

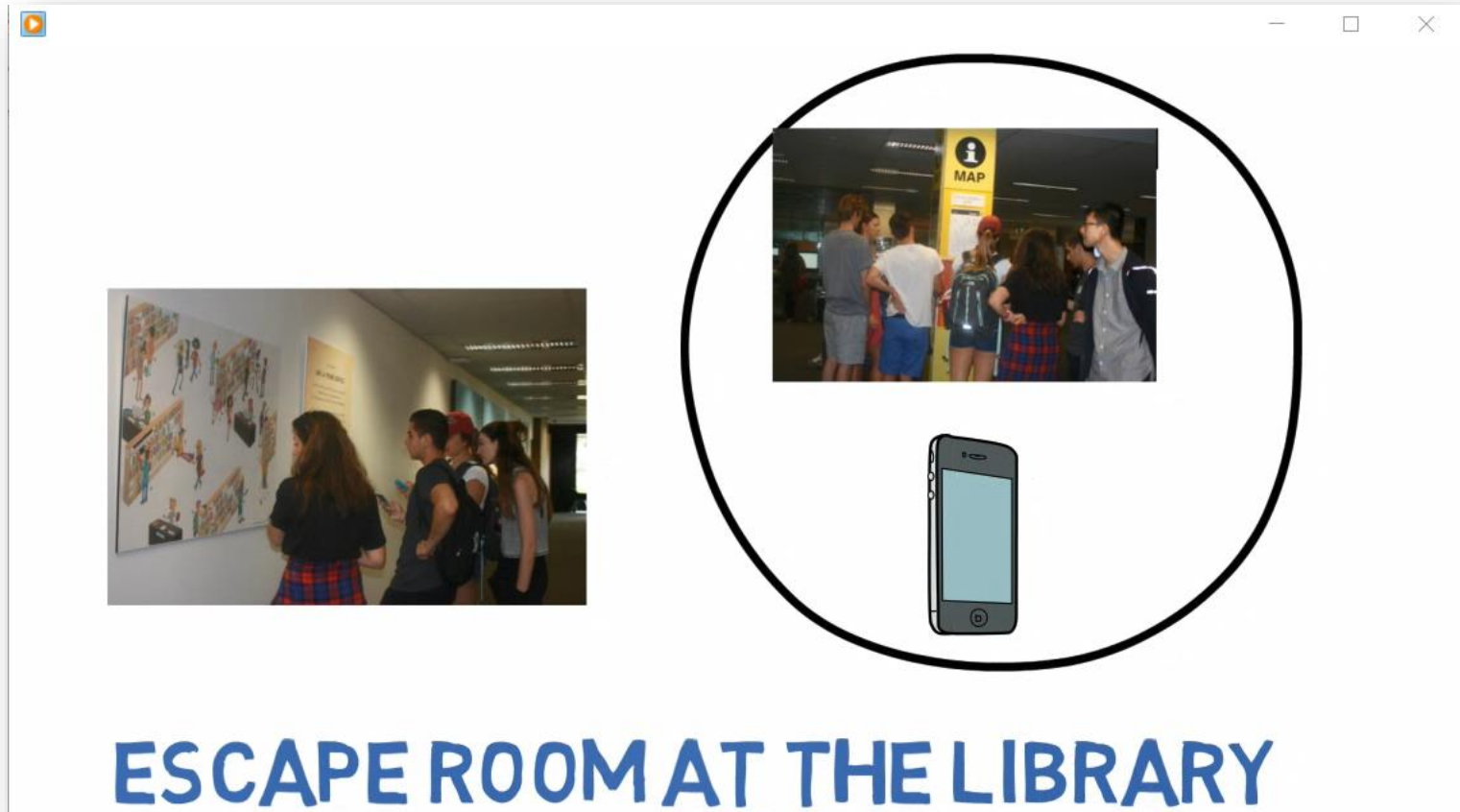


LA TROBE
UNIVERSITY • AUSTRALIA

There's no escape: Using Escape Room game design principles to engage library users

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Overview



Let's look at...

- What is an escape room?
- Escape games, the genre
- La Trobe University Library escape room experience

Why are Escape Room games so popular?

Why are Escape Room games so popular?

- Theatrics/immersion/role play
- Problem solving/active learning at its best
- Exploration
- That winning feeling!

Types of escape games

Physical

THE ROOMS

ESCAPE ROOM

FLEMINGTON



A mysterious room, abandoned for more than half a century. Who was the owner? Why did they leave? You'll need to work together to solve the mystery and escape! Ideal for first timers and families. Difficulty 3.5/5. Recommended 2-5 people.

Now open in Geelong - [click here to book](#)

MINE ESCAPE

SOUTH MELBOURNE



Arriving for your shift, you find the head office deserted - your colleagues have left to investigate some unusual activity in the mine and never returned. It's up to you to bring them to safety, but the clock is ticking – can you get them out in time? Difficulty 4/5. Recommended 2-6 people.

KELLAR'S MAGIC EMPORIUM

SOUTH MELBOURNE



You have been short-listed for the role of Magician's Assistant. Arriving at Kellar's Magic Emporium, you are tasked with solving a series of puzzles in order to prove your skill. You'll need to pay close attention to pass this test, as things are not always what they seem... Difficulty 4/5. Recommended 2-5 people.

Types of escape games

Online



Can You Escape 4+

Kaarel Kirsipuu >

[Details](#) [Ratings and Reviews](#) [Related](#)

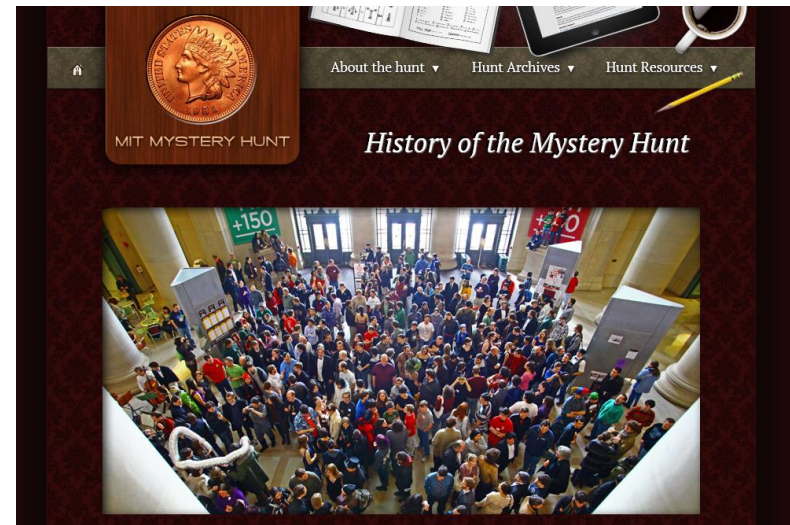
Screenshots

[iPhone](#) [iPad](#)



