

Image

Images are very important elements of a successful escape game because the puzzles we have to create involve pictures or other graphical elements such as spot-the-difference or counting objects in paintings. They also involve identifying a series of elements and using an external “key” to put them into the correct order. For example, the codes can be given by a series of portraits in a room, a mysterious map where one has to search for patterns or clues, a diagram, some photos, posters, or any visual decorations on the walls, shelves, etc. Light can also be used as a tool to reveal or hide clues. It can be used to create atmosphere, supporting our theme and helping immerse our players in the environment we’ve created. We can for example create clues that glow in the dark, or images made with invisible ink.

Material required

- Photos
- Maps
- Paintings
- Invisible ink
- Lamps

Possible uses

- Decoding puzzles
- Creating the atmosphere
- Designing the room

Possible restrictions

- Images may not be suitable for people who have difficulty seeing or orienting, colour blindness, etc.
- They may not be age-appropriate



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Is it inclusive for SLD?

Yes, it is. The visual support increases task independence in students with learning disorders. It allows them to process a message/task/information more easily.

