

Light

The illumination of a room is very important because it can help or slow the player down. In a room there can be different sources of light, from natural light coming through a tiny window, to lasers, colorful projections or fluorescent lighting.

Material required

- Lasers
- Projector
- Different types and sizes of lightbulbs (colourful, fluorescent, ultraviolet)
- Any source of light

Possible uses

- Using ultraviolet light to discover messages on different surfaces in the room.
- Lasers can be used to illuminate certain parts of the room which will uncover a clue for the next task.
- Each wall of a room can be a different colour by using a projector which changes every certain amount of time. The moment they change can be one of the clues.

Possible restrictions

- Working with lasers can be dangerous so it is advised not to include any magnifying glass or lenses in the same room and the players should be warned not to get the laser close to their eyes.
- Lightbulbs of all types and sizes that are moved by the player can be a possible hazard. Make sure the players are aware of the possible danger.
- Colour blindness
- Be aware of seizure or any other conditions that might be triggered by visual stimuli that form patterns in time or space, such as flashing lights; bold, regular patterns; or regular moving patterns.

Is it inclusive for SLD?

Students with SLD tend to have difficulties if they do not have enough lighting to read the text in the room. Students with motor difficulties can stumble across objects in the room if they do not see them well enough. Make sure the space is well organized and that all text in the room has enough light to be easily readable.