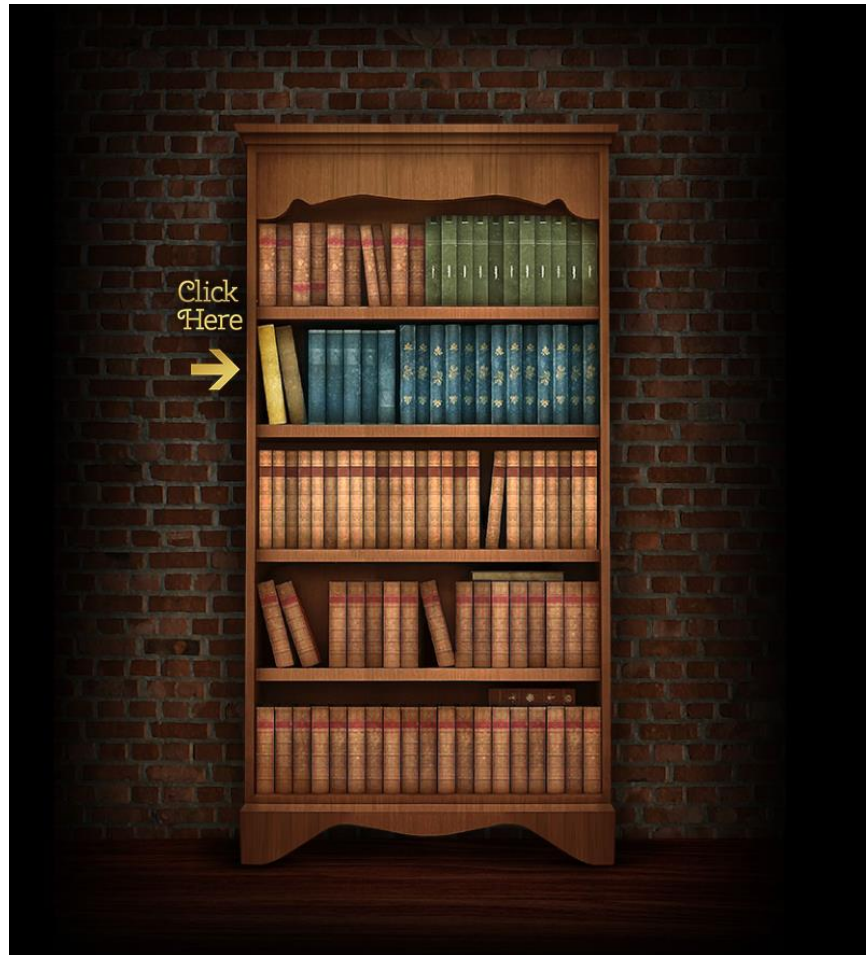
Types of escape games

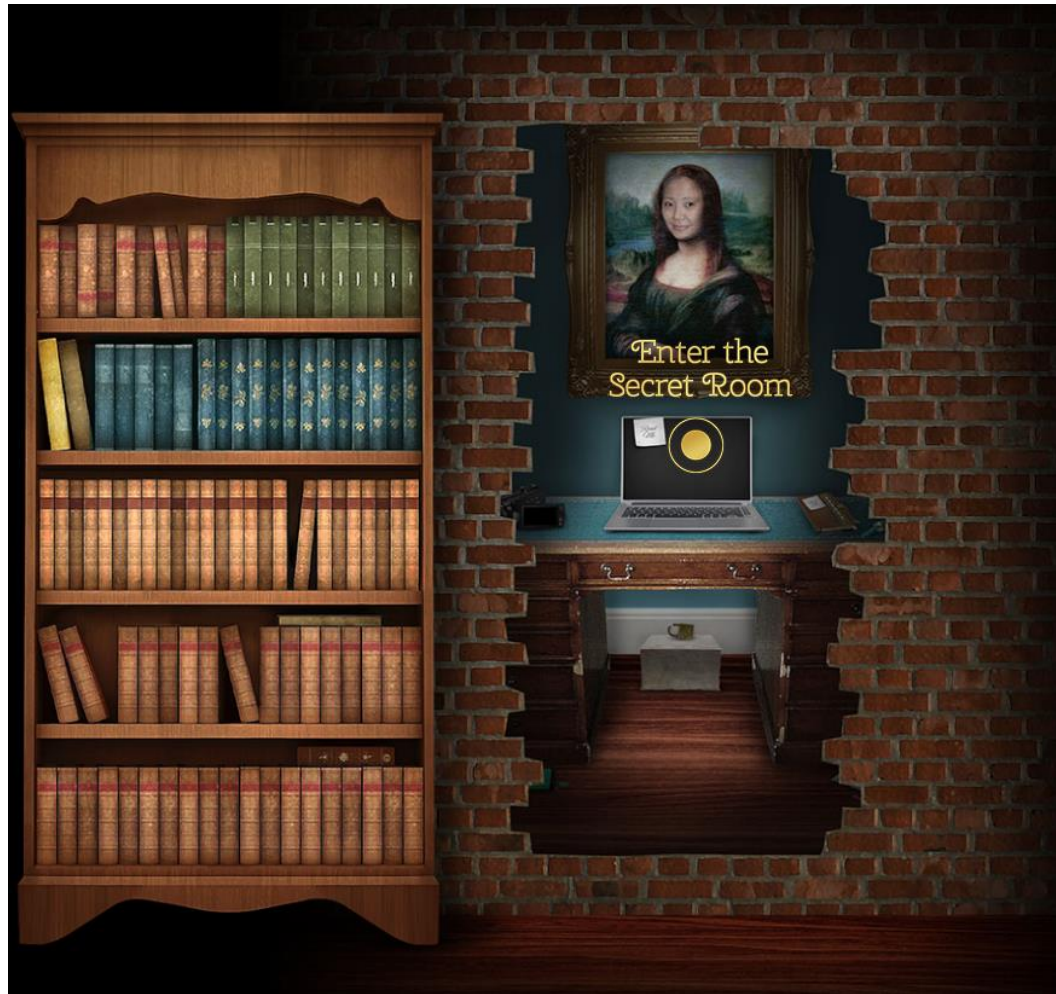
Adapted for learning

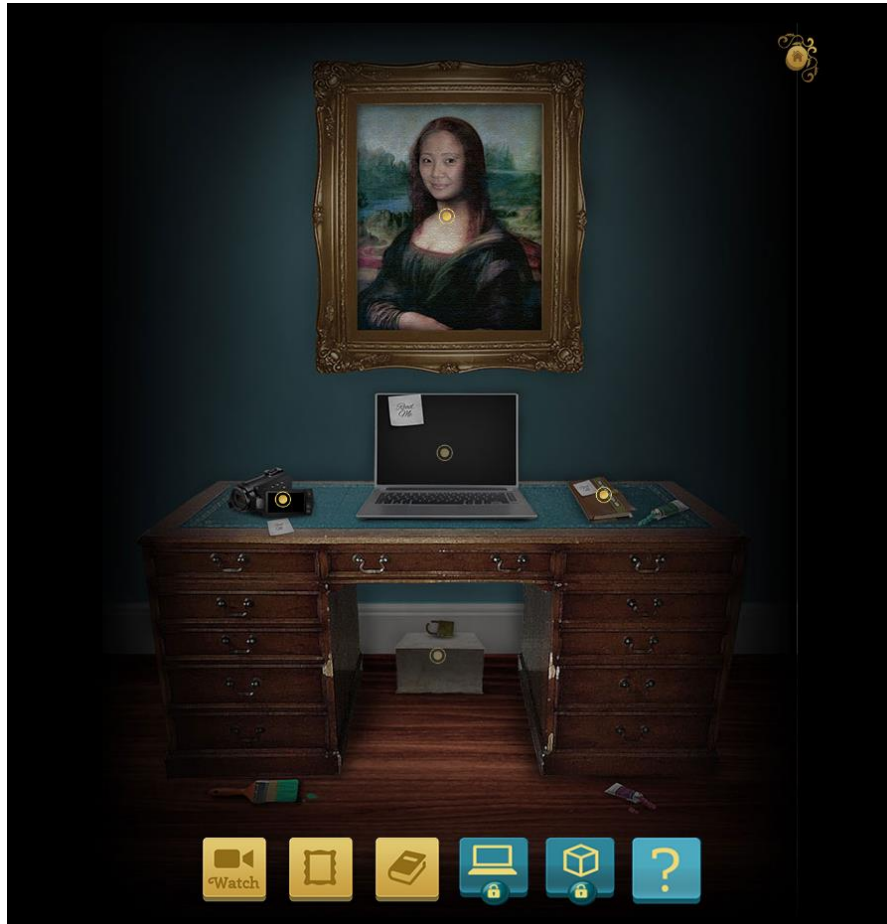


La Trobe University Library experience

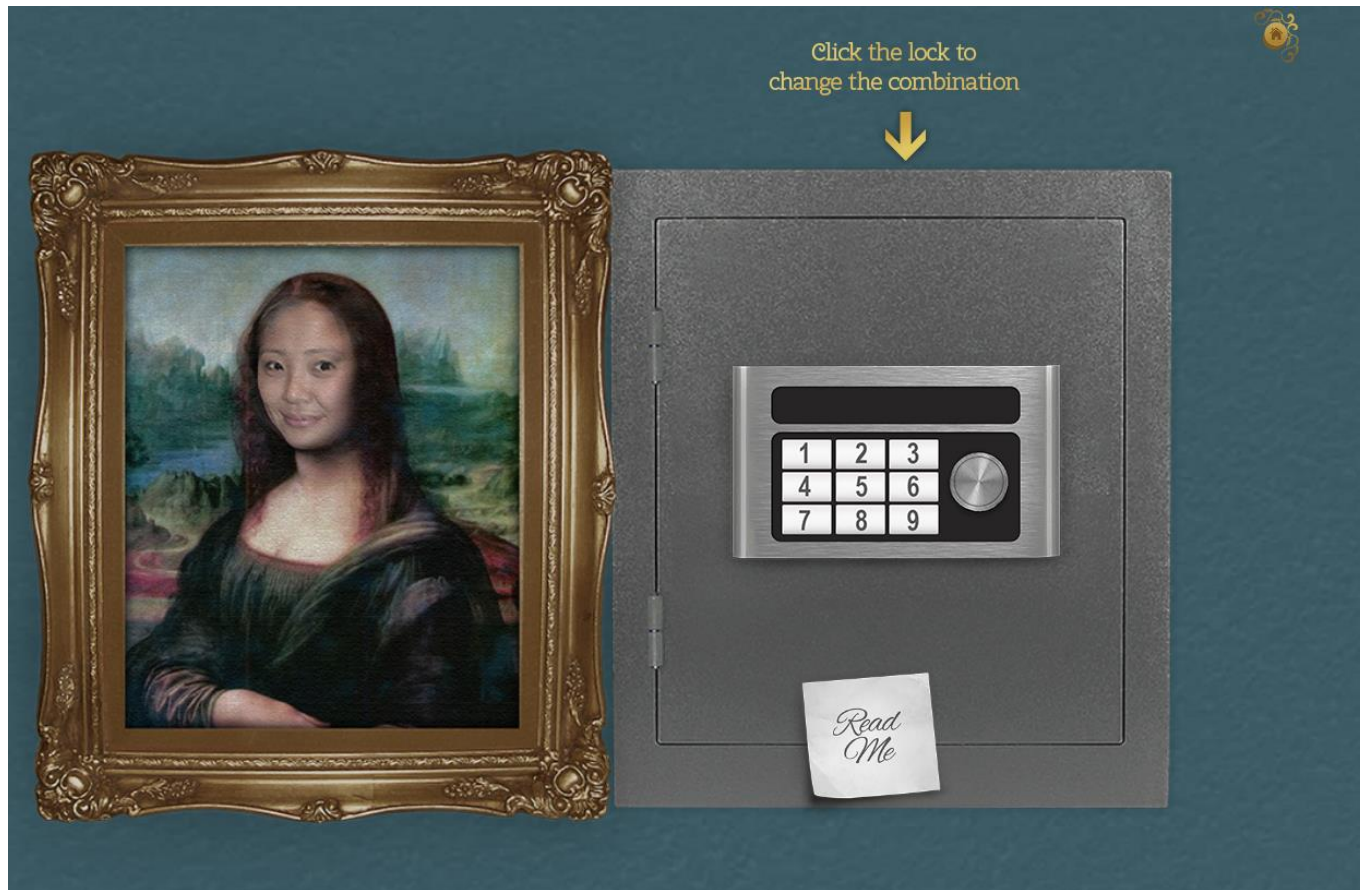


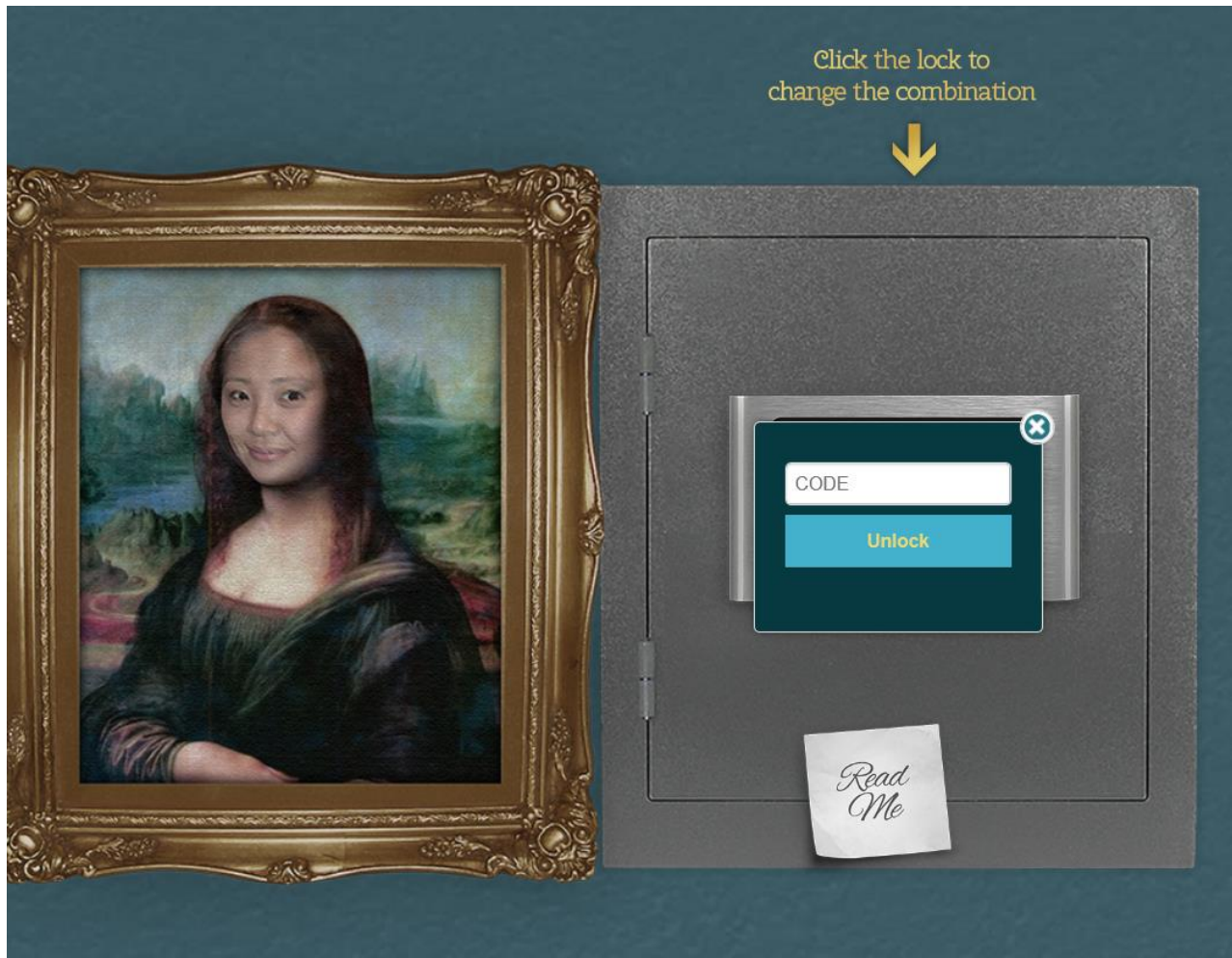






Puzzle 1







To those worthy,

Walk to the back of level 1. On the left wall, between two very large paintings, hidden in plain sight lies the beauty of the arts which hides my code to unlock this safe. Look for my long term friends and see what they do. Appreciate the artwork of people, enjoy my poem about my friends and admire the red plaque titled "The writings on the wall".

Good luck!

Get a hint (Only if you're stuck)

Number Hint

Number Order Hint

The **sequence or order** is in the poem as one, two, three, and last. Use the **sequence or order** to arrange the numbers in the artwork.

