

DEC 2022

UNLOCK

e-magazine



Photo by Michael Dziedzic on Unsplash

INDEX

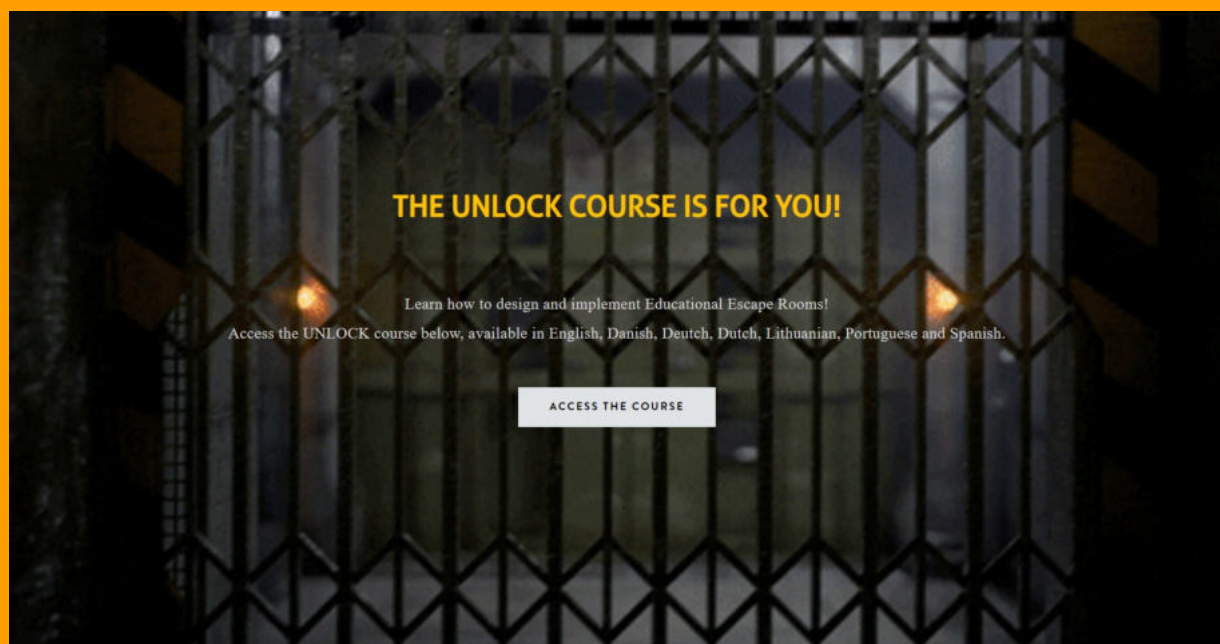
- 1 | The UNLOCK MOOC is ready!
- 2 | The MOOC has a life of its own
- 3 | The third face-to-face Transnational Partners Meeting
- 4 | The National Event hosted by KTU
- 5 | EER in place: UNLOCK's production
- 6 | Final Conference: UNLOCKing creative & innovative teaching in Higher Education
- 7 | The wrap up Transnational Partners Meeting

THE UNLOCK MOOC IS READY!

AN OPEN EDUCATIONAL RESOURCE FOR EDUCATORS ON DESIGN AND IMPLEMENTATION OF EDUCATIONAL ESCAPE ROOMS

In this section you have the opportunity to go deeply into the process of preparing, finalising, and publishing the UNLOCK's Massive Open Online Course (MOOC) in seven different languages (English, Danish, Lithuanian, German, Spanish, Portuguese and Dutch). When you finish reading this section, you can immediately enrol in the MOOC!

1



THE UNLOCK MOOC IS READY!

The UNLOCK Massive Open Online Course (MOOC) finalisation process was carried out in several stages. After the first MOOC test pilots carried out by the partners of the consortium in November 2021, and collecting the feedback about the beta version of the MOOC, KTU engaged in making improvements in the presentation and contents of the MOOC.

The structure of the MOOC remained the same – it contains 9 modules in its final version: Introduction, Theory, Institutional Support, Practical Context, Theme, Puzzle Design, Evaluation, Assessment and Community.

This is how the MOOC structure is presented:

