

Roles

Roles in an escape game can empower players to take responsibility for specific tasks under the guise of a status given by the scenario. The use of roles is very risky because players usually only have a rough idea of the restrictions that come with them, and they might lock themselves on to certain tasks during the experience. It is possible, for example, to characterize a role by an object that the player will possess: this object will then be used by them alone or, if they no longer wish to play the role, they can give it to another player. On the other hand, roles can be useful to give a framework to the game, to make the players responsible (for a role in their comfort zone or, on the contrary, for a role outside this zone) and to encourage them to participate actively in the game.

Material required

- Write a descriptive sheet for each role, including the role's involvement in the scenario and clearly list the actions that the player can or cannot take.
- Characterise the roles with objects that make them visual: this will make your game more immersive and encourage the players to take the role fully!

Possible uses

- A player with the role of jailer will have a huge bunch of keys, some of which can be useful during puzzles.
- The captain of a ship will have the captain's cap and thus will have the role of synchronizing the actions of other players posted elsewhere in the game.
- If you want to integrate a mutual exchange between the players and the Game Master, you can assign a role to a player that allows him/her to do that specific action.

Possible restrictions

The roles need to be relevant to the scenario.



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It can be a good idea to allow the players to change roles during the game if they do not like it or if they feel blocked in their role at some point in the game.

Is it inclusive for SLD?

Playing a role is not necessarily a concern for learners with SLDs. However, the actions linked to these roles could be! We recommend that you consult our pedagogical guide, which contains many tips that can greatly help you in your creation.

Also giving learners with SLDs a role that allows them to show their strong points could help them feel more engaged in the game.