Phone a friend

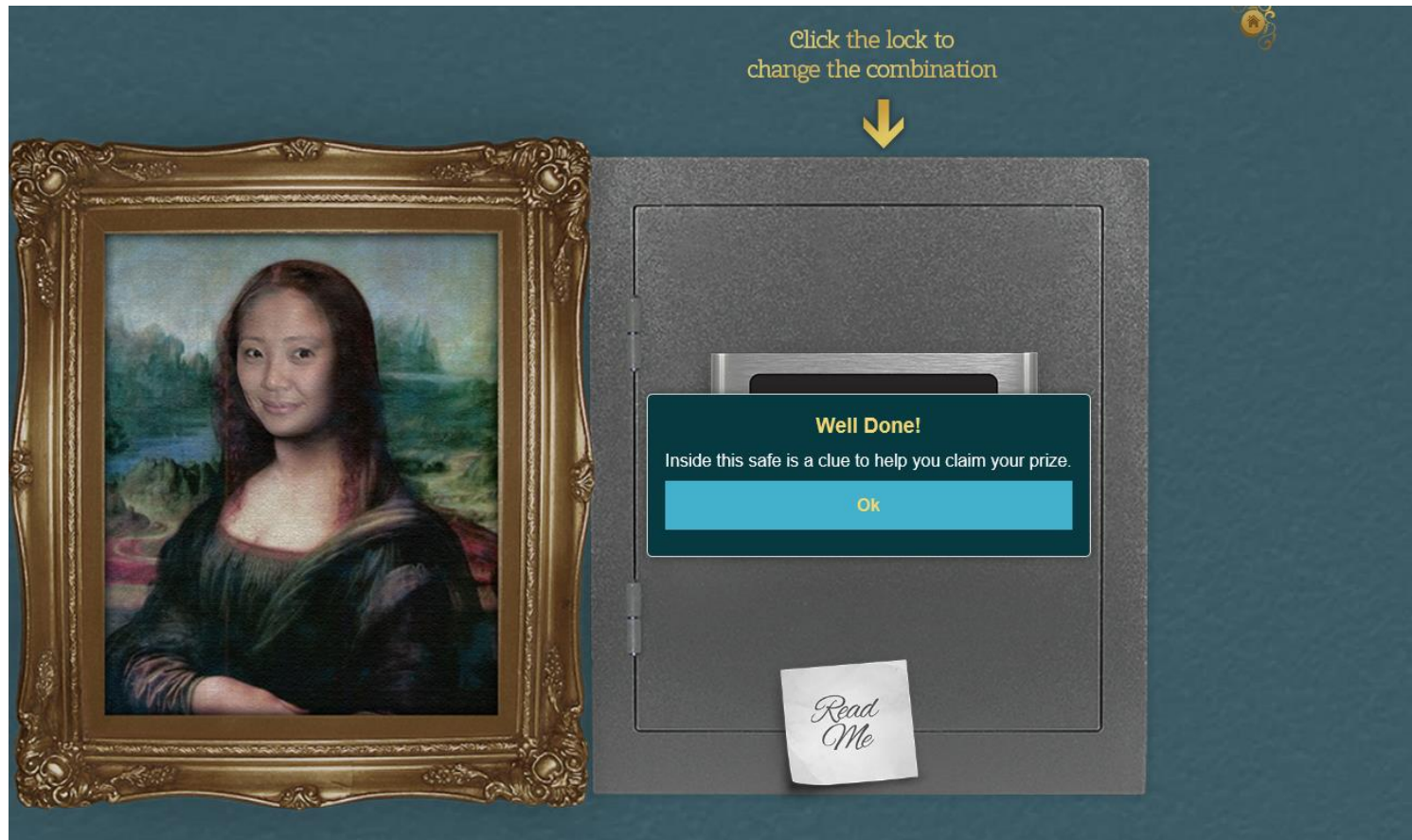


Can you solve the puzzle?

One, the Library staff are those who help with referencing, finding resources for assignments, and how to search databases.

Two, do not forget the student services staff when you have enrolment queries, payments due, and require course advice.







Cipher Key

Although not as beautiful as a piece of art,
this cypher key will help you decode the
message inside my diary.

Continue

Cipher Key

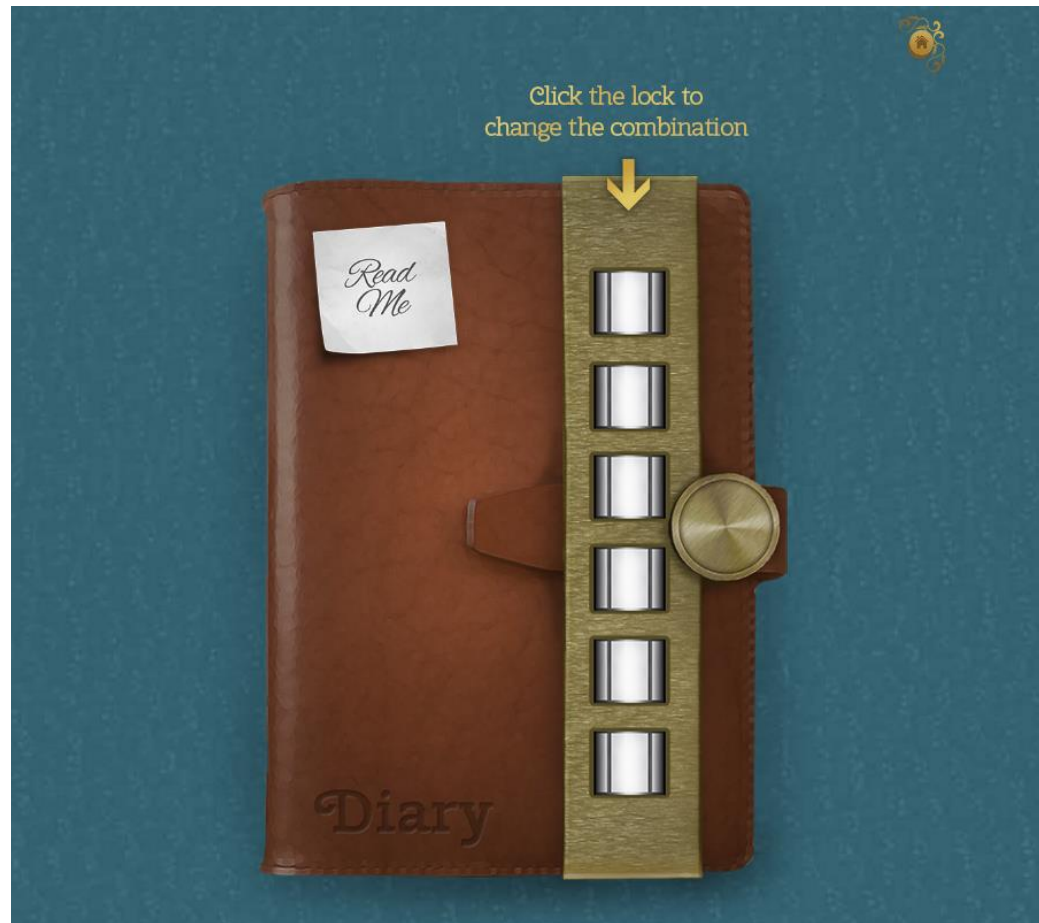


A	B	C	D	E	F	G	H	I
01	02	03	04	05	06	07	08	09
J	K	L	M	N	O	P	Q	R
10	11	12	13	14	15	16	17	18
S	T	U	V	W	X	Y	Z	
19	20	21	22	23	24	25	26	

Although not as beautiful as a piece of art,
this cypher key will help you decode the
message inside my diary.