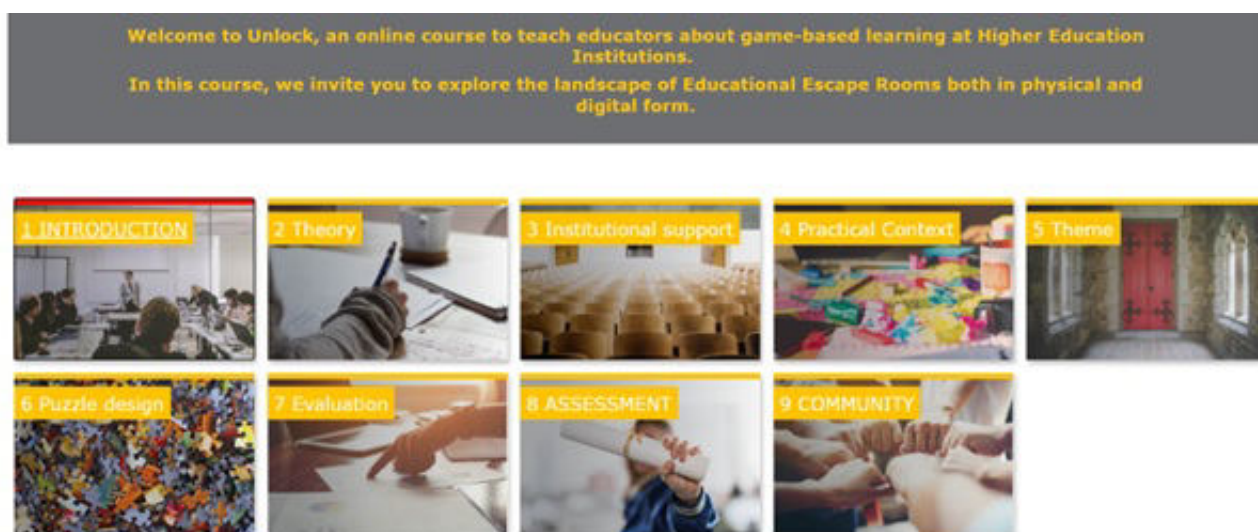


Image 1. Structure of the MOOC

The most important update was adding more gamified elements to the MOOC. This was accomplished by creating MOOC personas – Mo'Nique, Irvin and the Dean, from a fictional University in Learnovania. UIIN and KTU cooperated in creating the personas and writing scenarios for the educational journey in each module. These personas introduce each module of the MOOC to the participants and present an interactive challenge that is to be solved at the end of each module.

Below is an example of a gamified introduction to the Module entitled “Theory”:

An educational Journey — Amsterdam stop

After a long trip, we arrived in Amsterdam, our first destination. However, our trip started on the wrong foot...



Illustrations by David León de la Torre

Well... During our first day in Amsterdam, Mo'Nique had an accident and fell into a canal. Maybe it was the shock, or maybe she hit her head, but now Mo'Nique has amnesia; **she remembers everything else except the aim of our Journey.**

Image 2. Personas guiding the MOOC

And this is an example of an interactive challenge at the end of the same module, where the participants are invited to solve a puzzle:

Back to the Journey — Puzzle time

What would help Mo'Nique to dust her memory and, hopefully, remember the goal of our Journey, would be to remember what makes her the open-minded and resourceful professor she is. The grid of letters below hides knowledge, skills and attitudes keywords that make her and all educators great.

Shall we help Mo'Nique find these keywords? Words are found horizontally, vertically and diagonally.

K	A	E	C	O	N	F	I	D	E	N	T	O
N	T	E	A	M	W	O	R	K	E	R	D	O
O	L	N	K	O	Z	C	C	L	P	Y	W	Q

Image 3. Example of a puzzle at the end of the Theory module

Another important aspect to be solved in the finalised version of the MOOC was to make sure of using consistent titles for activities across all modules, as the content of each module was developed by a different partner. There were several discussions on this topic and consistent titles of activities were applied.

The MOOC was then prepared for the second piloting phase at the end of March 2022. About 150 participants registered into the course for the pilot, which took place from 1-30 April. The participants filled out pre- and post-surveys. Partners from Amsterdam University of Applied Sciences processed and analysed the results of the surveys. The results, presented during the partnership meeting in Granada in May 2022, were very positive. The encouraging results led to the next stage of the MOOC finalisation – translation.

The translation process started in June 2022, when KTU transformed all the content of the MOOC into a Word document and provided instructions for translation. There was a separate folder in Teams for each language, separate files of all units and additional materials were placed there. The translated materials were also placed there. In addition, KTU prepared the

Simultaneously, a new MOOC version in a partner language was being built and materials uploaded and imbedded. The most challenging part was to prepare h5p activities in all languages. The translation of cartoons was also a complex process, as the translation text was submitted to the artist, who would fill in the translated text into the cartoon.

Below we present an example of the cartoons into Danish:

Din læringsrejse – go!



Illustrationer af David León de la Torre

Nu er vi på den! **Vores universitet er på nippet til at lukke permanent**, da lærerne for længst har mistet lysten til at opdatere deres forældede undervisningsformer i klasseværelserne, der nu er tomme for engagerede studerende. Det ville dog være en katastrofe, da dette er vores lands eneste universitet; hvad vil der dog ikke ske med alle medarbejderne eller alle de nysgerrige studerendes sind? Nej – vi er nødt til at redde vores universitet, og vi har måske fundet på den perfekte plan!

