Touch

Touch is a sense that is not commonly used in escape rooms compared to sight or hearing. Its use forces players to manipulate and touch their environment: unlike sight, it requires active involvement of the player in the process and can be very engaging.

Material required

- Surfaces on which you can carve.
- 3D printer.
- A vibrating engine or motor that can be put under a surface, and that is connected to a controller.
- A electric heating resistor on a material with low thermal resistance.

Possible uses

- To give an invisible but touchable code, pattern or shape.
- A vibrating object can provide a code with the rhythm of its vibrations.
- One object can be warmer than the others (with an electric heating resistor). For instance, it could be part of an enigma in which the players need to identify which device has an energy supply or which has been used recently as part of the scenario.

Possible restrictions

- It can be difficult to recognize symbols (such as classic alphabet letters or braille). Do not hesitate to maximize the size of the characters.
- If you use braille alphabet, provide them with a reference for them to be able to identify the letters (either provide a notice to one of the players before the game starts, or make it available somewhere in the room).

Is it inclusive for SLD?

Touch

The braille alphabet might not be easy for students with learning disorders to decipher, so it is better not to make it the center of all your enigmas.