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Sarah's Secrets

Moodle Escape Games for online induction

Helen Whitehead, University of Nottingham



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Escape Games

What is an Escape Game
and why would I want to use it in education?



How are they different from Escape Rooms?

- Learning outcomes require external knowledge
 - soft skill (team building)
 - subject-specific (marking)
- Scalable & mobile
- Debrief/reflection
- Higher chance of success
- Aim at a goal not necessarily escape





What are the elements of escape games that make them engaging and how can we apply These to the design of learning activities?

- Immersive – time limited
- Narrative-based
- Strong setting and theme - realistic
- Collaboration
- Goal-oriented
- Puzzle elements – problem-solving



Dr T R Nitin has disappeared. You're in his office.

He was in the middle of his marking, and the exam board are meeting in 60 minutes.

Before then, you, his colleagues, will need to finish his marking for him – and find out where he has gone.

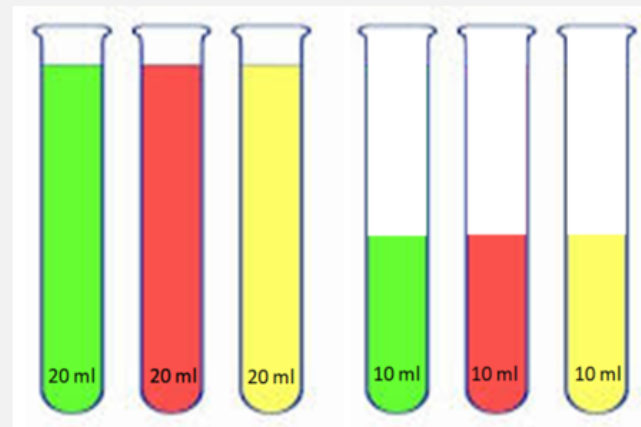
He left reminders to himself of the marks all over his office – you'll need to find and interpret them.





Squirrel flu features

- Puzzles based on:
 - their building (Tower narrative)
 - drug molecules (code)
 - demographics of risk (logic puzzle)
- Then each table had a different answer
 - Person + Location + Letter card (build up final clue)
- All together at the end over a campus map to find Patient zero and the dose of antiviral





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Taking it digital

How can we harness the potential of escape games with students in an online learning environment?

Spending lockdown in virtual escape rooms all over the world





- Multiple choice quizzes
- OneNote / Google Doc with password
- Tests in disguise
- Computer game
- Shoot an alien!

Puzzles should match learning outcomes
(wherever possible!)