Image 4. Example of the translated cartoons into Danish

The final step of the MOOC translation was developing the digital educational escape rooms (DEERs) in each language. KTU expert Vilmantė Kumpikaitė-Valiūnienė organised a webinar for partners. The partners were given homework before the meeting:

1. Translation of all material.
2. Preparation of puzzles (tasks) in the local language based on the translation file provided.
3. Preparation of Google forms in local language (copying and updating the documents created in English).
4. Making copies of earlier provided Google Drawings.

During the webinar, the following agenda was set:

1. Questions and identification of difficulties from homework.
2. Making saved puzzles from homework accessible to others.
3. Uploading the puzzles in Google Drawings.
4. Creating a Google site for DEER (sites.google.com) and finalizing DEER in the local language.

The challenge with developing the DEERs was not only to translate the tasks, but to localise them, to express the tasks in such a way that learners would understand the instructions and hints in each of the languages.

Below you can see the opening pages of the one of the DEERs in Portuguese:



Bem-vindo! Esperamos que tenha aproveitado a sua jornada de aprendizagem neste MOOC e que esteja pronto para testar o que aprendeu. Como este MOOC é sobre escape rooms educacionais, nós preparámos não um teste, mas uma digital escape room para que tenha uma verdadeira experiência gamificada e se inspire, também. Boa sorte e aproveite o seu jogo!

Abrir DIGITAL ESCAPE ROOM "An Educational Journey around Europe"

Image 5. Example of the translated opening page of the DEER in Portuguese

The official launch of the MOOC in 7 languages (English, Danish, Lithuanian, German, Spanish, Portuguese and Dutch) took place during the Final UNLOCK Conference on 28-29 November 2022.

To enrol into the course, users have to sign up, and then they will have access to any of the seven language versions. The course can be accessed directly here:

<https://open.ktu.edu/unlock/>

It can also be accessed via the project website **<https://www.un-lock.eu/>**:



Image 6. How to enter the course via UNLOCK's website

This is the view of the main page of the MOOC, showing the icons of each language version:



Image 7. Main page of the MOOC with all the language versions

This is what the structure of each language version looks like, the following image shows the Spanish version:



Image 8. Structure of each language version (in Spanish)

You are all invited to join this UNLOCK MOOC and have an exciting learning journey!

THE MOOC HAS A LIFE OF ITS OWN: INTEGRATING THE MOOC INTO HEI'S TRAINING DEVICES

We, the UNLOCK consortium, are excited to see the interest on the MOOC from both researchers and practitioners, and the potential it holds for the future of creativity in teaching in higher education. Münster University of Applied Sciences (FH-Münster) has been one of the first institutions who adopted the UNLOCK MOOC into their academic training program, established by "Wandelwerk", the Center for Quality Development at FH-Münster.



Launched and coordinated by Jonas Carl Lilienthal and Hans Peter Ludescher of Wandelwerk, the E-Teaching Fellowship (see [here](#)) in the year 2022 focuses on to discover the potential of educational escape rooms (EERs) with the academic staff of the university, and accompany them on the way to a prototype an EER for their own teaching. In the first phase of the fellowship, the participants access the UNLOCK project MOOC to learn about the game principles and building blocks of the EER concept. In addition to the self-study materials, the online course offers guidelines, best practice recommendations and an international community. In the second phase of the fellowship, from March 2023 onwards, the participants will work on a prototype for their own teaching and benefit from the exchange with other interested colleagues at FH-Münster.

Informationen zum Projekt UNLOCK

Die Struktur des Programms

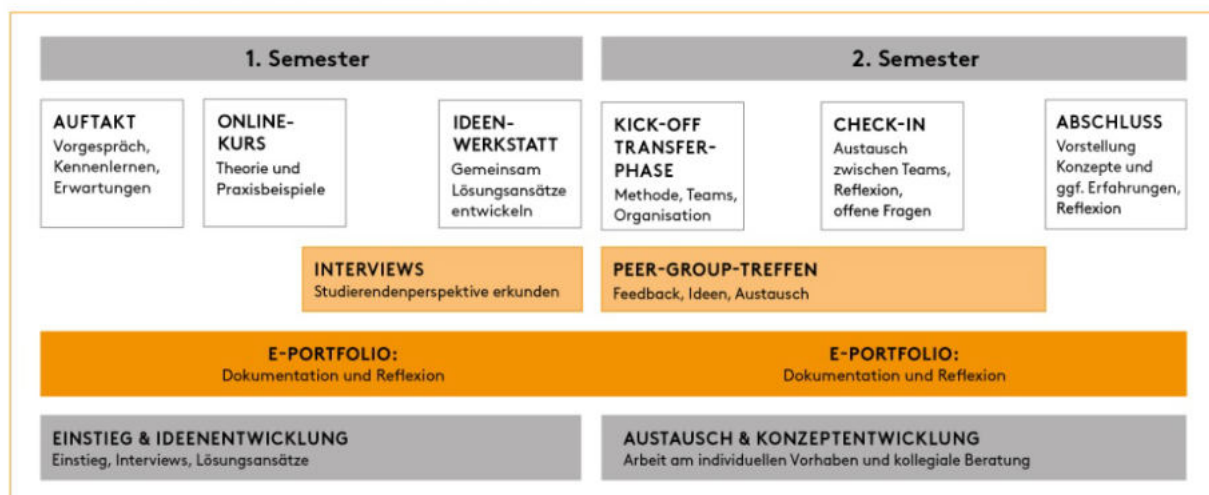


Image 9. Structure of the training program based on the integration of UNLOCK's MOOC into E-Teaching Fellowship of the Münster University of Applied Sciences

