

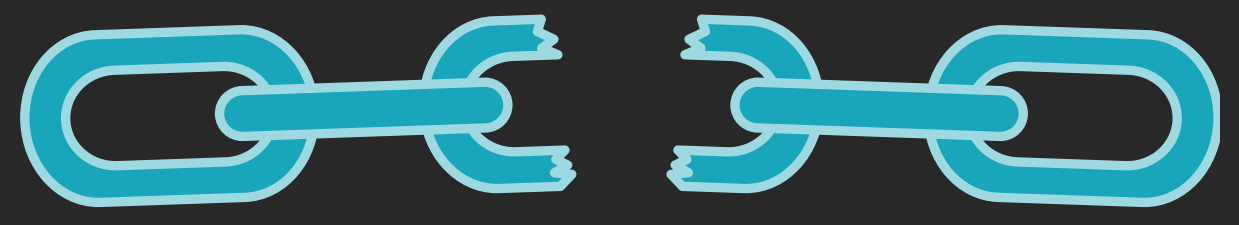


ESCAPE

ROOMS

FOR

EDUCATION



● ● ● cefig

 LOGOS
NGO


Erasmus+

INTRODUCTION

This is a Guide (Tool box) of the training course "Feeling Factory 2019-2-CZ01-KA105-061511" which have been organized by LOGOS NGO (Poland) and Cefig International (Czech Republic) in Kolin (Czech Republic) from 20.11.2019 to 09.12.2019

The project aims to develop higher awareness of human rights topic in Europe while showing participants how to use escape rooms as a learning tool in order to create similar projects on human rights and to tackle specific issues at local communities.

This Guide will help you to organize your own escape room with Human rights topics.

The most relevant information is saved in Google drive, so please click on and you will find much more.



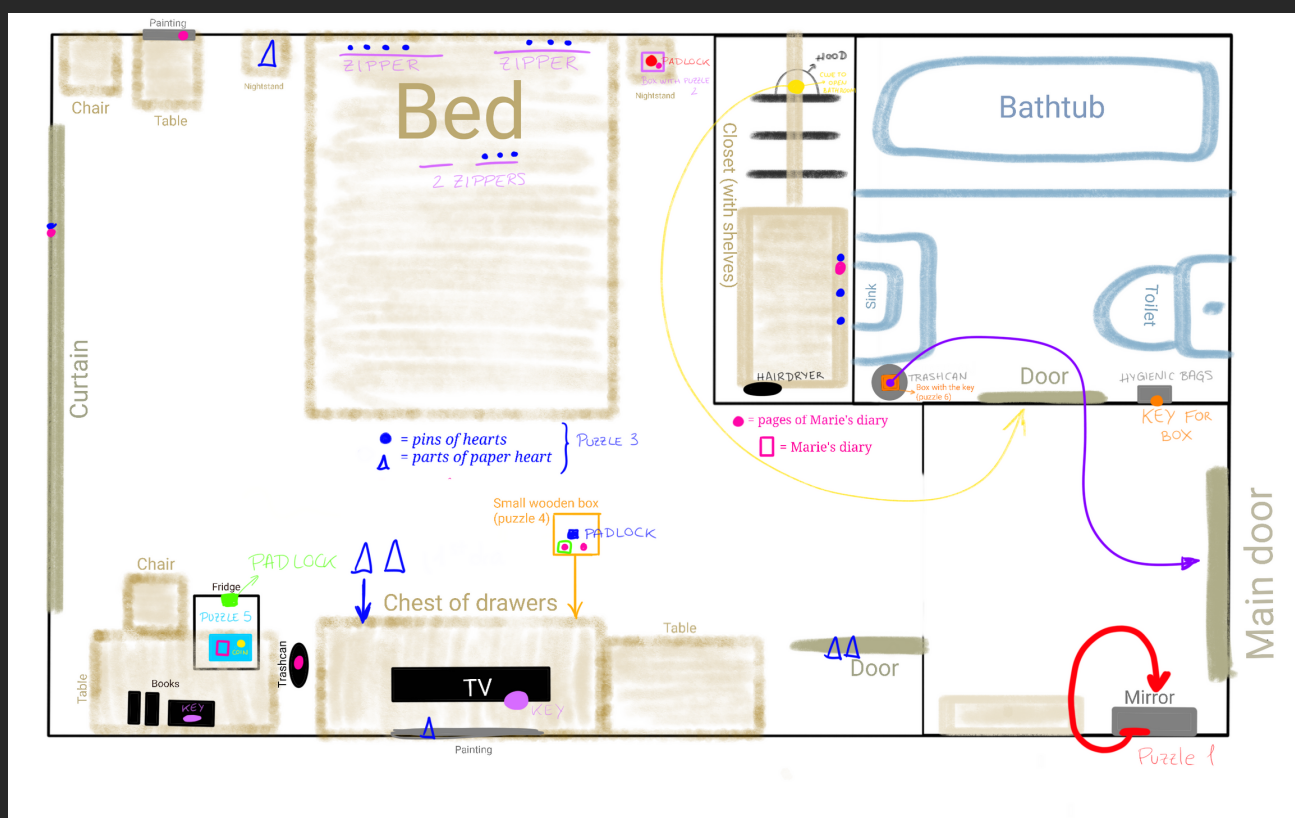
WHAT IS AN ESCAPE ROOM?

