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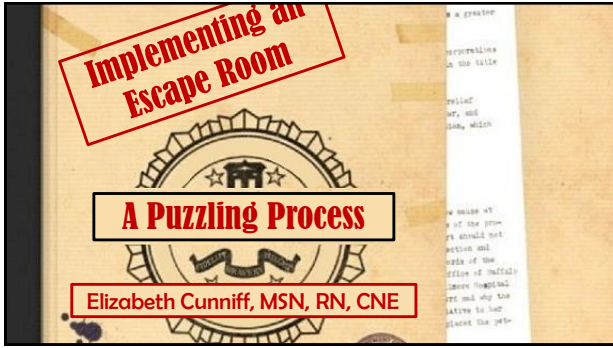
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Implementing an escape room - A puzzling process

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Objectives:

- Describe Escape Rooms as a teaching strategy.
- Identify a learning theory which supports Escape Rooms as a teaching strategy.
- Conclude whether an Escape Room is an evidence-based teaching strategy.
- Describe considerations when designing an escape room.
- Describe steps to design an online Escape Room.

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Motivate and engage students with learner-centered teaching strategies



Game-based strategies generate enthusiasm, fun, and excitement



Escape rooms are a game-based strategy to promote knowledge application

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Theoretical Framework

- Constructivism
- Learning is active
- Group work
- Teachers guide, learners are self-directed
- Shared meaning through social interaction

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Review of the Literature

- Improved critical thinking and increased learning
- Teamwork and Leadership
- Communication
- Motivation and Fun

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Improved Critical Thinking and Increased Learning

- Empowered to improve nursing practice (Adams et al., 2018)
- Increased critical thinking, learning, delegation, and teamwork (Brown et al., 2019)
- Suitable learning method (Ferreiro-González et al., 2019)
- Facilitated learning (Gómez-Urquiza et al., 2019)
- Effective learning, fun strategy (Vergne et al., 2019)
- Significant knowledge gain (Morrell & Eukel, 2020)

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Teamwork and Leadership

- Facilitate teamwork and delegation (Brown et al., 2019)
- Increased team-building, motivation, and communication (Dietrich, 2018)
- IPEC competencies – teamwork and communication (Friedrich et al., 2019; Kutzin, 2019)
- Promoted medical school leadership competencies (Wu et al., 2018)

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Communication

- Dietrich (2018)
- Friedrich et al. (2019)
- Kutzin (2019)

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Motivating and Fun

- Dietrich (2018)
- Gómez-Urquiza et al. (2019)

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Limitations of the Research

- Many studies provide low levels of evidence
- Limited evidence regarding hybrid escape rooms
- No studies describing fully online escape rooms

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Recommendations for Future Research

- Well developed studies
- Improved critical thinking and level of knowledge?
- Comparison with other teaching strategies?

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How to get started?

- Nurse educator sites have escape rooms shared
- Online: sites that can help walk you through
- Design your own ☺

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Design your own

- Goals and objectives
- Delivery method
- Group size
- Materials
- Story line
- Structure
- Debriefing
- Activity development

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Identify Goals and Objectives

- Constructivist theory
- Goal: Active learning strategy
- Objectives:
 - One objective may be teamwork
 - Other objectives related to content

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Delivery Method	In-person
Online	Hybrid

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Group Size

- Number of students
- Delivery method
- Space and equipment considerations

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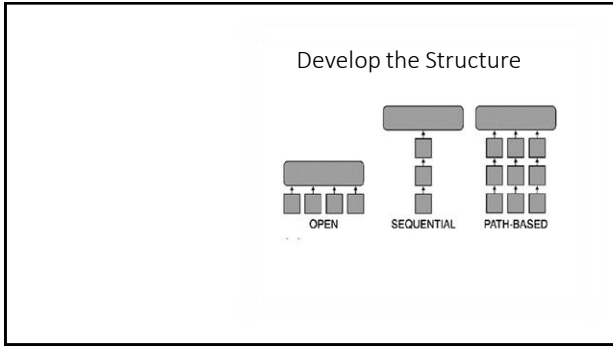
Materials

- In-person:
 - Locks
 - Ciphers (e.g., blacklight and markers)
 - Puzzles
 - Games
 - Manikin set up
- Online:
 - Google Slides
 - Google Forms
- Hybrid

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- Narrative
- Create a sense of urgency
- Develop teamwork

