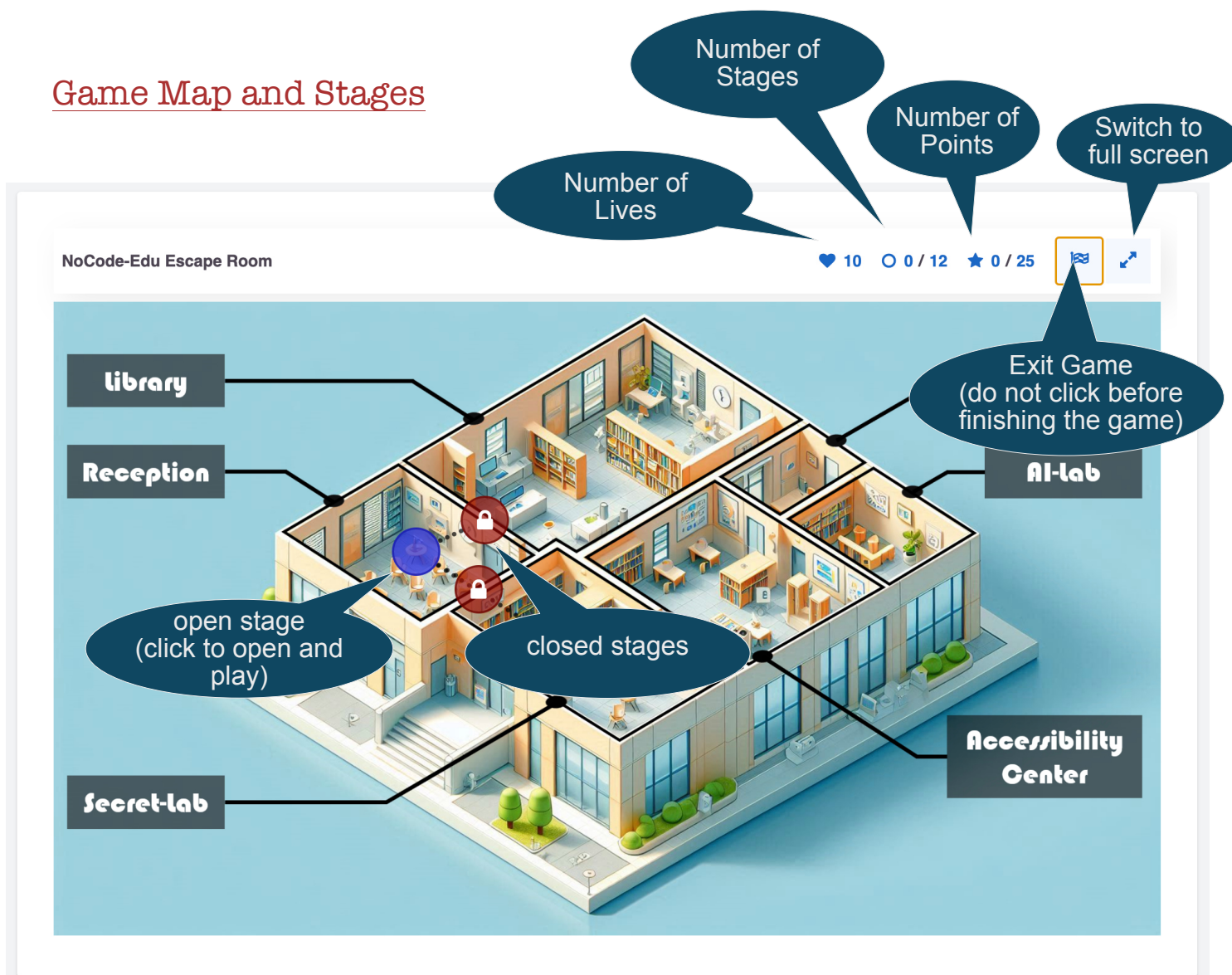


SURVIVAL GUIDE

Instructions for the Educational Escape Room about Gamification, Game-based Learning und Serious Games (incl. Escape Rooms)

Great to see that you're interested in Game-based Learning, Serious Games and Gamification in general – and that you'd like to experience it firsthand. This document provides guidance on how to navigate this escape room and some helpful tips in case you get stuck.

Game Map and Stages



First, you'll find a stage behind the purple dot. This is your starting point. The other stages are still locked (indicated by a small lock on the dot). Before you can unlock them, you need to complete the first stage. Open it and explore by clicking on objects. Afterwards, leave it by closing the pop up clicking the small cross in the upper right corner.



Navigate within the stages



Once you click on a purple stage point and start a stage, you'll find information and clues there. You can explore locations and objects in more detail by clicking on specific areas in the image. This way, you'll discover objects, take a closer look at items, and so on. Pay close attention to numbers, clues, colors, and more.