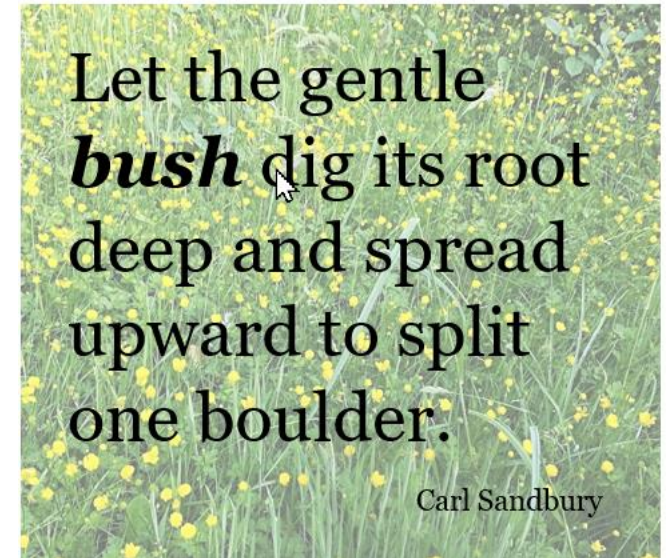
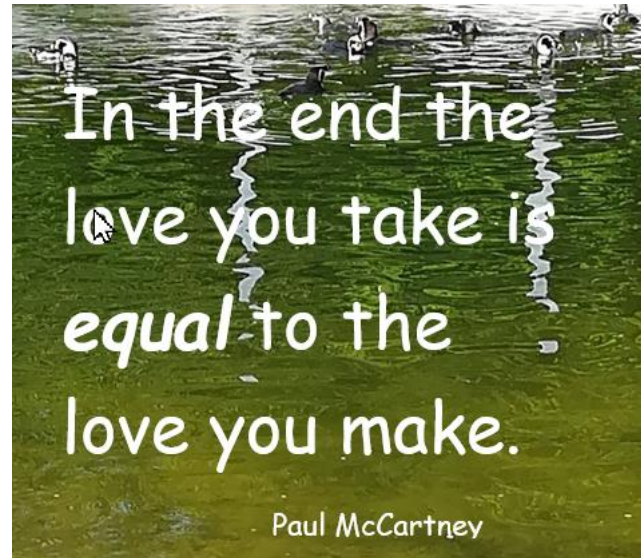
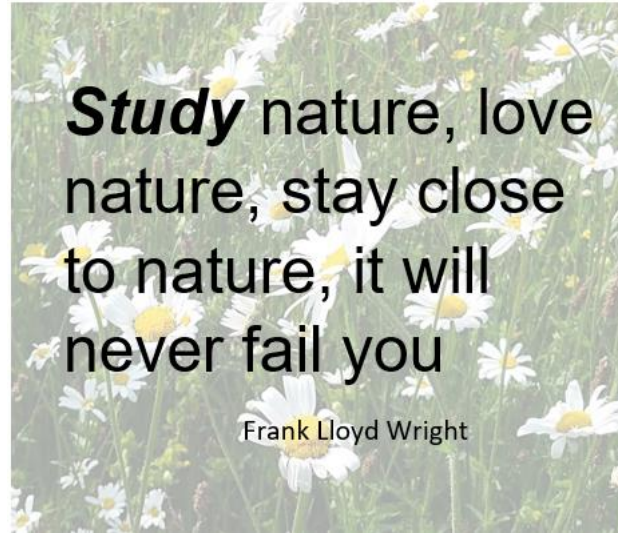




Tree of Tales: Instagram and Twitter

@CLLRALDHAM

| | | | | | |
|--------|--|--------|--|--|--------|
| Yellow | | Orange | | | |
| | | Orange | | | Yellow |
| | | Orange | | | |
| | | Orange | | | Yellow |
| Yellow | | Orange | | | |



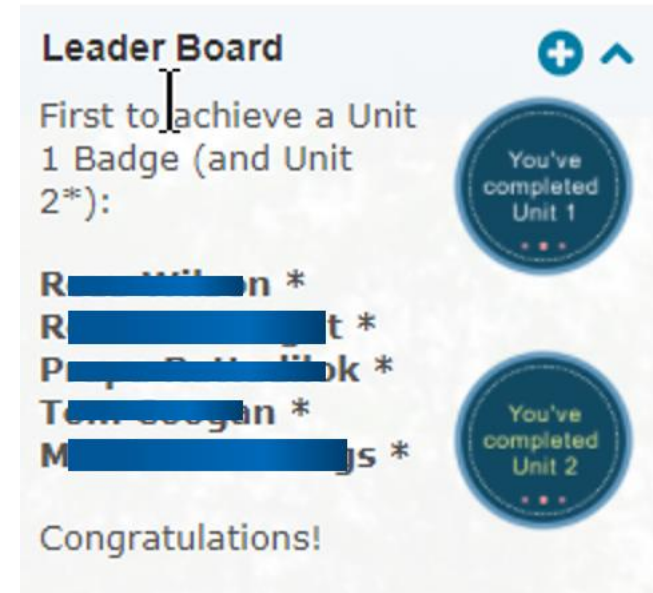
- Conditional resources and activities
- Completion tracking
- Restrict Access
- Badges (Open Badges)



Restricted Not available unless:

- The activity [0.2 Introductions forum](#) is marked complete (hidden otherwise)
- The activity [1.4 Approaches to online learning \[activity\]](#) is marked complete (hidden otherwise)
- The activity [1.8 Who are our students? \[activity\]](#) is marked complete (hidden otherwise)
- The activity [1.13 Office 365, for Teams \(login with email address and password\)](#) is marked complete (hidden otherwise)

“I'm a gamer so like the progression % and badges.”



“I found myself wanting to log on to complete the tasks to see the ticks and Unit complete markers.”



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The problem of collaboration!



