

Non exhaustive trouble list

A trouble list can prove to be very useful in all stages of escape rooms, from their design in the very beginning to the debriefing session in the very end. This can guide you on things to avoid and consider when you create an escape room or handle when you face some trouble. The list is non exhaustive, since new issues might emerge every time a different group plays the same escape room or when a new escape room is put into practice. So, the list can be enriched and you can end up with a valuable list of problems and ways to avoid or overcome them.

Material required

- A computer: the list would rather be in electronic form so that you can add or modify entries or access and share it easily from any device.

Possible uses

A trouble list can be a precious tool when you design new escape rooms or when you implement a new escape room idea. And it will always be right there for you to refresh your memory even a long time after your escape room experience. Some of the possible entries you can include in the trouble list are the following:

- List of possible puzzles/tasks/games to include
- List of website resources for inspiration
- List of problems you encountered during escape room implementation and ways to deal with them
- People you can cooperate with to add a multidisciplinary element in your escape room

Possible restrictions

Since the list is non-exhaustive, try not to forget that any time new problems might arise, so you have to be always predictive and resourceful and not rely exclusively on your trouble list.

Is it inclusive for SLD?

You can also include entries referring to the way SLD corresponded to particular escape room elements.