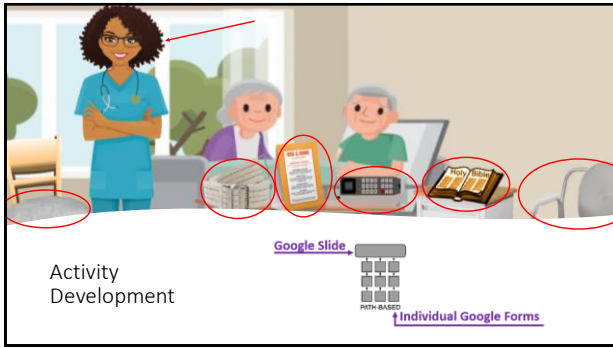
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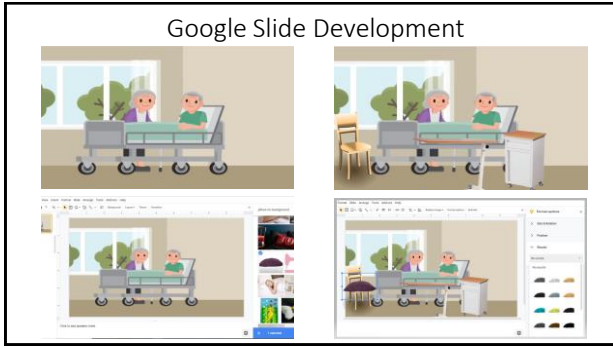
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Google Form Development

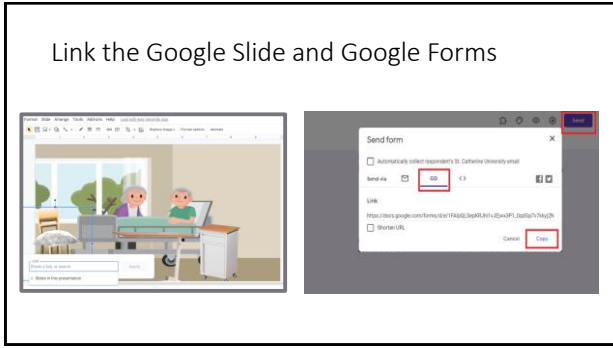
- Create a Google Form for the story path
- Add narrative and graphics
- Add questions
- Describe how to open the virtual
- Create virtual lock
- Provide guidance for next steps
- Keep the sense of urgency 😊

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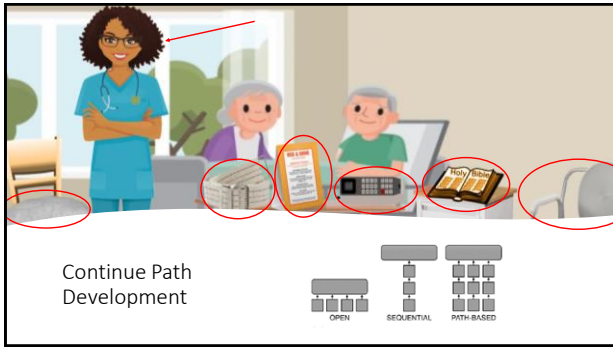
Creating a Virtual Lock

- Activate "Response validation"
- Add a short answer question
- Describe how to open the lock
- Indicate the value needed
- Equal to, greater than, less than...
- Indicate correct answer
- Add a custom error message
- Engage the "Required" slider

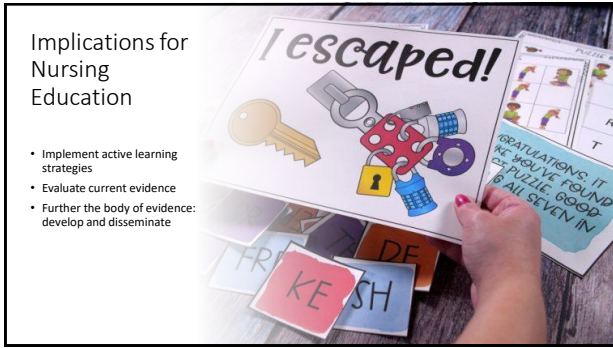
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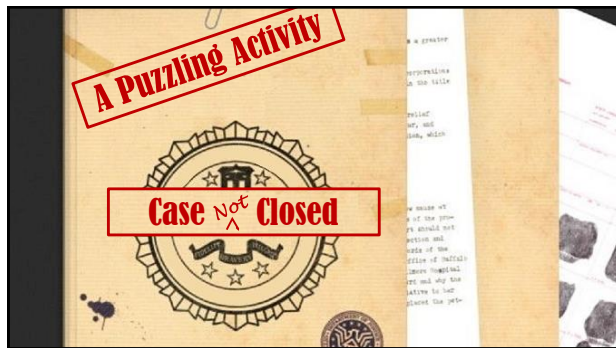
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