It's a good idea to have a piece of paper and a pen ready so you can take notes. Also, make sure to read the feedback after completing tasks—it might help you later on.

back

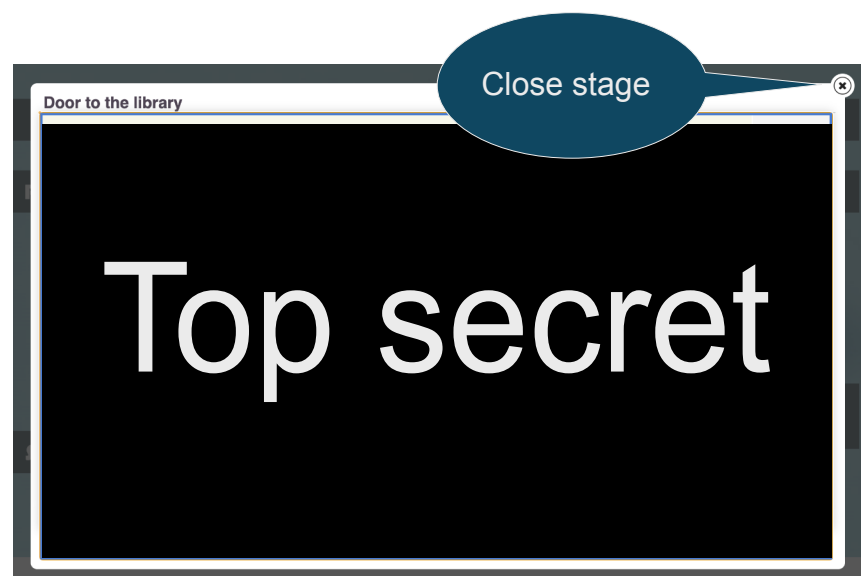
In many places, you'll find buttons that let you navigate through the game.

To return to the map, simply close the stage using the "X".

If a stage hasn't been completed yet or if not all tasks were solved correctly, you'll lose a life.

(Don't worry—you have more lives than stages. But use them wisely!)

Some easier stages are also time-limited.



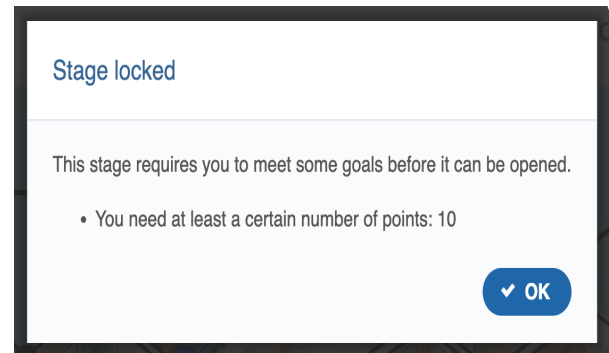


Collect points in the stages

In some stages, you can earn points by solving tasks. These tasks are based on the information provided within the same stage.

Some later stages will only become accessible once a certain number of points has been collected.

Often, the feedback from a correctly solved task includes a hint or a clue containing a number.



To receive the points you've earned through the tasks, you need to click the "Continue" button at the end of certain stages.

This button only appears if there were points to be collected.

Have points credited



Cheat Sheet

Maybe this is your first time in a digital Edu Escape Room. That's why we've collected a few tips for you here.

Don't ruin the fun—don't read them all at once. Just check them step by step when you really need help.

Tip 1:

If you're using a mouse, just hover over the images. Interactive areas will highlight automatically. On mouse-over, a dark blue square will appear. Click on it to access more information or explore an object.

Tip 2:

After the first stage, head to the library. There, you'll find a lot of useful information that you'll need later. To enter the library, click the dot to the right of the first stage.

Tip 3:

To unlock the library door, you need to remember the order of the posters in the first stage. Match the hair colors to the correct sequence.

If you have a visual impairment, make sure to read the alt-texts carefully.

Tip 4:

In the library, you'll see lots of books, of course. The heavy books are the important ones. On the left shelf, there's a thick green book on the second shelf from the top, and a dark red thick book on the second shelf from the bottom. On the right side, there's a thick blue book.

Tip 5:

Make sure to explore everything in the archive. Some people throw important information into the trash. Also, communication is always helpful. Talk to the person in the room by clicking on them and ask for a hint. Of course, you can also check the folders on the shelf.

Tip 6:

Once you've been everywhere, solved all the tasks, checked the trash bin, and received your hint, you'll know that the code for the lab door is four, two, zero, two. That's where things really get going.

Tip 7:

In the lab, you can also click on the many different objects. If you click on the little robot, he can call Professor Lumi for help. Try clicking on the whiteboard in the background—bottom right (H5P) and top left (the brain icon).

Tip 8:

When you've gathered all the information from the bulletin board, the puzzle book, the audio on the radio, the video on the tablet, and the data on the laptop, and used it correctly in the associated tasks, you'll know that the code for the H4P update is 5927. Enter it by clicking on H4P and then choosing "I know the code."