As emphasized by the coordinators of the program, the MOOC allows groupwork but also freedom in individual content selection. The MOOC is well structured, bringing together different components of the EER, and all what educators need to know in a very compact form. The program participants approach the modules in a linear fashion or iteratively, or as stand-alone units, in which they pick and choose the learning element they need. Furthermore, the MOOC involves the best practice EER examples, which makes the creation process easier for the participants.

Regarding the impact of the program, there could be multiple short- and long-term benefits. The participants of the academy come from different faculties, which will ideally lead to a diverse range of prototypes to be created and shared with colleagues. The program coordinators stated that they will ensure such dissemination of learning innovations within FH-Münster. “E-Learning Network” event which regularly brings together lecturers will this year focus on the topic of EERs. The event could potentially be a space where the E-Teaching fellows showcase the EERs they created, and inspire the larger university community.

As UNLOCK consortium, we look forward to further adoption of our resources by higher education educators, and collective growth of our learnings via feedback and insights from our learners. For more information and contact, please visit us at [**https://www.un-lock.eu/**](https://www.un-lock.eu/)

THE THIRD FACE-TO-FACE TRANS-NATIONAL PARTNERS MEETING HAPPENED IN GRANADA (SPAIN)

Hosted by the University of Granada (Spain), our consortium met in 26-27 May 2022 for the penultimate time, working intensively to discuss and make decisions about the final stages and activities of the project, including: the final version of the MOOC informed by the pilots results and insights, following publications, the design of the final conference, and the sustainability strategy.



The third face-to-face UNLOCK Transnational Partner's meeting took place in the Carmen de la Victoria residence in Granada, Spain, on May 26th and 27th, 2022. Representatives from all the partners attended the meeting physically, with the exception of two of the partners, who attended via online.

On the first day, the main topics discussed were: the results of the MOOC pilot testing (WP7), the MOOC translation plan and the Handbook (WP6), the status of the dissemination activities (WP3), the sustainability plan, the final gamified conference and the Escape room in place to be shared with the online community (WP8).

On the second day, three conferences open to the public (online and on site) were held. The first one was presented by Irene Rivera and Pablo Rodríguez, discussing about Gamification in pre- university stage.

The second one was presented by Beatriz Revelles, on the theme of Teaching English as a second language, using EERs in virtual, physical and hybrid classrooms.

The last one was presented by José Luis Gómez, considering the issues of planning goals, knowledge, steps and story for an educational escape room.



Images 10-12. Transnational Partners Meeting in Granada in May 2022

THE NATIONAL EVENT HOSTED BY KTU, TOOK PLACE!

National presentations of the project, as a way to foster awareness at the local and national levels, are one of the main strategies of disseminating the results and achievements of the project, whether they are more related to knowledge building or practical insights learned throughout the project's journey. Here you will access to KTU's own experience of integrating the project's outcomes and challenges into its organisational events and dynamics.

