 minutes to avoid student fatigue.
- Collaborate with a colleague in the creation of the game.

Useful Resources

- [Digital Escape Rooms - Resources](#)

Questions, comments, reflections



References

- Fotaris, P., & Mastoras, T. (2019, October). Escape rooms for learning: A systematic review. In Proceedings of the European Conference on Games Based Learning (pp. 235-243).



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THANK YOU!

Conference Agenda

START	END	DESCRIPTION	LOCATION
8:00 AM	8:55 AM	Registration & Breakfast	Atrium
9:00 AM	9:30 AM	Land Acknowledgement, Hand Drum and Opening Remarks with Dr.Gervan Fearon	SJC 406 with online option
9:30 AM	10:45 AM	Keynote Speaker: Brenda McDermott	SJC 406 with online option
10:45 AM	11:00 AM	Music and Move to Session 1	
11:00 AM	11:45 AM	Concurrent Session Block 1	On-campus with online option
11:45 AM	12:50 AM	Luncheon	
1:00 PM	2:00 PM	Plenary Conversation with John Weigelt	SJC 406 with online option
2:00 PM	2:15 PM	Music and Move to Session 2	
2:15 PM	3:00 PM	Concurrent Session Block 2	On-campus with online option
3:00 PM	3:30 PM	Wine & Cheese Social	Atrium
3:30 PM	4:00 PM	President Awards & Concluding Remarks	Atrium

