

# Boat Ride

## Context

"Boat Ride" is a 60-minute experience for 3 to 5 players that can be adapted and played in most classrooms. In this game, players experience what being a refugee involves creating awareness about xenophobia. Their mission is to escape a sinking boat.

## Particularity

There is a wide variety of puzzles, clues and codes to solve and in order to escape the boat.

- Created to be used in a classroom setting, so most of the tools are easily accessible and the game is easy to create.
- The players don't need a high-level competency in the foreign language as most of the puzzles that need solving deal with either language that can be adapted to a certain level or non-linguistic related clues.

## Relevant points:

- **Not a regular Escape Room topic:** In some Escape Rooms dealing with language teaching the main focus is the language learning itself and not so much the topic of what the players are going to find throughout the game. In this example, we can find an escape game that can be used not only to learn about a foreign language but also, players become aware of the dramatic situation of a refugee. Language learning and raising awareness on a social problem in the EU and beyond connect in this escape game.
- **Useful debriefing information:** Providing the creator of the game with ideas of how to extend the topic outside of the game (B2+ student discussion). In this case, the idea given is to provide information about real statistics of how many people die in the Mediterranean Sea, how many illegal immigrants landed in different parts of Europe for the last two years and how many people remain stuck in the border. This debrief is clearly necessary to give a context to the students on the matter.



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## Full reference

Logos NGO (2019) Google Feeling Factory: Escape Room 'Boat Ride'. terms of service.  
Available at: <https://logos.ngo/tag/escape-room/> (Accessed: 01 March 2021).