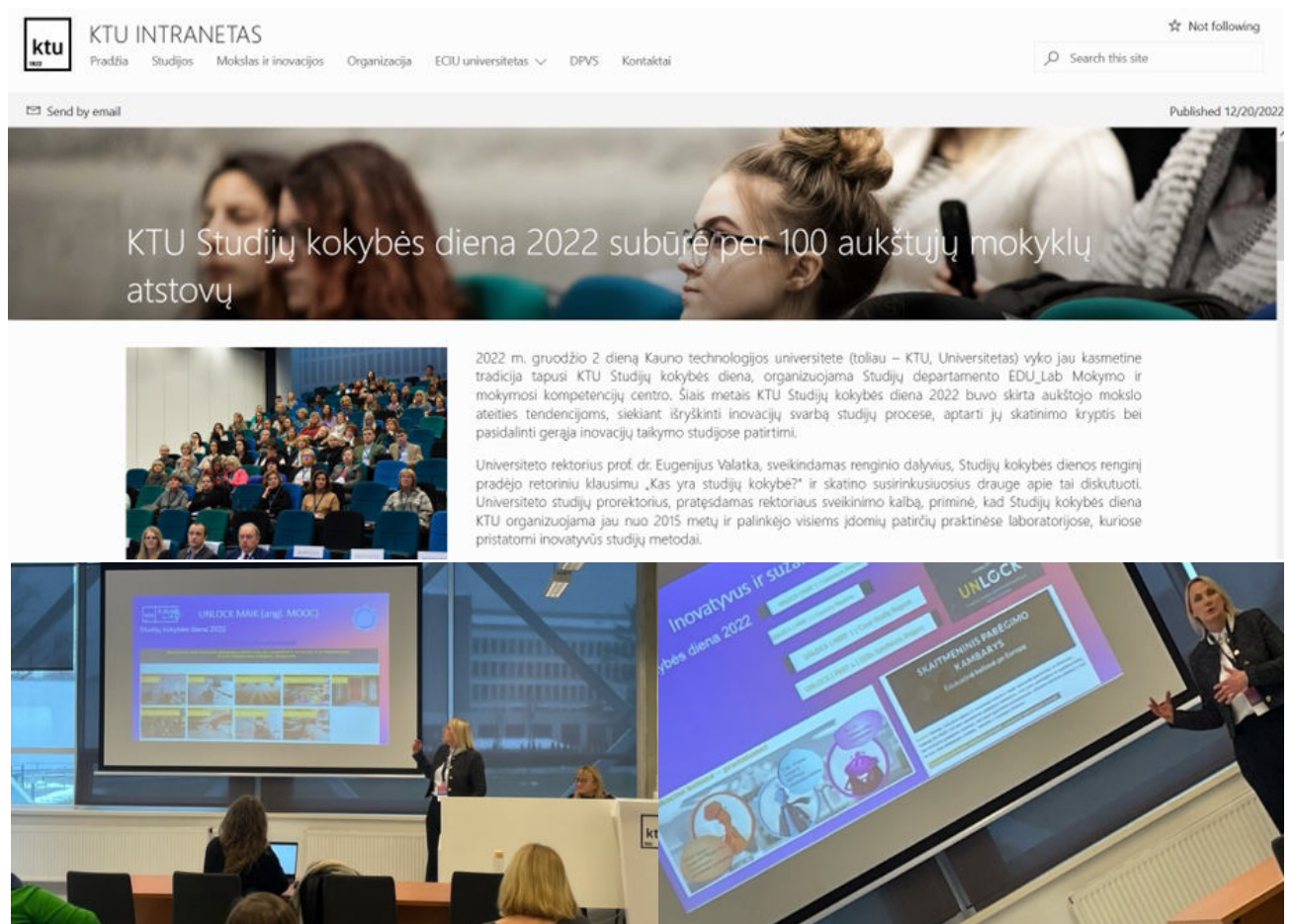


The KTU national project presentation was held in December 2022, during a large national event, organised by KTU annually, the “Studies Quality Day“. The event attracts more than 100 university teachers from KTU and other Higher Education Institutions in Lithuania.

The programme of the event included a keynote presentation by Patrick Cohendet, Professor at the Department of International Business at HEC Montréal, in Canada, on how to facilitate the introduction of educational innovations. After the keynote, a round-table discussion focussed on innovations in education, how to define them, how to apply them in the learning process, and their relevance in pedagogical innovation.

After this round-table, the participants of the event split into groups to join educational innovations workshops: Educational Escape Rooms, Artificial Intelligence in Studies Process, Challenge-Based Learning in developing sustainable future solutions, STEM methodology, Using LEGO methods for Problem-Based Learning.

UNLOCK was presented at one of the educational innovations workshop, entitled “Educational Escape Rooms“. Project participants Audronė Daubarienė and Vilmantė Kumpikaitė-Valiūnienė conducted a session on educational escape rooms. The goal of this workshop was to disseminate information about the UNLOCK project and its website, the MOOC and hands-on experience how to develop a digital escape room. Audonė Daubarienė presented the aim of the project, the publications of the project website, and demonstrated the MOOC content and potentials. Vilmantė Kumpikaitė-Valiūnienė gave an introduction to educational escape rooms and then conducted a hands-on workshop for the participants how to develop a digital escape room.



Images 13 - 15. National event in Lithuania, December 2022

EER IN PLACE: UNLOCK'S PRODUCTION

As part of the final steps of the project, and putting all the knowledge and know-how developed throughout the UNLOCK journey, the partners designed and tested (when possible) their own Educational Escape Rooms. In this section you will be able to access the prototypes or full descriptions of the EERs put in place by our consortium. We invite you to try them in your own educational contexts!