Continue

Puzzle 2

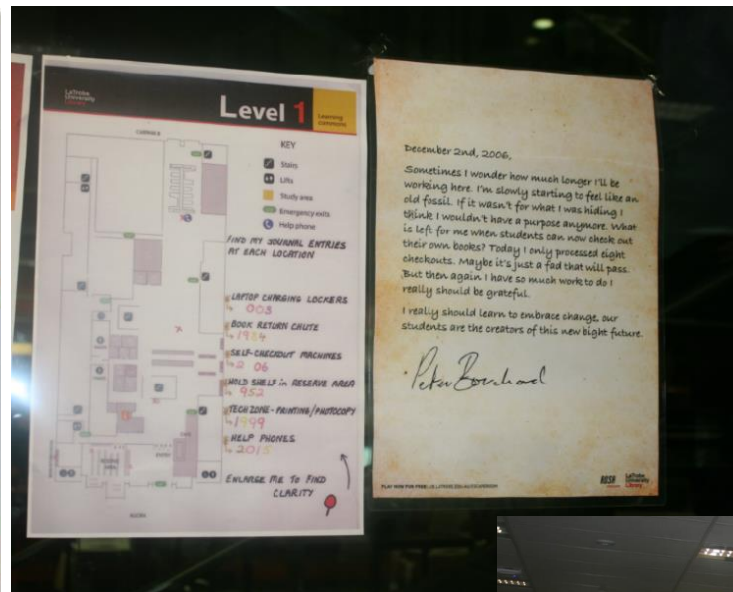
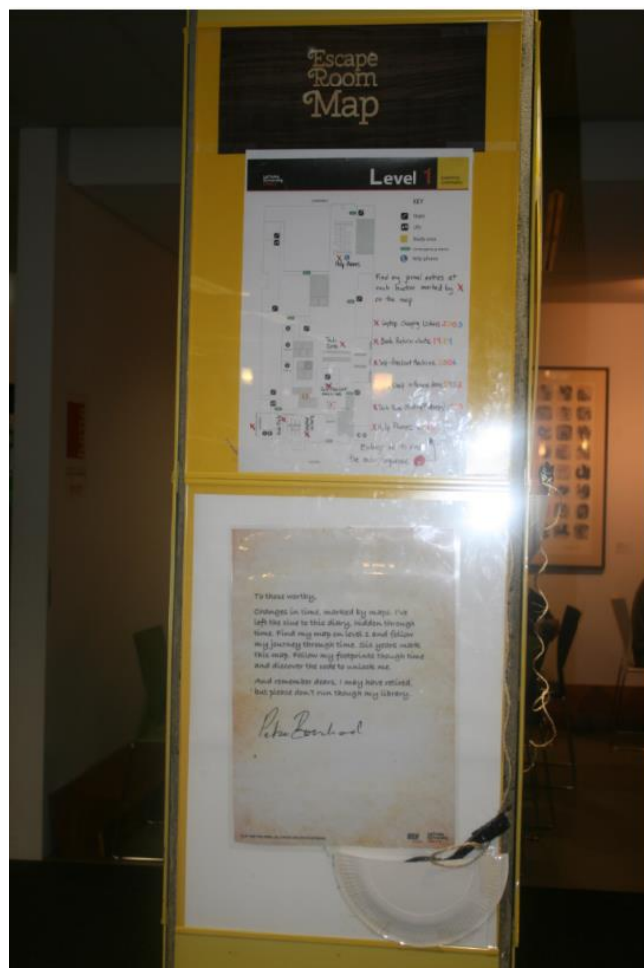




To those worthy,
Changes in time are marked by maps. I've left a clue in this diary that has been veiled by time. Walk to & find my map on a pillar on level 1 near the entrance & cafe. On this map, follow my footprints through time marked by **X** to discover the letter combination to unlock my diary.

Get a hint (Only if you're stuck)





To those worthy,

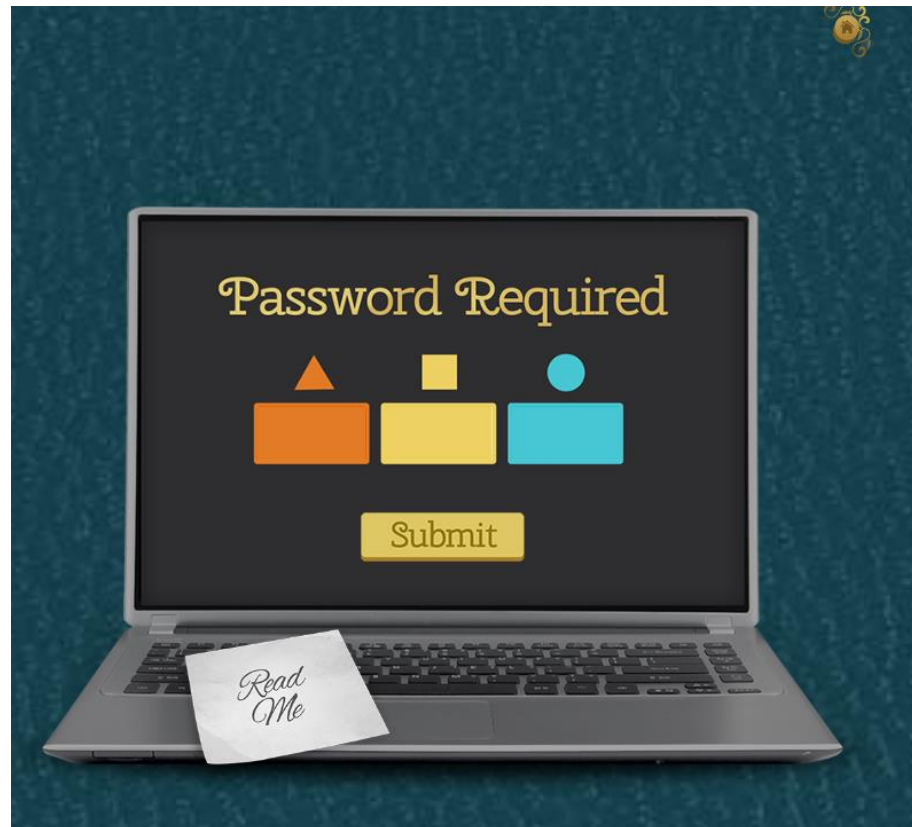
Now that you have followed my journey through time, I can tell you a part of my secret. You are on the trail of **initiation into a secret society that grants the student privileges for life**. It is hidden within this library. I have locked away the password behind this code:

