Testing your enigmas

Testing your enigmas is an integral part of the design process of your pedagogical ER. It helps ensure not only that the practical aspects of the game function properly, but also whether the target audience will find the ER engaging and educational. The goal of testing the enigmas is to refine the ER design for the final version.

Related tools:

- **Test form** and **Roadmap** (refer to the Tool documents of the same name)

How to conduct enigma tests:

- **During the design process, consider the playability of your enigmas** with the help of questions to determine whether 1) the different game elements are compatible 2) the enigmas meet your language and pedagogical objectives. Questions that can guide you in this process may include: Can this be replicated? Is it safe? Has it been adapted to the classroom and to the needs of students? Can the students use it autonomously? Do the game elements function properly together?
- **After crafting your ER, prepare a test form with a list of tests** that will be conducted for the different game elements along **with relevant questions to get tester feedback** (see the "Test and Debug the ER" section of the Framework and Roadmap).
- **Select test teams** (if possible, include different tester profiles) and **track their gameplay** on the Roadmap **and their responses to the questions** on the Test form.
- **Allow suggestions** on improving the ER and **make modifications accordingly.**
- **Use tester feedback to update your ER** for the final version ready for students.

Testing your enigmas

Further reading:

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programming in a higher education setting', IEEE Access, 7, pp. 31723–31737. doi:
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expect/, https://orlandoescapegames.com/beta-test-an-escape-room-what-to-expect/.

Veldkamp, A. et al. (2020) Escape education: a systematic review on escape rooms in
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