

# Aspects to consider

Regardless of the size or number of rooms in escape games, there are aspects of the room that have to be taken into consideration:

- **Non-player characters (NPC):** Although an actor or actress to interact with the players is rather unusual, quite a few games feature other non-player characters, for example a shortvideo, narrative or piece of text, to provide the players with the backstory or goal of the game.
- **Electronic devices:** escape rooms might have a computer or other electronic devices that the players interact with. The computer could be used as the platform for a puzzle to be solved or even as a way to interact with the players, responding to commands and requests. Although computers can help educators add puzzles and layers in limited physical spaces, it is important that having computers does not reduce the physical activity in the escape rooms.
- **Different physical spaces:** sometimes escape rooms might have multiple physical spaces that the players work through. These physical spaces create different stages of the game and an increasing flow of complexity is added to the game.
- **Safety concerns and locked doors:** it is a good idea to provide the players with a way to exit the room in an emergency, such as a key for a mechanical door or a push button for a door lock powered by electricity, or a secondary exit that the players can access. Although this might be applicable only in few educational escape rooms, it is worth mentioning
- **Rules:** it is important for students to know the rules of the escape games so that they know what they are allowed to do and what is forbidden.
- **Space demarcation:** you could use stickers or side-warnings for objects to make sure that students do not attempt to move, push or pull them, or to avoid the possibility of students looking for clues in spots which can be dangerous or where there is nothing to find.



# Aspects to consider

## Reference

Nicholson, S. (2015). 'Peeking behind the locked door: A survey of escape room facilities'. White Paper [online]. Available at: <http://scottnicholson.com> (accessed 15 January 2021).

