

UNLOCK

LEARNING MOBILITY 1

Educational Escape Rooms (EER) are increasing in popularity among educators in Higher Education Institute (HEI). EERs are live action games where the players collaborate to solve a series of puzzles that are organized based on a compelling narrative, and by solving the puzzles, the players 'escape' the room. The popularity of EERs in HEIs is due to their use to encourage the acquisition of new knowledge and promote soft skills development (e.g., communication and teamwork) in students.

In this learning mobility, we will use various teaching methods to address the topics of what EER are, their design elements, and educators' competencies to develop EERs. At the end of the learning mobility, you will be able to design a basic EER.

The learning mobility contains a combination of self-paced activities (i.e. at your own pace) and workshops. The dates are:

DATE (2021; CEST)	ACTIVITY	TOPICS (AMONG OTHERS)
10 May - 18 May	Self-paced activity 1	Opening, play EER and reading literature about EER
19 May 15 - 18 hrs.	Workshop 1	Plan of action to create your EER, and rubric for evaluation of EERs
20 May - 26 May	Self-paced activities 2	Create your EER, and play & evaluate the EERs of your fellow participants
27 May 15 - 17 hrs.	Workshop 2	Debriefing of learning outcomes and closing

The estimated effort is:

Workshop 1: 3 hours | Workshop 2: 2 hours | Self-paced activities: approx. 10 hours (can be less depending on your experience with Google forms)

Requirements for participation:

It is requested that each participant have the intended learning outcomes/ objectives of a module/course

Application:

To indicate your desire to participate in this learning mobility, you can:

- Contact the liaison who informed you about this learning mobility
- Send an email to escaperoom@hva.nl and mention 'application UNLOCK learning mobility 1' in the subject line

Deadline for application

3 May 2021, 9 hrs. CEST