Escape rooms are live-action, team-based games where players discover clues, solve puzzles, and accomplish tasks in one or more rooms in order to accomplish a specific goal (usually escaping from the room) in a limited amount of time.

ER is good for all ages.

It is good for gender balance, unlike some forms of gaming, escape rooms draw in players of both genders relatively equally. About 70% of the groups that play through rooms are of mixed genders, and the remaining groups are equally split between all male and all female

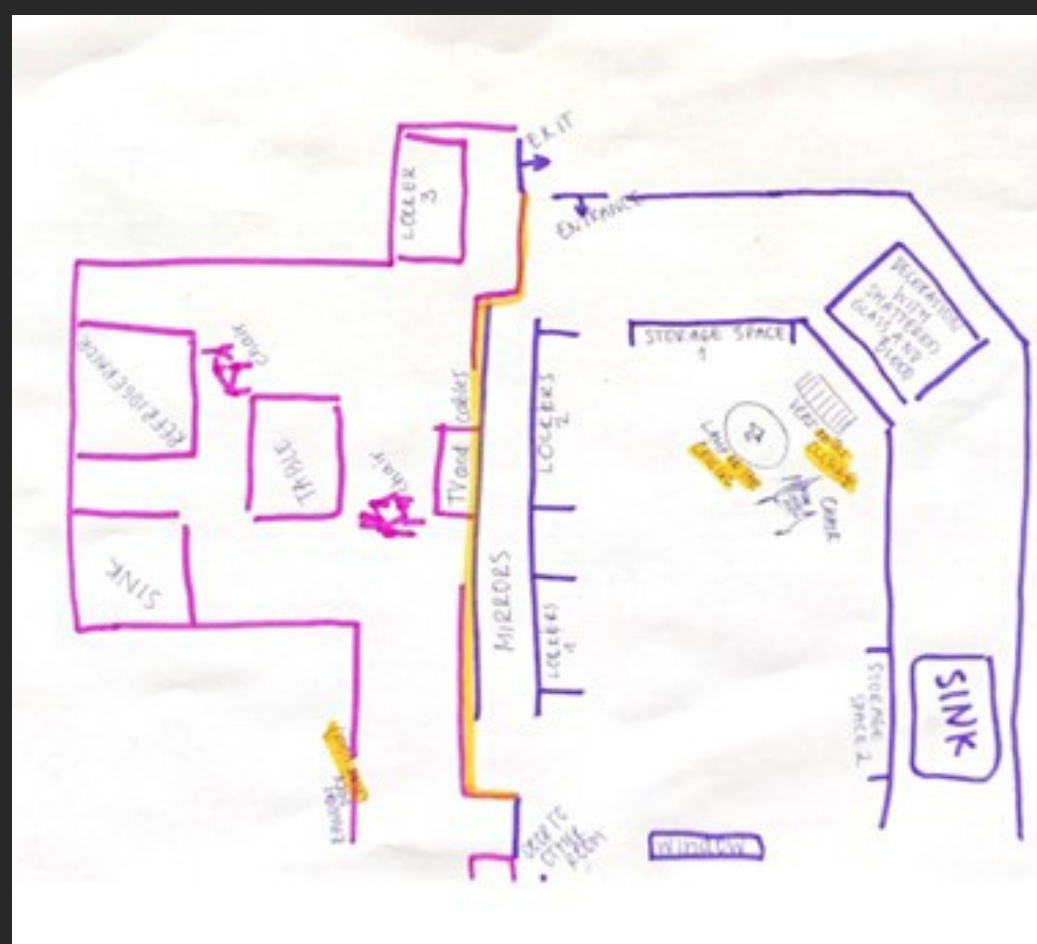
CREATED GAMES BY THE PARTICIPANTS



Story of Marie

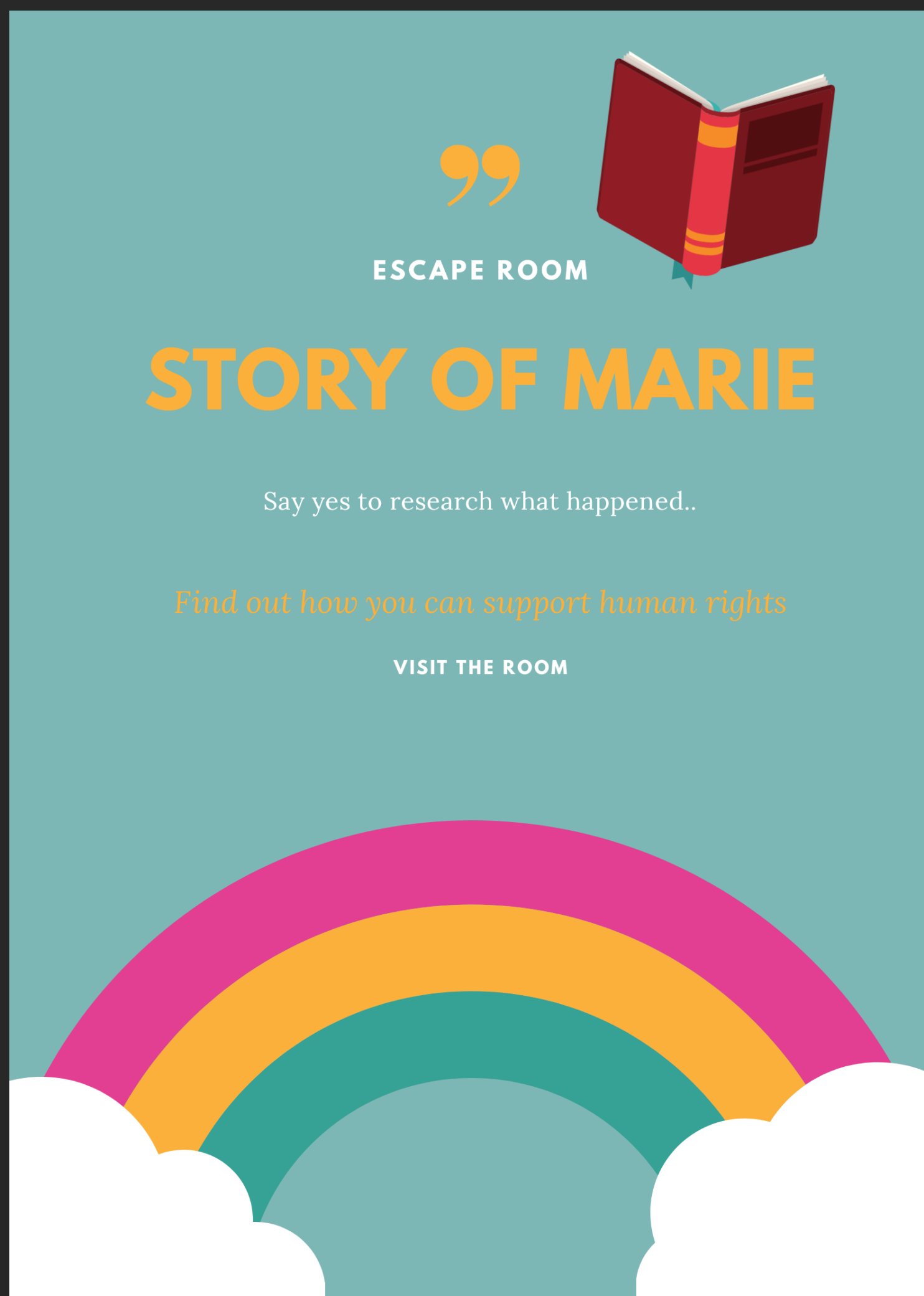


Boat Ride



Happily Ever After

STORY OF MARIE



Name of the room: STORY OF MARIE

Number of players and time of play: 4-5
players, 1 hour

Background of players: +18 years old people

Educational goal of the room: Raising the
awareness about sexual orientation
discrimination.

STORY OF MARIE

Main goal for players during the game: Collect objects and solve puzzles and learn why 15 years old girl committed suicide.

Game master's speech before players start:

Hello everyone, my name is X and I'm Marie's sister. I got your message asking if you could come to Marie's room to try to understand the reason why she tried to kill herself. I can't imagine what drove her to do this because she was always smiling and now she is at the hospital. My parents don't let anyone to search her room and find out what happened. That's why I can't stay with you, I can't be part of your search. If my parents find out that I helped you then they will be really angry with me. They will be here in 1 hour but I'll lock the room so they don't find you easily. I know Marie keeps an extra key hidden somewhere, so you'll be able to get out. If you need any help, there is a phone inside with a number on it. So don't hesitate to ask.