Helping Emme

This is a collaborative puzzle game

Please read this introduction to the task (and any other instructions in the forum!) carefully – you're going to need all the information to hand. There are clues everywhere!

You will ALL be needed to work together to complete this activity.

MOST IMPORTANT RULE: Do NOT post the answers! Do post suggestions and hints to help others get to the answer. Ask questions if you're stuck!
(Anyone posting an actual answer will be disqualified from this activity!)

When you've finished the puzzles, refresh this page for a special message!



 [5.3 Helping Emme: Introduction \[collaborative task\] IMPORTANT - READ THIS INTRODUCTION](#)

 [5.4 5-Stage Model Conundrum & Collaborative forum to support each other \[activity & puzzle 1\]](#)

 [5.4a Answers to 5-stage module conundrum \[puzzle 1: enter answer\]](#)

 [5.4b Emme's Seminar Group \[puzzle 2\]](#)

 [5.4c Helping Emme find her way around \[puzzle 3\]](#)





“Good fun - definitely kept me engaged.”

“I think fun is a vital part of online learning.”

“I enjoyed doing the puzzles as a bit of light relief and formulating clues to others. But I didn't feel like I actually learned anything from this activity.”

“I enjoyed these but largely managed it [on my own]”

“It was a lot more enjoyable as it involved everyone working together to achieve the same aim.”

“Emme’s puzzles were hard but a good challenge. Don’t completely understand relevance to my learning.”

“I did not see the relevance of puzzles except puzzle 1. A lot of effort for no real deep learning.”

“I did not like this activity.”

“I could see the benefit of designing a game/puzzle for engagement, however I became frustrated.”



The collaboration conundrum

- Students collaborate in creating their own puzzles (game jam)
 - Different students get different clues
 - Students collaborate in real time (via Teams)
 - Work in teams in competition with other teams
- > A Moodle-based game played live in MS Teams meetings



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The online pivot



Learning outcomes

- Team building / Socialisation
- Introduction to Moodle
- Introduction to the campus
- Light hearted activity

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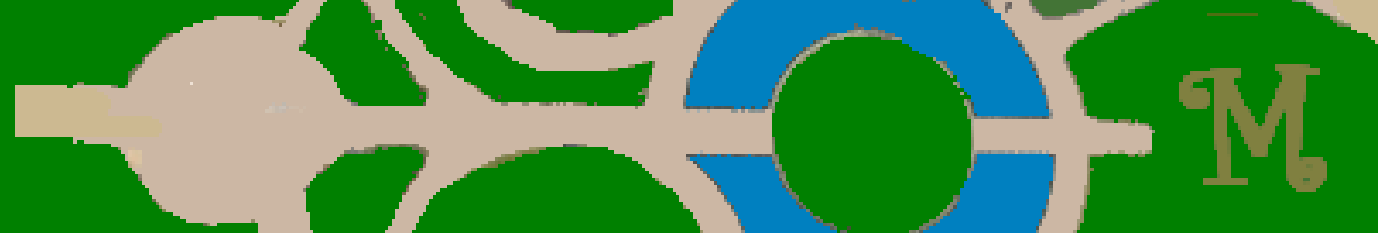


- Input from PVC for Education
- Moodle Lesson with timer
- Potential for prizes

Challenges

- Training staff
- Making it engaging enough
- Linear or parallel puzzles?

Sarah's Secrets



Where did Professor Sarah Speight go first?