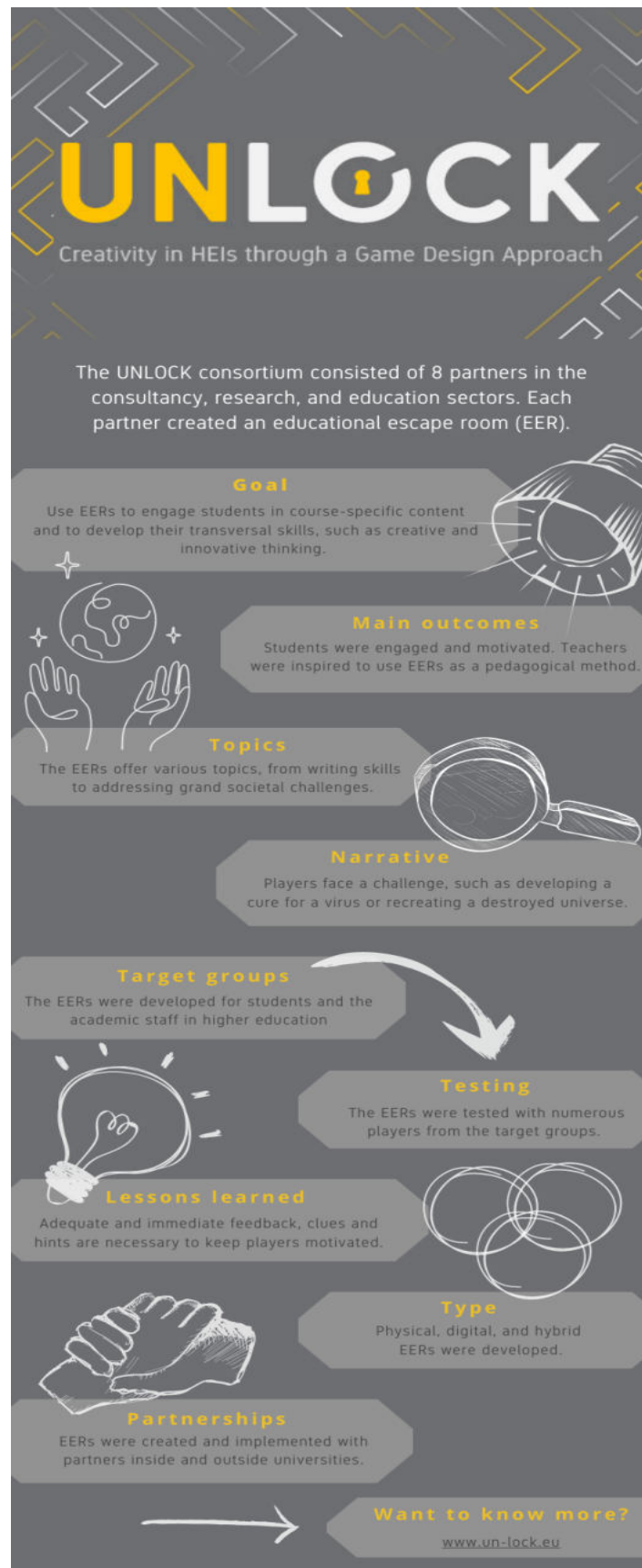


Image 16. Infographic representing the process of creating the EERs

UNLOCK

Creativity in HEIs through a Game Design Approach



Escape the School!

What to do when you're locked in school? Develop innovative skills and learn how to use only a capacity of specific resources.

Curious? Click [here](#)



Building the Universe in Five Rooms

Always wondered how it would be like to be a villain? Create your own universe by manipulating fundamental laws of nature.

Curious? Click [here](#)



Transformative Learning for a Greener Future

How do you encourage transformative learning for a greener future? This EER embedded learning methods to achieve a greener mindset.

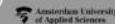
Curious? Click [here](#)



Workshop Day

You walked into a room and can't get out! What now? Develop or improve your language skills with this immersive EER.

Curious? Click [here](#)



Hello, KTU!

Take on the challenge and solve the puzzles! Learn more about library services and the history of the university during this EER.

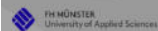
Curious? Click [here](#)



Sustainability in Everyday Life: Energy

Electricity consumption is a current societal issue. How can you create more awareness and generate action? Learn more about sustainability while becoming a hero.

Curious? Click [here](#)



Expatriate in Paris

Oh no, where is my passport? Work as a team and share responsibility so you can start your expat adventure in Paris.

Curious? Click [here](#)



Can you help solve the climate crisis?

Help a factory to reduce pollution and become more sustainable. Learn entrepreneurship skills and how to apply those for a more sustainable world.

Curious? Click [here](#)



Can you solve the mystery and discover the cure for the virus?

Break into the safe and obtain the formula for the cure. During this EER, players enhance their creativity and develop transversal skills.

Curious? Click [here](#)



Image 17. Infographic about the contents of the EERs

UNLOCKING CREATIVE & INNOVATIVE TEACHING IN HIGHER EDUCATION: UNLOCK'S FINAL (ONLINE) CONFERENCE | 28-29 NOVEMBER 2022

Here you will read a summary of our final online conference, where we had the chance to gather more than 30 speakers and brought together more than 110 educators from 24 countries to discuss and share frameworks, theoretical approaches, practical experiences and real-time games and exercises on the theme of creative and innovative teaching in Higher Education. This event was definitely the cherry on the cake, which allowed the consortium to spread the word about UNLOCK and also guarantee its sustainability after the funding phase.



