

A Soundtrack for Escape Games

When developing an escape game one of the issues present is the importance of making the player feel engaged with the storyline. This sense of immersion is fostered by the music in the room itself. The music should support the story behind the clues, enigmas and puzzles without interfering in the player's concentration.

In this resource, the teachers and game masters not only find the soundtrack in itself, but also this resource explains:

- 'Why' music is a plus to this kind of game.
- The **key aspects for music** in an escape room (music style, avoid distraction, arrangement and coherency)
- The phases of a soundtrack
- 'How' to use music in the most effective way.

Complete and ready to use or an inspiration for those who want to create their own music line for the game.

Full reference

Baumann, J. (2016) The World's first dedicated music pack for real life adventure games [Online]. Available at <https://www.baumannmusic.com/2016/a-soundtrack-for-escape-games-and-exit-rooms/> (Accessed: 21 February 2021).

Tools related

- Music
- Sound
- Game master and the game

