

# How to enhance student motivation

No matter what grade you teach, it's a well-known fact that students love playing games. The bonus for the teacher is simple: playing games helps you learn without putting in a lot of effort. Educational games utilize your whole brain when actively playing. Games that engage students through the use of visuals, audio, and good storytelling helps students retain information much longer.

## Escape rooms come with rewards

Everyone likes a good reward for doing something right, but often times once we have gotten a reward we stop trying. Escape Rooms work in a way that you need to keep getting rewards to get the ultimate prize: freedom. The reward for escape rooms becomes being able to successfully take clues to solve puzzles in order to 'escape'. They must be challenging enough to keep students thinking and working. If the rewards are challenging enough, students will keep pushing forward in order to escape.

In addition to being a well-liked form of recreation, escape rooms have drawn the attention of educators due to their ability to foster teamwork, leadership, creative thinking, and communication in a way that is engaging for students. Consequently, educational escape rooms are emerging as a new type of learning activity under the promise of enhancing students' learning through highly engaging experiences. These activities consist of escape rooms that incorporate course materials within their puzzles in such a way that students are required to master these materials in order to succeed.

Although one may presume that escape rooms are most suitable for the earlier stages of education, this sort of gamified experience is regarded as an attraction mainly for adults, making it a perfect fit for students in higher education. Several studies have reported on successful uses of educational escape rooms in a wide range of disciplines, especially in foreign languages and STEM courses.



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## Full reference

McMillan, J. (2017), Classroom Assessment: Principles and Practice that Enhance Student Learning and Motivation, Exeter, 7<sup>th</sup> edition, Pearson

## Tools related

- Course materials
- Puzzles
- Locks
- Secret codes
- Magnets
- Riddles
- Crazy cool items your students have never seen before

