

Technical level

One might think that the theme of the escape game defines the technical level required for the creation of the puzzles, but this is not necessarily the case.

If, for example, your city has an old historic submarine that you want to use as the theme for your escape game, you might think that using complex mechanical systems is essential. However, by orienting the scenario towards investigating crew members or by using a different escape game format (board game, book...) it is possible to use this cultural heritage with reduced technical means.

When creating an escape game, it is rather advisable to first research the tools or structures you have at your disposal. If, for example, your school has a technical teaching center (electrical, mechanical...), it would be possible to propose a project to them in order to create the mechanics or puzzle you need. But sometimes help can come from outside your structures: your municipality or local authorities may have a makerspace which could be interested in your project mixing fun and education!

Material required

Draw up a list of skills that can be mobilised:

- Your colleagues
- The network of your establishment, municipality, rectorship...

Possible uses

- Propose a project to a teacher of a technical subject for their class.
- Contact other establishments to talk about your creative project to pool time, energy and skills.
- Contact a makerspace to work together on this project.

Possible restrictions

If you use external people in the creation of your escape game, it is necessary that you credit them during your experience and potentially share the intellectual property of your project with them (unless they object to it). If you do not want this, it is better to plan for the creation of puzzles that you will be able to do on your own.

