



EARTHE

Activity 2

Digital toolkit for innovative curriculum and methodological development

Module – Problem solving

Method – Educational Escape Rooms

Case study

Module 4 – Problem Solving

Case study - Unlocking Learning: Implementing an Educational Escape Room to Enhance Information Literacy for Adult Learners

Related Method - Educational Escape Room

Context and Background

Organisation: An interdisciplinary team from an university library.

Target Group: Undergraduate and graduate students across various disciplines.

The context of the case study at hand involves a collaborative, interdisciplinary project aimed at integrating escape room elements into the curriculum to enhance information literacy and critical thinking skills.

Source:

https://www.researchgate.net/publication/392313886_Escape_Rooms_for_Learning_A_Case_Study_of_a_Collaborative_Interdisciplinary_Project

Problem / Challenge Presented

The institution implementing the method of educational escape room wanted to improve students' information literacy skills, particularly in navigating and evaluating digital resources. Traditional teaching methods were inadequate for keeping students engaged and building the desired skills.

Actions Taken / Method Applied

The team developed a library-based escape room that incorporated puzzles and challenges related to information literacy. Faculty and library staff worked together to create scenarios that required students to apply research skills in a time-constrained, game-based environment. The escape room was integrated into existing courses, allowing students to experience active learning in a collaborative setting.



Outcomes and Results

Students who took part in this activity reported heightened motivation and a stronger interest in learning. They also demonstrated a marked improvement in their ability to find, evaluate, and apply information effectively. Finally, participants expressed high satisfaction with the experience, showing a clear preference for interactive, game-based learning approaches.

Lessons Learned

Upon implementing the activity, one could observe the following: successful implementation of EERs requires close collaboration between faculty and support staff to align educational objectives with game design. The escape room model can be adapted to various disciplines by tailoring content to specific learning outcomes. Regular assessment and feedback are crucial to refine the escape room experience and ensure it meets educational goals.

Key Success Factors

In order for this method to be successful one should:

- a) define specific skills and knowledge to be gained through the escape room experience:
- b) design puzzles and scenarios that are both challenging and relevant to students' academic work;
- c) provide guidance and resources to help students succeed within the game.

Challenges Encountered and How They Were Addressed

The activity faced a few key challenges. Limited time and materials called for creative solutions, such as using digital tools and adapting existing resources. In addition, students had varying skill levels, so ensuring everyone could participate effectively required designing scalable challenges and providing preparatory materials.

Applicability / Recommendations for Educators

Educators are encouraged to adapt the escape room experience to fit their subject and the needs of their students. Collaborating with colleagues from different departments can add depth and make the activity more relevant. Finally, designing escape rooms with adjustable complexity ensures they can be used effectively across a wide range of learning contexts.



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