

Sounds

The introduction of sounds and music will enhance the player's experience during the game. It supports emotions and adds more intensity to the flow of the escape room. A correct use of this tool will not only give players a more intense feeling of immersion but could lead to higher levels of motivation.

Material required

- Laptop/ desktop computer.
- Speakers/ mobile phone/ Spotify or music app.

Possible uses

- **Morse code:** For an extra level of difficulty, an audio in morse code can be created that will lead to the discovery of a hidden message. (See Out-of-the-room knowledge sheet).
- **Tension generation:** As players explore the room, music generating tension; when students are working on the puzzles, suspenseful and adventurous sounds; and towards the end, music/sounds which can help concentration.
- **Sounds and time:** Notification sound every 10 minutes, clock ticking sound that is played during the last minute, abrupt sound played announcing the time left (halfway line).

Possible restrictions

- **Possible disruption of the game flow:** It is important to dedicate some time to the type of sounds selected. It cannot be too loud or too stressful and it has to fit in accordingly to what is happening in the game.

Is it inclusive for SLD?

Yes, but we need to emphasize the importance of choosing the right music and sounds as not to interfere with students that might have short attention span.

