# Display

Screens or projections on different surfaces can guide the players through the escape room and give them clues, instructions, information or descriptions of different tasks.

## Material required

- Computer screen or TV
- Mobile phone or tablet
- Projector

## Possible uses

- If there are four players in four different rooms and they have to get to a common room, a screen can be used to show them live images of one of the other players. In this case no sound is needed, but instructions on how to communicate with the other player by moving certain objects in the room and help each other.
- A projector can be used to project important information or instructions of a task on a wall, clear sheet or any other plain object. In order to turn on the projector the players would have to decipher another code or complete a different task.
- A TV can be used to show videos of a future task or to give clues on how to complete the current task.
- The Game Master might need a display to observe the players from a different room.

## Possible restrictions

- The quality of the image or video provided on the screen or projection has to be high in order to clearly understand the message.
- The size of the display could be an issue if it is not big enough.

## Is it inclusive for SLD?

The format of the messages or videos included on the different displays should be checked before its use.

# Display

Other tools related to this sheet:

- Camera
- Computer/Internet
- Video Editor