UNLOCK Conference

Submissions open until 16th of October 2022



ONLINE

6

Over two days, on November 28th and 29th 2022, the **“UNLOCKing creative and innovative teaching in Higher Education”** conference took place online, **bringing together 110+ educators** coming from **24 countries** from all over the world. The passionate about game- and challenge-based teaching participants joined in fascinating research-based abstracts, good-practice case presentations, and workshops by **30+ speakers from the university and industry**.

The conference's first day kicked off with a **panel discussion on the future trends and innovation in university educational practices** with Pablo Ortiz de Zaldumbide Lucer (Innovation designer at Erasmus X), Daniela Pavan (Innovation designer at the Ca' Foscari University of Venice) and Neil Fox (Associate Professor of Film Practice and Pedagogy at Falmouth University), moderated by Balzhan Orazbayeva (Manager Strategic Initiatives at UIIN). The panellists discussed their institutes' different approaches towards adopting gamified and challenge-based teaching approaches. Moreover, they touched up the needed balance of providing educators with the necessary materials to offer both enjoyable and academically excellent educational content to the students (If curious about the discussion, you can watch the whole discussion [here](#), from 00:22:00 to 1:26:00).



Image 18. First day's panel discussion on the future trends and innovation in university educational practices

The conference's first day continued with research-based abstracts and good practice case presentations on a variety of topics such as educational serious games' design and didactics-driven development methodologies, challenge-based learning as a tool for understanding social environments and creative, synergistic thinking methodologies as challenge-based learning didactic learning methods, among others.

Simultaneously, whoever wanted a more hands-on session, could join in the parallel session of workshops, such as using the 4E model for the Value Creation game (by Liesbeth Rijdsijk and María García Álvarez), learning using a modifiable VR educational escape room in your classes (by Richard Martina and Kristin Webb) or exploring and designing for game-based pedagogy (by Sonia Palha and Anders Bouwer).

The second day of the conference initiated with a panel discussion on the design of educational games, with perspectives from the game industry and university with Zina Delyagina (Director and Experience designer at Questomatica Amsterdam), Rajiv Vaid Basaiawmoit (Head of Sci-tech Innovation & Entrepreneurship at Aarhus University) and Mattheos Kakaris (Director at Atermon), facilitated by Andrey Dyachenko (Learning Experience Designer and Facilitator at UIIN). With their eclectic expertise, the panel explored the possibilities of gamifying learning and learnifying gaming. On one end, if unsuccessfully gamifying learning, it may be that the gamification is not done very well or that the learning objective is not very strong to start with. On the other hand learnifying gaming, there is the risk of adding learning as a non-integrated part of the game (Watch the complete discussion [here](#) , from 00:07:00 to 1:12:00).

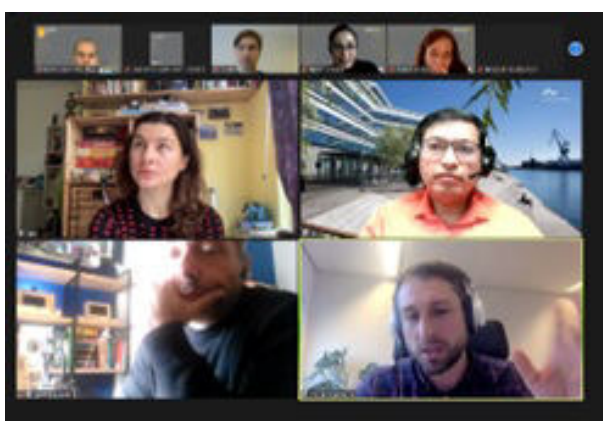


Image 19. Second day's panel discussion on the design of educational games, with perspectives from the game industry and university

For the rest of the conference's second day, the attendees had the opportunity to join good-practice case presentations on collaborative and practical education but also workshops on educational games in practice, specifically on creating and utilising EERs in Foreign Language Education with Google Forms (by Julia Weber) and on creating a digital cyber-defence game for higher education (by Robert Luh).

Finally, the conference wouldn't be complete without an educational game as a first-hand example of a game-based learning tool. Through two sessions, the UNLOCK team guided the attendees through an online escape room (of two levels, each with a different start and different Google forms to answer the questions) that gamified the conference's material on presentations and presenters, as well as provide an opportunity for attendees to meet with each other. Moreover, the UNLOCK team used the conference's podium to **launch the UNLOCK MOOC** (i.e., a Massive Open Online Course) on designing and implementing Educational Escape Rooms (EERs) in one's educational practice in English, Danish, Dutch, German, Lithuanian, Portuguese and Spanish (Join the UNLOCK MOOC [here](#)).

