Happily ever after

«Happily ever after» is a 60-minute experience for 3 to 5 players. The educational goal behind this game is to raise awareness of domestic violence situations. A fictional friend named Emma Brown is presented and the players need to help her by finding her passport and plane ticket to escape.

Particularities

There are a wide variety of clues, related with codes, photos, diary entries, even mixing some liquids to obtain the next step.

• As the topic of the escape game deals with domestic abuse, it is recommended to be played by people over the age of 18. Nevertheless, stats, photos and diary entries could be modified to turn the topic of the escape game into 'classroom bullying'. Statistics show that this kind of violence starts at different age ranges.

• This inspiration is very useful as not only can you find a written description of the setting, the clues and how the game is planned, but also a couple of videos in which you can actually visualize the room, the clues and how they should be solved by the players.

Why is it relevant to teach languages

• **Introduction to the topic of domestic violence**: The way in which statistics are merged in the actual game, as some of the codes make reference to the numbers of victims in some European countries. Language learning, social awareness and gamification go hand in hand in this game.

• **Non-player character**: In the room you will find a character that although he does not help the players out, he is constantly watching what is happening . This is a representation of society. The character does nothing about this violent situation and only stares. Very good use of a non-player character.

• **Language learning focus**: As is such a relevant topic, it might be the starting point for a more detailed discussion, a possible topic for an essay or even preparation for the IELTS exam (practice of statistics interpretation).

Reference

Logos NGO (2019) Google Feeling Factory: Escape Room 'Happily Ever After'. Available at: https://logos.ngo/tag/escape-room/ (Accessed: 02 March 2021).

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