ESCAPE ROOM DESIGN ANALYSIS

EVERYTHING GETS EASIER WHEN YOU KNOW WHERE TO START FROM..
ESCAPE ROOM DESIGN ANALYSIS

0. TARGET GROUP

WHO IS YOUR ESCAPE ROOM FOR?

WHO ARE THEY?
HOW MANY?
HOW OLD?
WHERE ARE THEY FROM?

ARE THEY EXPERTS ON ESCAPE ROOMS?
SPECIAL NEEDS?
NEWCOMERS?

HOW IS YOUR GROUP?

Male
Female

NEWCOMERS?
1. Setting the Learning Objectives

What do they need?
What are their interests?
What do you want them to learn?
What do they want to learn?
What do they know?

These are the objectives of the escape room. They define the purpose of the room, its intention or its mission.
2. CHOOSING THE THEME

It is really important to have a solid narrative experience for your game. It doesn’t matter if your puzzles are amazing if your theme is lackluster or your game doesn’t respect the theme you are using. The key is to match your theme to the whole experience!

The theme has to do with creating a narrative that engages players!!

How did you choose it? Why?
3. The Pregame Room (Introduction)

The Pregame Room is basically a generic waiting room with one key modification: this is where the game is introduced to the players. In this space, the rules get explained.

How is it?

Where?

What will you do there?

Who will be there?

Any customs?
4. THE ROOM

The room is the central piece of the experience, is where the puzzles are and where the players are the main characters of the story.

Sometimes just the fact of feeling inside a rocket is exciting enough for the players :)

WHERE?

HOW IS IT?

HOW IS THE LIGHT?

AMBIENT SOUNDS?

WHAT'S THAT SMELL?
5. THE EXIT

The players will, eventually, exit the room rather they have completed the tasks or not.

How will you welcome them?

They will come out of a high energy stressful environment and they will be delighted or disappointed.

The exit is your opportunity to make them leave happy :)

Certificate? Pictures? Why?
6. CORE PUZZLE DESIGN

ESCAPE GAMES ARE ABOUT KNOWING

HOW DO YOU CONNECT THE PUZZLES WITH THE STORY?

MATHS?

GEOGRAPHY?

SCIENCE?

A PUZZLE IS: A LOGICAL AND STATIC CHALLENGE THAT IS SOLVED WITH THE ASSISTANCE OF CLUES.

DO THEY NEED TO KNOW IN ADVANCE OR WILL YOU PROVIDE THEM WITH THE INFORMATION?

WHY?
7. GAME FLOW

Is there an only path to get to the end?

Are there different choices?

Do all the paths make sense?

Mix the critical puzzles with non-critical puzzles to keep the feeling of forward momentum for the players.
8. HOW TO WIN

WHO WINS?

In a game you win or you lose.

In the escape room, usually, if they win they get out on time, if they don’t you will let them out.

HOW MUCH TIME?

The % of winners/losers will tell you a lot about your room.

- 65%
- 30%
Did you test the room?

How? When? With who?

Testing the room is a must. Sometimes players get stuck on things you thought they were easy.

Design test change and repeat.
10. REPLAYABILITY

IF YOU WANT YOUR PLAYERS TO PLAY AGAIN YOU HAVE TO ENCOURAGE THEM TO RETURN

WILL IT BE POSSIBLE?

HOW?

WHY?
11. LENGTH, NUMBER OF PLAYERS

Numbers are important so everybody can experience the room and have time to interact with it and within the group.
12. MONITORING THE GAME

HOW WILL YOU MONITOR THE GAME?

THE PUZZLE PATH CAN BE GIVEN TO AN ORGANIZER TO RECORD A TIMESTAMP SO THE GAME DESIGNER CAN SEE IF THEIR PUZZLES ARE AS CHALLENGING AS ENVISIONED.

SOFTWARE TO MONITOR THE GAME:

HTTP://ESCAPEROOMMASTER.COM
HTTP://ESCAPEROOMBOSS.COM
13. CONDITIONS OF A CREATIVE LEARNING ENVIRONMENT

ESCAPE ROOM DESIGN ANALYSIS

- Motivational
- Inspiring
- Flexible space
- Genderless
- Teamwork
- Feel free and safe
- Allowed to fail / no fear of mistakes
- Learners responsible of their own learning process
- Allowed to express thoughts and questions
- Focused on learning processes
- Playful
- Sense of wonder
- Possibility to develop own ideas and procedures
- Use of all senses

ARE YOU TAKING THEM INTO CONSIDERATION?
DOES YOUR ROOM WORK AS A CREATIVE LEARNING ENVIRONMENT?

WHY?

BASED ON THE DOCUMENT “FIRST LOOKING AT LEARNING” OF THE PROJECT “LOOKING AT LEARNING” WWW.LOOKINGATLEARNING.EU
14. LEARNING OUTCOMES

What were the learning outcomes?

Did they match your objectives?

How did you measure them?

What did you learn?
14. WHAT WOULD YOU DO DIFFERENTLY?

Time to dream and rethink...

Would you change something if you had the resources, the time...?
For respondents, researchers, and coordinators of the project:

http://www.lookingatlearning.eu

...and for anyone interested in creating a wonderful and educational Escape Room Experience.

http://www.elcubilcreativo.com