

# Virtual Room

## Description of the idea

The concept of escape rooms has also been implemented in virtual reality (VR) games. Some are available online for players who have their own VR headset, while other games are available in specifically designed rooms all around the world.

One good example is “virtual room”, which offers different immersive adventures in 3D by blending the concept of escape rooms with VR.

They currently offer three games:

- **Time Travel: chapter 1**

A team of players travel through time and space to recover important pieces of information. The players are sent to ancient Egypt, to the moon, and to prehistorical times!

**Time:** 45 minutes

**Languages:** English, French, Dutch, German, Portuguese, Mandarin and Greek.

- **Time Travel: chapter 2**

The next level is also a time travelling game in which players combat plague by travelling to Aztecs temples and a sunken pirate ship.

**Time:** 45 minutes

**Languages:** English, French, Dutch, Portuguese and Mandarin.

- **Are we dead?**

The higher level happens in a military base in 2040. The Earth has been infected and zombies are taking over. While scientists are developing an antidote, the team of zombie players fight for their survival.

**Time:** 45 minutes

**Languages:** English and French.



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## Why is it relevant to teach languages?

- **Immersion**

Commercial games are not particularly educational. However, using VR to build educational escape games is extremely interesting, especially for immersion! By using VR, you could create an escape game that offers the advantages of both presential and online games.

- **Cultural Heritage**

Virtual room's games include visits of historical places such as Aztec temples and Ancient Egyptian thumbs. By using elements from cultural heritage, these games make the exploration and discovery all the more memorable and engaging.

- **Technology**

If used for language learning, an escape game could therefore bring an extra level of immersion and allow the use of innovative technology, which would stimulate the students' interest. You would be able to add characters and dialogues for listening comprehension.

- **Collaboration**

The students would use the target language to collaborate during the game. You can ask them to have a group call on any platform during the game in which you would be able to come by at any time. The immersion in the adventure, will make their conversations more spontaneous.

## Full reference

Virtual Room (n.d.). Are We Dead? [online] Virtual Room. Available at: <https://www.virtual-room.com/en/mission/are-we-dead/> [Accessed 26 Feb. 2021].

Virtual Room (n.d.). Time Travel - Chapter 1. [online] Virtual Room. Available at: <https://www.virtual-room.com/en/mission/time-travel-chapter-1/> [Accessed 26 Feb. 2021].

Virtual Room (n.d.). Time Travel - Chapter 2. [online] Virtual Room. Available at: <https://www.virtual-room.com/en/mission/time-travel-chapter-2/> [Accessed 26 Feb. 2021].

