

Game Masters & Teachers

The global increase of escape rooms has inspired teachers to produce the so-called educational escape rooms. As this popularity increases there is also a need of providing guidelines to those teachers who want to implement these activities in their class.

The teacher becomes the Game Master and this resource will give:

- Hints on the guiding role of teachers as game masters: encouraging, giving instructions, verifying answers or checking whether skills and techniques are correctly performed.
- Different angles from which the game master and teachers lead the game (inside the actual room or in another room).
- The role taken by the teacher in the debriefing occurring after the game.

Reference

Veldkamp, A., Grint, L., Knippels, M. C., Van Joolingen, W. (2020). 'Escape Education: A Systematic Review on Escape Rooms in Education', Educational Research Review, 20, pp.1-19.

Tool related

- Game master and the game