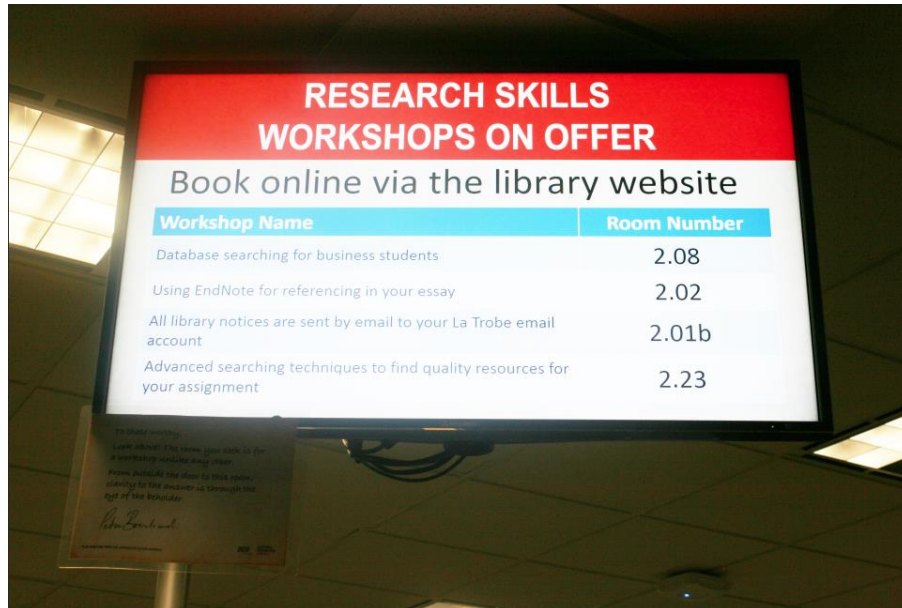
052118051101 - 19112504050311

Get the cipher key behind the painting above my desk (in my secret room) to decode the above code into its true password. Use the true password at the very end.

Continue

Puzzle 3







This map with grids will help you find the secret location.
Return to this map later to enter the grid coordinates
locked inside the box underneath my desk.

