A Chatbot

A chatbot is a conversational robot which can be a great supporting tool to use in an escape room. Easily designed with a platform such as Chatfuel, CocoHub, or Botsify, you can link it to your game to give out clues, check the codes and many more options! Chatbots usually interact in written, but some platforms allow to use them on videoconferencing platforms such as Zoom.

Material required

- Smartphone with internet access for each team of players
- Computer with internet access for the teacher

Possible uses

- Players find a smartphone in which a conversation is open. When they start the conversation, the chatbot sends them a riddle or a clue for the enigma.
- Players need to find a code and enter it in a conversation with the chatbot in order to access the next clue.
- You can also use chatbots to build a completely virtual escape room.

The teacher can track the students' conversations on the computer to see where they get stuck and help if needed. This will also help for the debrief at the end of the game.

Possible restrictions

- It might not be in the school policy to use smartphones in the classroom, you might need to discuss it with the school.
- Teachers will need guidance in designing a chatbot. You can use the chatbot design guide from the Mr. Winston project or read the user documentation of the platform you will use.

Is it inclusive for SLD?

Speak→ER

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Chatbots are an inclusive tool if used correctly, with some advised adaptations such as to provide **clear guidelines** with **broken down instructions**, to specify the **goal** of the activity, and to provide **immediate and constructive feedback** with **encouragements**.