

Game master and a scenario

In all escape rooms you have a game master whose duty is to:

- introduce the game to players
- monitor players during the game, give them free hints, remind them of the things they should not do, (for example, climb on top of furniture or use electronics without supervision)
- take time at the end to go over which language/soft skills were the focus throughout the game

They can be either in the room or reachable via radio but the game master can also communicate with players by sending a message on a display or via pen and paper - hints can be slipped underneath a door.

Every escape room game has a compelling story that creates a theme and scenario for the room. As the goal is to prioritize the language learning aspect of escape rooms, it is important to mention that you can choose any theme you want to set up a scene for students to learn different vocabulary and grammar issues. For example, if you want to boost your students' crime vocabulary, you can set up a scene in such a way that when you enter the room/classroom, you and your team will find yourself as the investigators at a crime scene. Players must discover the circumstances of the crime or murder in the specified amount of time or, risk becoming the next victim.

Make sure a narrative is easily understood and that it drives the action toward the goal

Tools related

- Rules

Full reference

Clare, Adam. *Escape the Game: How to Make Puzzle and Escape Rooms*. 1st ed. Toronto: Wero Creative Press, 2015

