Edu Escape Rooms

Escape games are games in which the goal is to escape from a room or a situation by solving puzzles.  
Often, you also need to break into a room or open a locked container.  
These scenarios can be applied to teaching by tailoring the puzzles to the learning objectives.

If you solve all the puzzles here, you will know how to use gamification in your own teaching and how to create your own Edu Escape Room.  
To find the correct solutions, just take notes in this document. It’s best to work on it in Word.

## Reception Room

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| --- | --- | --- | --- |
| Poster | Poster left | Poster center | Poster right |
| Statement |  |  |  |
| Hair color |  |  |  |

Additional notes

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## Library

**Notes on "What are EERs?"** (first library stage)

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**Notes on "Advantages of EERs"** (first library stage)

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| Biggest advantage:  Additional advantages: |

**Notes on "NoCode EERs"** (first library stage)

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| What does NoCode mean?  Advantages of digital NoCode EERs: |

**Information from task feedback in the library** (first library stage)

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| First number for the number lock: |  |
| Second number for the number lock: |  |

**How AI can support education (AI-book shelf in library)**

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| Use case | Support/Tool |
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**Information about Edu Escape Rooms in the Inverted Classroom** (Newspaper in library)

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## Accessibility Lab

**Mitja‘s suggestions on AI**

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Hints for the number lock:

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| Third number of the number lock: |  |

## AI Lab

**Christoph’s suggestions on AI**

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Hints fort he number lock:

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| --- | --- |
| Third number oft he number lock: |  |

## Archive

**Information from the shelf**

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**Hints for the number lock:**

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## Laboratory

To find the code for updating the robot, you need to gather various pieces of information and solve related tasks.  
You can collect the information by clicking on objects.

**Update code for the robot** (from the task feedback on the different topics)

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| --- | --- |
| First digit |  |
| Second digit |  |
| Third digit |  |
| Fourth digit |  |

**Notes from the bulletin board about Gamification** (left side of the image)

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**Notes from the audio on Game-based Learning** (on the radio)

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**Notes from the video on Serious Games** (on the tablet)

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**Notes on the development process of EERs** (process model from the puzzle book)

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| Phase 1 |  |  |
| Phase 2 |  |  |
| Phase 3 |  |  |
| Phase 4 |  |  |
| Phase 5 |  |  |
| Phase 6 |  |  |

**Notes on OER** (stack of folders)

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**Tools for creating Edu Escape Rooms** (smartboard)

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**Tips for creating NoCode Escape Rooms with H5P** (computer)

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