



Exploring Creativity & Critical Thinking with Escape Rooms Transcript Summary

Summary

- **Zoom with speakers from various locations.** [0:00](#)
 - Participants discuss no-judgment zone, video usage, and familiar faces in chat.
- **Escape rooms and their use in leadership training.** [2:50](#)
 - Rachel Arpan impresses with three custom escape room games for coffee chat.
 - Speaker shares their passion for escape rooms and leadership training, using data to support their approach.
 - Shannon asks participants to fill out a survey about their escape room experiences, including whether they've played before and what themes they've played.
 - Shannon shares their own experience with escape rooms, revealing they've played around 60 games and are working on updating their spreadsheet.
- **Escape games and puzzle-solving for learning development professionals.** [9:16](#)
 - Shannon shares their experience with escape games, including a fun St. Patrick's Day episode with Betty.
 - Shannon wants to give attendees a chance to play and learn about escape games, with a debrief and framework explanation.

- Shannon explains how the game will work, including sharing screens and solving puzzles.
- Hints are built into the game for those who get stuck, and Shannon and Shannon will help as needed.
- **Learning escape game design and player frustration. [15:04](#)**
 - Speaker 1 provides links for games and encourages collaboration.
 - Speaker 1: Game focused on one section of website, frustrating.
 - Shannon: Debriefing revealed learning rebels' organization structure.
 - Leslie found the puzzles frustrating but also competitive, pushing through the struggle for reward.
 - Theme and narrative are important for engaging learners in escape games, but the loose narrative in this game may have been too big for the timeframe.
- **Using escape rooms for learning and development, with a focus on time-bound situations and teamwork. [25:11](#)**
 - Cassie learned to embrace imperfection and lean on team members in escape rooms.
 - Escape games taught Erica time-bound situations require quick problem-solving and effective communication.
 - Shannon discusses designing learning escape games, seeking input from the audience on what they would want in a workshop.
 - Shannon presents an alerting escape game framework, with educational and design components, to help learning and development professionals create engaging experiences.
- **Using escape room framework for learning. [30:13](#)**
 - The speaker discussed the importance of theme and narrative in escape games, as it provides a compelling reason for players to engage with the game.
 - The speaker highlighted the challenge-action-reward (CAR) model as the building block of escape games, where players complete challenges to receive rewards and progress through the game.
 - Shannon explains how they used the learning escape game framework to organize their ideas for a workshop on learning rebels.com.
 - Shannon shares their template for the game, which includes challenges, actions, and rewards, and is interested in sharing it with others.

- **Designing and facilitating escape games for team building and skill development.**

[35:29](#)

- Facilitators play a crucial role in escape room design and delivery.
- Rachel shares insights on building escape games and upcoming events.