The Clock Starts Now

Creating Information Literacy Escape Rooms

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Who Are We?

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Into the Deep End!

Try one of our puzzles first hand
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**TRY CALLING UP THESE BOOKS TO DETERMINE THEIR LETTERS AND NUMBERS.**

1111111111

1111111111

2007000000

20162002

**libcat.uncw.edu**
What is an Escape Room?

- Live, interactive
- Multiple interconnected puzzles
- Scaffolded puzzles leading to final solution
- Time limit
The “Call Me Maybe” Puzzle

- SLOs:
  - Searching in the library catalog
  - Finding call numbers
- Books: selection and locations
- Grid design
- Finding the catalog
But what if I don't have space?

- "Breakout" = boxed version of an escape room
- Homegrown vs. BreakoutEDU (or a combination)
- Advantages and disadvantages
Why use an escape room for information literacy instruction?

- Can provide extra motivation to learn
- "Camogogy" (camouflaged pedagogy)
- Helps students get out of their comfort zone and engage with threshold concepts
- Peer-to-peer learning
- Can allay library anxiety
Our escape room goals

- Positive associations with the library
- Awareness of Special Collections
- Searching the library catalog
- Finding call numbers
- Familiarity with and ability to search Credo Reference
- Assembling a citation
- Using a citation to find an item
Goals from other escape rooms and breakouts

Morning, chapter 3

- **Train student workers:**
  - Complete an article search with incomplete information
  - Understand the attendance policy
  - Learn problem-solving skills
  - Be familiar with library procedures

Fountaine, chapter 11

- Locate discipline-specific resources and general library information

Miller et al., chapter 12

- Increase student awareness and use of open resources
What are your goals?

Share in chat!
Best Practices

for escape rooms and breakouts
Backward Design
Content and Relevance
Puzzle and Skill Variety
“All my endeavors have been bent unto this: the creation of this formula to recapture some small part of the **sweetness** of life, however fleeting.”
Puzzle Varieties

- Numerical Ciphers
  - Book cipher
  - Abjad
  - Shift ciphers
  - Keypad cipher

- Search and find

- Visual

- And combinations thereof!
Accessibility
Structure and Scaffolding
Structure and Scaffolding

- Bottlenecks vs. scrums
- Difficulty levels
- SLO order/scaffolding
- The Finale
Play Testing
Hints and Room Running
Escape Room Management

- Have backup
- Restrain yourself!
- Read the room
- Rules and guidelines
Technology Needs
Escaping from Home

- Locked, scaffolded PDF documents:
  The Alchemist’s Recipe
  thealchemistsrecipe.wixsite.com/thestart

- Interactive fiction creators:
  Twine
  twinery.org/
Questions?  Comments?

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Resources

- Twinery.org (interactive fiction online)
- Sketchboard.io (virtual sketchboard)

Resources for puzzle ideas:
- Nowescape.com/blog/category/puzzles
- Breakoutedu.com/puzzleresources
- Lockpaperscissors.co/escape-room-design-blueprint