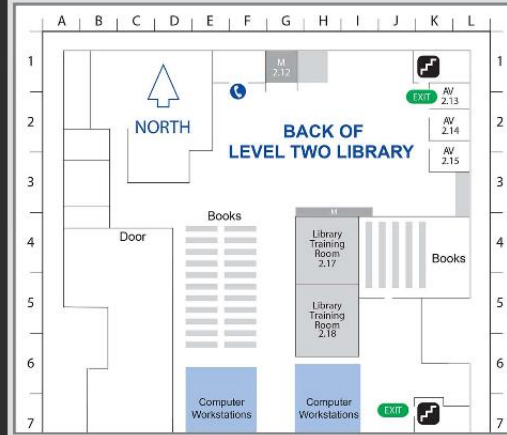
Continue

Type in Coordinates

Letter

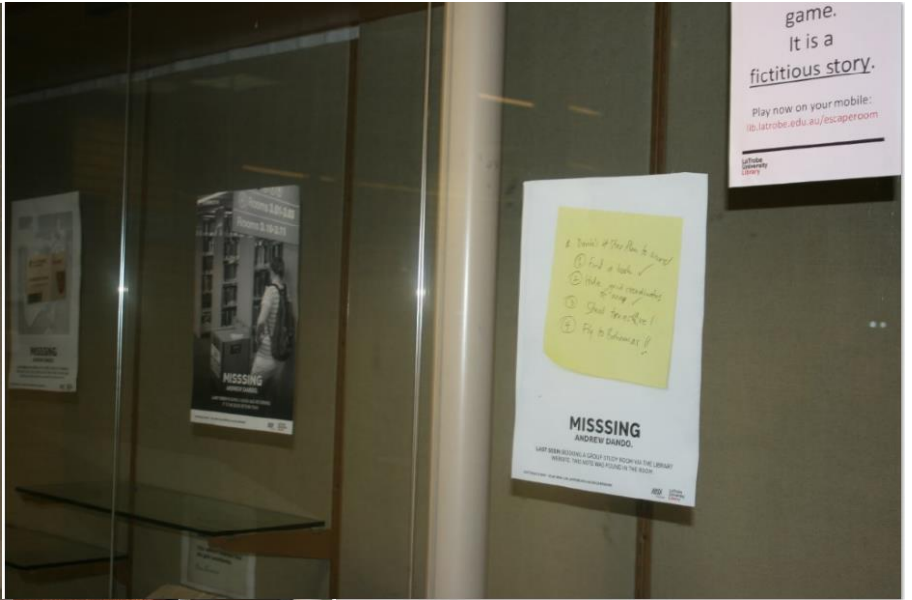
Number

Submit



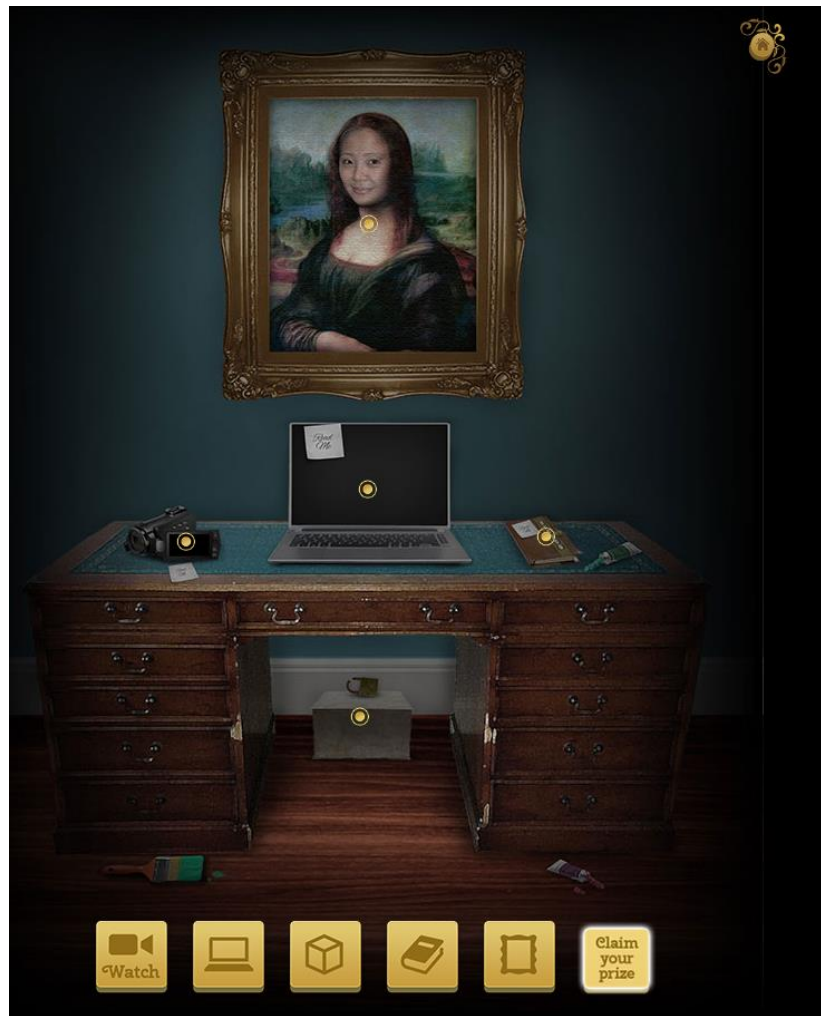
Puzzle 4

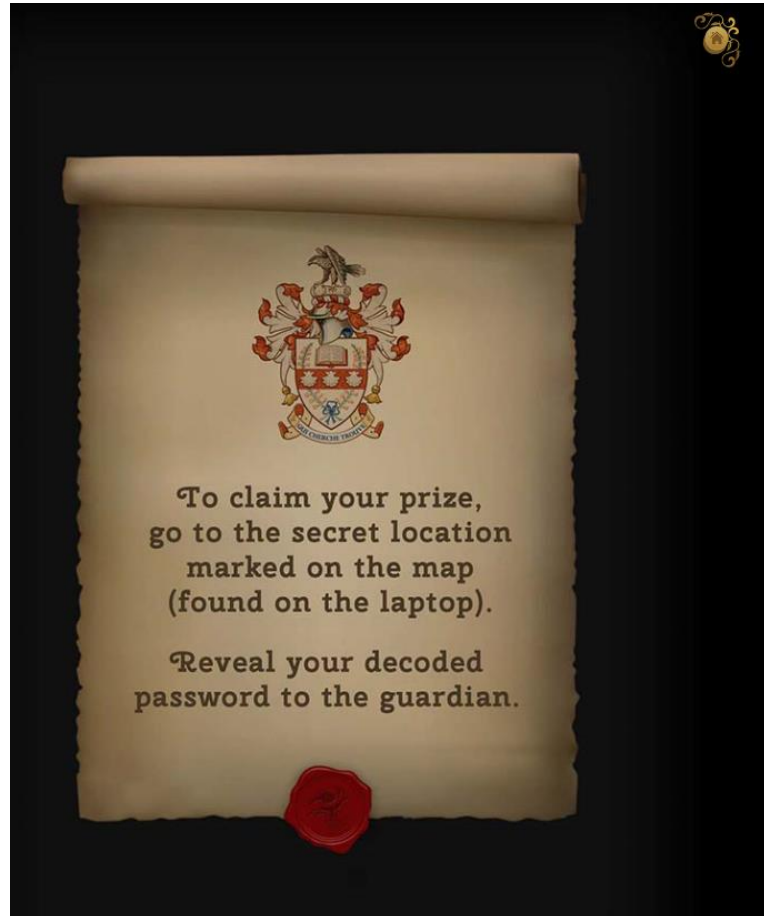






Completing the game - claiming a prize





Key design elements

Online component

- Demonstrate how to navigate game through simple task
- Success experience on completion of puzzle (sound, images, words)
- Test your game thoroughly with different users
- The learning is the by-product of playing. Be indirect.

Physical component

- Make each puzzle different (not the same puzzle in disguise)
- Use tactile elements if possible

Game theme/storyline

- The storyline must make sense
- The more immersive it is the better (capture their imagination)

Development Method

Used examples of current Escape Rooms

Investigated existing online and physical puzzles

Developed design brief with the following consideration:

- risks associated with live action/online gaming
- success measures/criteria
- ways to capture data

Developed learning points to integrate into game design

Execute creative game design and data gathering metrics – graphic design/online development/ analytics/ physical game pieces

Tested and amend draft game design

Implemented communications and final game design

Gathered raw data and measured against success criteria

Outcomes of game





Key Performance Indicator	Result	KPI Met?
Participation rate above or equal to library orientation tour participation.	Between the period 8 Feb to 19 Mar 2016, a total of 357 teams of two or more people registered to play the game which is at least 714 participants .	 <p>The number of players were higher than the number of library tour attendees for 2016. The number of students who attended the tours in 2016 dropped by approx. 50%. The game achieved close to the participation rate of 2015 tour attendance (1052) and had participation rates exceeding tour numbers from 2014 and prior.</p>