STORY OF MARIE

While we were creating this game, we inspired by true stories from LGBTI community. Suicide rates are high among people in the LGBTI community. But we can not know the exact numbers of statistics about rate. It's hard to indicate that why did they committed suicide. We wanted to raise awareness by this game. People at this age (15) may need more support when they realize that their feelings are not same with the other people and they should know that It's normal to feel like that. That's why we created this game. I hope you had fun while realizing what happened during the game.

CREATORS

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Click on if you want more information about the game:

<https://drive.google.com/open?>

[id=1EM1zFysT1f7jXHP7IL6RZGwKOC2Dw9a4](https://drive.google.com/open?id=1EM1zFysT1f7jXHP7IL6RZGwKOC2Dw9a4)

BOAT RIDE



Name of the room: Boat Ride

Number of players and time of play: 3-5 players, 60 min

Background of players: no experience needed, locks are explained by game master

Educational goal of the room: create an environment for players to experience the refugee, create awareness about xenophobia.

BOAT RIDE

Main goal for players during the game: escape the room in 60 min solve all puzzles to get the key to the room.

Game master explains the story to the players.

Story: You are immigrants that paid a high price to cross the sea to get to a developed country. You just want to have a better life. I am going to hand you to the boat's captain that will escort you to your hiding place. Game master hands the players to the captain. The captain takes the players and shoves them into the room. He slams the door and leaves. After some seconds, another actor knock hard on the door and shouts "The boat is sinking, you have to get out as soon as possible".

We asked players how they felt about the puzzles, if they understand the idea of our escape room and how they felt about being in the same condition of an immigrant. We asked to provide a feedback to us. We provide information about real statistics of how many people die in the Mediterranean Sea, how many illegal immigrants landed in different part of Europe for the last two years and how many people remains stuck in the borders. At the end, we made a picture of the players and informed about their result of the game. We have printed pictures from the media about immigrants and gave them us a present with short description. In this case, they can discover the real situation of immigrants by themselves.



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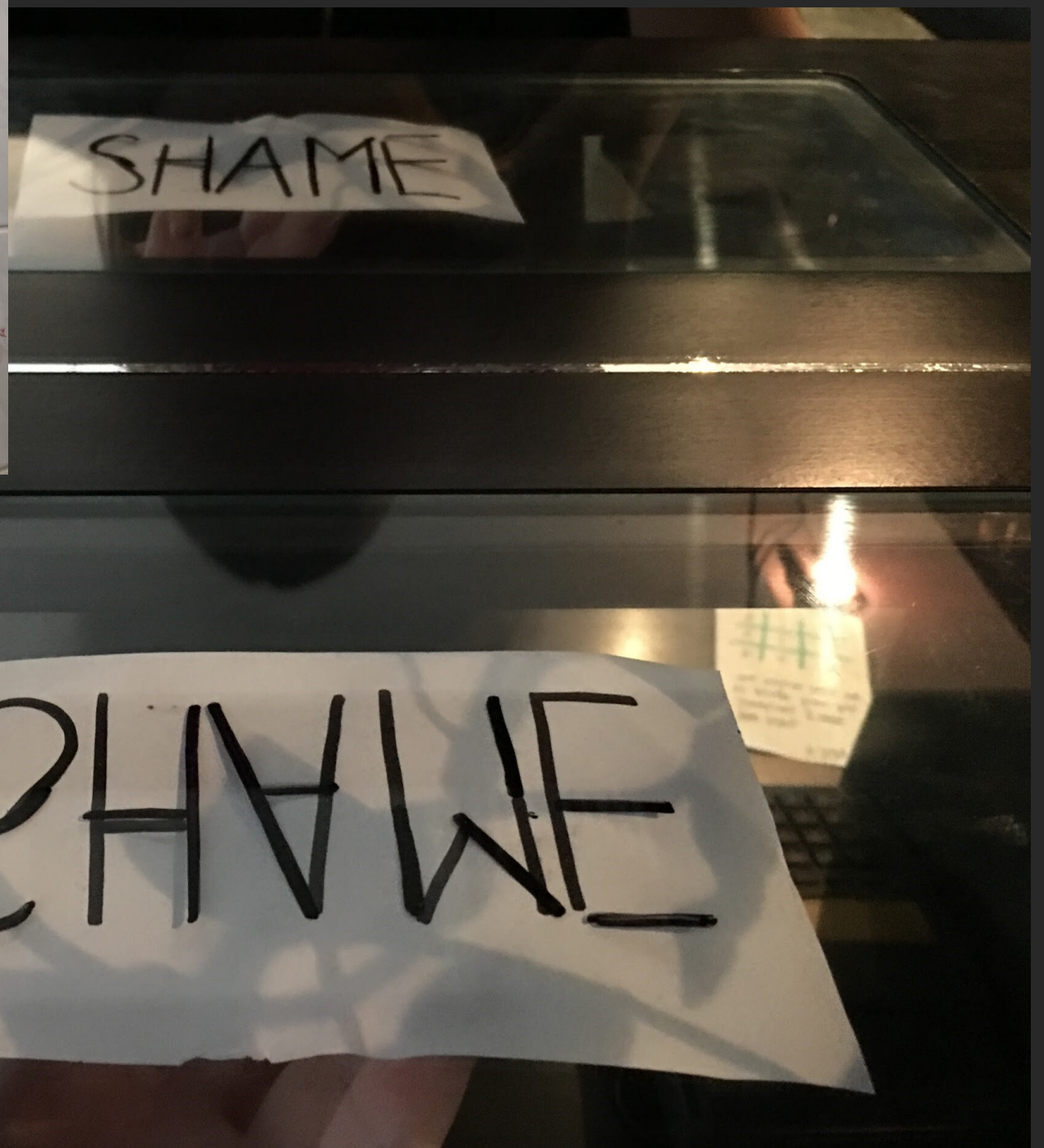
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Click on if you want more information about the game:

