

Erasmus+

euro-net

TRAINING COURSE

FEW OF DIFFERENT REALITY

TRAINING COURSE

HUMAN RIGHTS ESCAPE ROOM

POTENZA, ITALY
12-20 XII 2017

LOGOS ON

Shokkin Group
International

Description

This is a Guide (Tool box) of the training course "Escape for human rights: «Few m2 of different reality»" which have been organized by LOGOS NGO (Poland) and Euro-NET Association (Italy) in Potenza (Italy) from 12.12.2017 to 20.12.2017

The project aims to raise awareness about Human rights in spheres of gender discrimination, children rights and domestic violence through making Human rights escape room, as well as understanding how to use escape rooms as a learning tool in order to create similar projects on Human rights back at local communities

This Guide will help you to organize your own escape room with Human rights topics and not only. The most relevant information is saved in Google drive, so please click on and you will find much more.

If you have any question or ideas for future cooperation feel free to contact us Poland@ngologos.org and euro-net@memex.it

Escape rooms

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

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

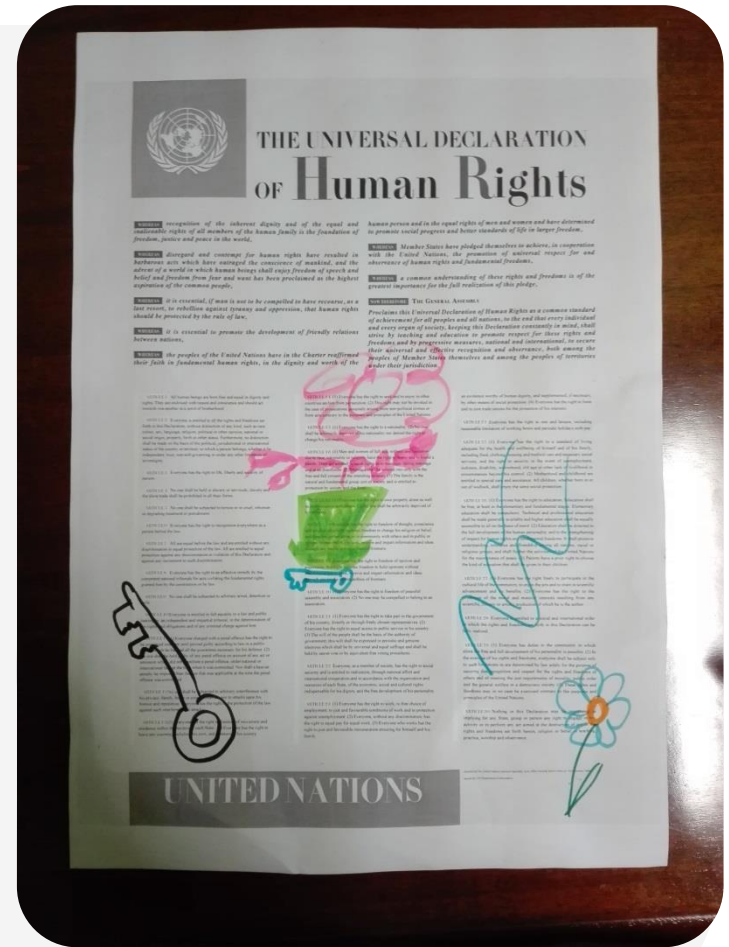
Hints and Rules

Hints

- Balance between easy and difficult
- No direct hints. Hint is **not** answer
- When to give: when asked or when stuck
- Make people feel smart, not stupid when hinting

Rules

- How to play
- No hard power
- Non-touchable things
- One thing plays once
- How hints are given and communication is made



Narrative levels

Collection of **puzzles without a theme** or narrative

ER with theme, decorations, matching with it **but no story**

ER has a narrative, players in the role, **puzzles do not move the narrative**

ER with **narrative** and **puzzles are part of storytelling**

Creating story

1. **Introduction** Hero, setting, basic info
2. **Problem** What happened, what stops the hero
3. **Resolution** Process of finding solution(s)
4. **Ending** What happened after resolution, heroes final decisions


Bad ER storylines go like this:

“You’ve entered the Ancient Lair of the Dark Dungeon. You have 60 minutes to escape, as tracked by this digital clock on the wall. To escape, you will have to solve the Scary Sudoku, discover 4 different sets of 4 digit numbers for the 4 padlocks you see in front of you, and then determine the code for the numeric keypad on the wall. If you need help, use this walkie talkie and someone will come into the room to give you a hint. Have fun.”

Puzzles logics

Search 

Think 

Apply 

About puzzles

- Balance between easy/hard
- No specific knowledge: formulas, laws
- Different type
- No language usage or simple and understandable for everyone
- Only one solution for puzzle
- Easier with multiple-puzzled tasks
- Proper timing (1 hour – 12-17 puzzles)
- **One thing plays once**

Puzzle types

Hidden Objects

Light

Counting

Noticing Something “Obvious”

In The Room

Using Something In An Unusual
Way

Searching For Objects In Images

Assembly Of A Physical Object
(3d)

Algebra And Other Mathematics

Riddles

Sound

Ropes Or Chains

Traditional Puzzles

Touch

Liquids

Engagement With Actors

Smell

Taste

Lazers

Mirrors

Research Using Information

Sources

Environment

Everything connected to the story

Minimal unnecessary details

No unplaying riddles

Details for puzzles must appear in proper order

Mark non-playing objects

Connect non-obvious puzzles in different places

Check everything to be idiot-proof

Tasty details

Check for needed information to be visible

Check if non-needed information is removed

Dry run

To check difficulty of puzzles
To make changes
To notice unobvious mistakes
To have a different view

LINKS

1. Additional information about escape rooms creating

<https://drive.google.com/drive/folders/1n9JP-qSYcq3MhL6GsErmx-oMo0dMDip0?usp=sharing>

2. Tree prepared escape rooms scenarios

https://drive.google.com/open?id=15spFObODpf7xuP8cxNuXRGlz4P_jXlXz

3. NGO LOGOS fun page, here soon will be published more scenarios and projects announcement of Escape rooms for human rights.

<https://www.facebook.com/logosngo/>

4. Fun page of Euro-net Association with projects

<https://www.facebook.com/euro.net.31/>

TOOL BOX

Planning could be considered the most crucial part of designing a successful escape room. The planning started with delegation of tasks after having a discussion with all the team. The team divided in three groups including research, design of quizzes & puzzles and video making. Some obstacles that arised during the process, was lack of communication and organization, although this did not stand in our way. By creating a plan it helped us to work more fast and efficient as everyone knew what to do.

Eusebiu Amitrului, participant form Romania

