

Abstract: The Educational Escape Room 2.0 course empowers future teachers to design immersive learning experiences that blend physical and digital environments. Integrating AI tools, multimedia platforms, and hybrid delivery, the course prepares students to teach in tech-enhanced, flexible classrooms. International collaboration adds depth, as diverse teams co-create puzzles that reflect global perspectives and educational styles.

Step into the escape room, and discover how innovation, play, and global thinking can redefine the future of teaching.

# Context & Purpose

An educational escape room is a structured game-based learning environment where learners solve puzzles to apply academic knowledge. The subject prepares future educators to design and implement these games as dynamic teaching tools, enhancing motivation and retention.

# Innovation of the

Method - Combines game mechanics

- with curriculum - Using **Blended Learning** 
  - Model - Uses narrative to drive
- learning - Transforms students into instructional designers
- Explores play as a didactic

## **Didactic** Value

- Encourages

#### constructivist learning

- Strengthens problem-
- solving and communication
- Connects abstract content to real-life challenges
- Enables student-led exploration and reflection

What's New in Educational **Escape Room** 2.0?

This updated version deepens the use of blended learning, expands digital tool integration, and strengthens collaborative, cross-cultural design. It offers a more immersive and future-ready experience for aspiring teachers.

Reflect critically on gamified instruction



### **LEARNING OUTCOMES:**

**Blended Learning in** practice

**Facilitate collaborative** learning

**COURSE: EDUCATIONAL ESCAPE ROOM** 2.0

Re-Escaping and Blending Pedagogy, Play, and **Digital Tools for Next-Gen** Teacher Training

Design escape rooms aligned with pedagogy



Integrate technology into teaching

Audience: Pre-service teachers / adult learners **Duration**: One semester Format: Workshops, online activities, prototyping labs

Course Structure **Overview** 

Integrated digital tools and media include:

- Genial.ly Platform, Padlet, Genially, Google Forms
- GPTChat, AR, QR codes, video/audio clues
- Blended and online escape room design

Technology, Media & Online Learning

- Promotes international & intercultural collaboration
  - Enhances global teaching competence
  - Enriches game design with cross-cultural elements

International **Participation** 

- 1. **Define** learning objectives
- 2. Design puzzle flow & narrative
- 3. Integrate technology/media
  - 4. **Prototype** and test
- 5. Facilitate and lead debrief 6. Reflect on outcomes

**Process** 

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