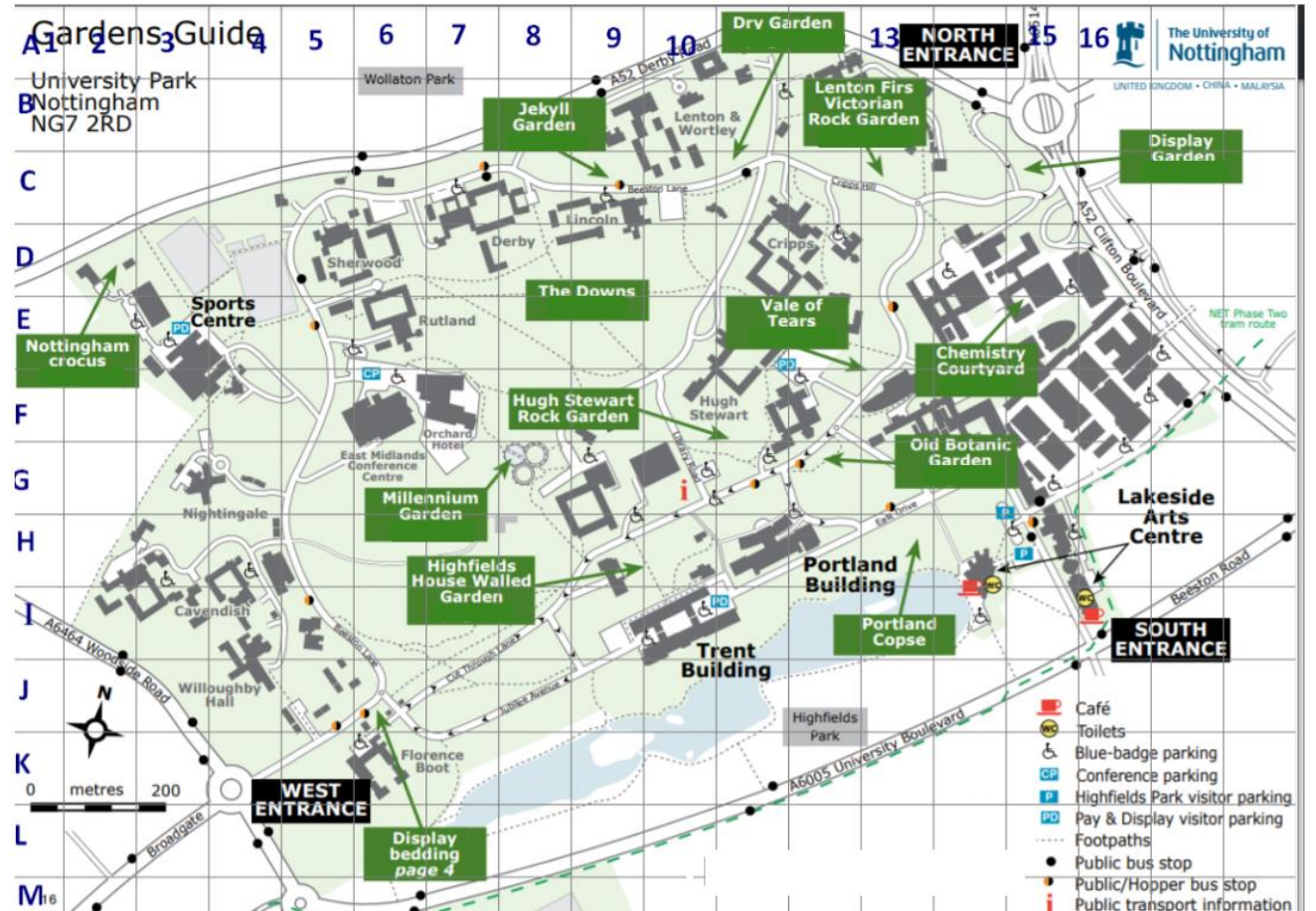
You might already have seen this location somewhere...
The answer is a reference to it.



Sarah's Secrets



You might already have seen this location somewhere... The answer is a reference to it.





Successes

- 1300+ students mostly Engineering and Business School

Conclusions

- Timing is not so important
- Variety of puzzles
- Lesson kept the puzzles together but difficult to do parallel puzzles



Your University Journey – the Game

Getting That Job

Job application

Final puzzle - assemble all the skills you've acquired in the other six puzzles in the right order to fit the job application





Aims

- Induction
- intro to using Moodle
- Intro to University

Implementation

- Different Moodle resources and activities

Challenges

- too worthy!
- Difficult to get a good enough flow
- Quizzes for passwords

Your University Journey – the Game

Introduction

Your University Journey - the Game takes you through a university student's life as you get to grips with what's needed for University life and develop the skills for employment - will you be able to snaffle that all-important job at the end?



JOIN US!

Tree Huggers Protest Group

Protect Tel Copse

Meeting 26th June 2018, Hunter Road

*Mark, John,
Karen & Sally*

- Xerte
- Clear aims (not just induction)
- Learning outcomes
- Strong narrative
- Relevant & varied puzzles



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Thank you

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