80% of respondents noted that they learnt something.	96% of respondents stated they learnt a lot or learnt something.	
80% of respondents noted that they had fun.	99% of respondents stated they found the game enjoyable or very enjoyable.	
80% of respondents noted that they would recommend the game to a friend.	99% of respondents stated they would recommend the game to a friend.	

Figure 5 - Results of the game set against four key success measures.

Intended Learning Outcomes

- Book return chutes
- Reserve hold shelf
- Laptop charging lockers
- Tech zone
- Help phones
- Self checkout machine
- Student Service staff
- Peer Learning Advisors
- IT staff
- Book a library workshop
- Book a group study room
- Stay up-to-date with important information
- Borrow books
- Pay for photocopying
- Access rooms and building
- Access the Library after 10pm
- Access campus computers

Results

Learning point	Incorrect	Correct	Partial
Book return chutes	13%	87%	
Reserve hold shelf	17%	83%	
Laptop charging lockers	17%	83%	
Tech Zone	20%	80%	
Help phones	10%	90%	
<u>Self checkout machine</u>	21%	79%	
Student Service Staff	14%	86%	
Peer Learning Advisors	13%	87%	
Library Advisors	10%	90%	
IT Staff	3%	97%	
Book a library Workshop	23%	70%	7%
Book a group study room	13%	87%	
Stay up-to-date with important information	4%	28%	68%

Results

Borrow books	5%	95%	
Pay for photocopying	22%	78%	
Access rooms and building	10%	90%	
Access the Library after 10pm	20%	80%	
Access campus computers	10%	90%	

Challenges & Next steps

Game levels of difficulty

Students needing to make friends

Library Orientation games in 2017



Thank you