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HAPPILY EVER AFTER



Name of the room: Happily ever after

Number of players and time of play: 3-5 people,
60 minutes

Background of players: 18+ people

Educational goal of the room: Awareness of
domestic violence situations.

HAPPILY EVER AFTER

Main goal for players during the game: Helping their friend Emma Brown, by finding her passport and ticket and escape from the room before her boyfriend finds her.

Background Story:

You are a group of friends. You are now in front of the apartment of a woman, your friend, named Emma Brown. The reason you are here is that you received a message. Time is running out and your friend is in danger. The first message is on the phone, read it first before starting. You can enter the room. Good luck!

The moral of the story is there is a woman who is abused and she wants to escape, she needs to find her passport, her tickets. On the way you find her diary pages which describes abuse of her husband hurting her so you need to help her because she is your friend. You have one hour until he comes back.

We chose the codes of locks that are the statistics of domestic violence. For example; The code numbers:

137: Refers to the average amount of women that are murdered by their partners per day.

173: Refers to the number of women who have died of domestic violence in the UK in 2018.

And so on.

HAPPILY EVER AFTER

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Click on if you want more information about the game:

<https://drive.google.com/open?id=1gTLHOxcOj4m-MzEKH9XQ6qWGDI2ZdszX>



THE TEAM OF THE PROJECT



Emir Shevkiiiev

Head trainer, he has more than 10 years of experience in the areas such as storytelling, non-formal education and experiential learning. He works as a full-time business trainer for more than 5 years, delivering training on soft skills. He has worked with human rights topic and developed the idea of using escape rooms as a method.

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Marko Boyko

Expert in Escape rooms and quests for education. Works as a trainer and also has a Masters in Human rights and 7 years long experience in involving youth in various events and activities. Both trainers work in NGO sphere for about 9 years, with experience of work in international youth organisation AIESEC.

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THE TEAM OF THE PROJECT



Ondrej Podlesak

Ondrej is the organizer in Kolin. He has project management experience both from business and his NGO, who hosts this training course.

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Anais Marie

She is the junior trainer, also a member of Logos NGO. Professional escape room maker, inclusive social workers in France.

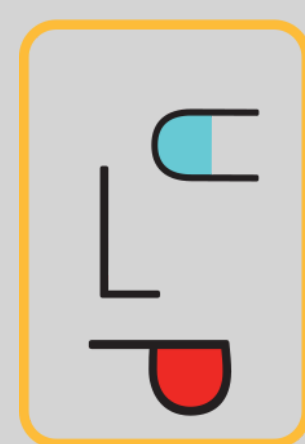
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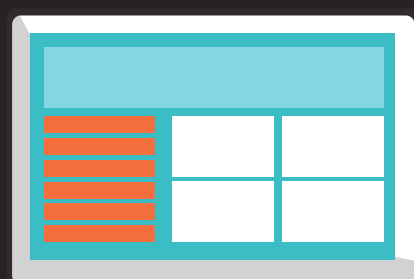
MORE INFORMATION

If you have any question or ideas for future cooperation feel free to contact us:

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