TIME (CEST)		SESSIONS	
		TRACK 1	TRACK 2
10:00 - 10:25		Conference Opening	
10:30 - 11:25		PLENARY DISCUSSION Future trends & innovation in university educational practices. Read more	
11:30 - 12:00		WORKSHOP Dancing with Complexity: From	RESEARCH-BASED ABSTRACT PRESENTATIONS Educational Serious Games: design

Image 20. Online collaborative online tools were used in the workshops for participative interaction

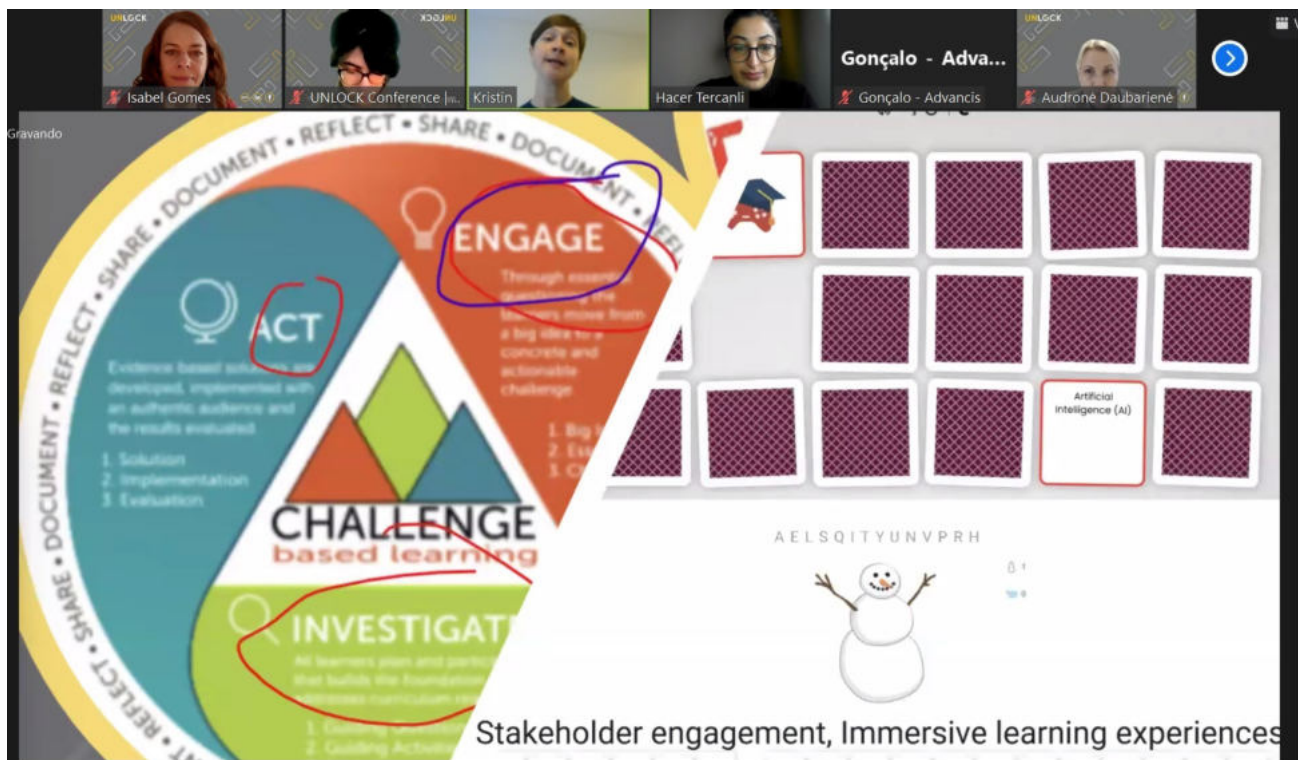


Image 21. Online collaborative online tools were used in the workshops for participative interaction

The UNLOCK conference utilised online tools to make its sessions more accessible and bring together the community that the project created. After thirteen hours of presentations, discussions, debates and hands-on activities, a conference inspired educators to “try to already implement escape room into all courses for teachers,” as an attendee shared with the conference team. Another shared that the conference “was a very insightful experience, especially regarding doing research concerning gamified training [...] and getting to see how different aspects are regarded and what is vital to develop and deliver gamified education.”

For the future, the UNLOCK team aspires to research and develop, through different projects, more resources for educators on innovative game-based learning and engage interested colleagues through on-site events and conferences. As Marta Ferreira Dias, the project’s coordinator, shared in closing the conference, “for a conference that was originally planned to take place on-site and changed to an online one, it’s rewarding to see people who couldn’t be in Amsterdam joining in. It was amazing to see that people really got what we did these past three years; all the project outputs are being disseminated and used, which we have wanted since the beginning of the project. So that’s very exciting.”

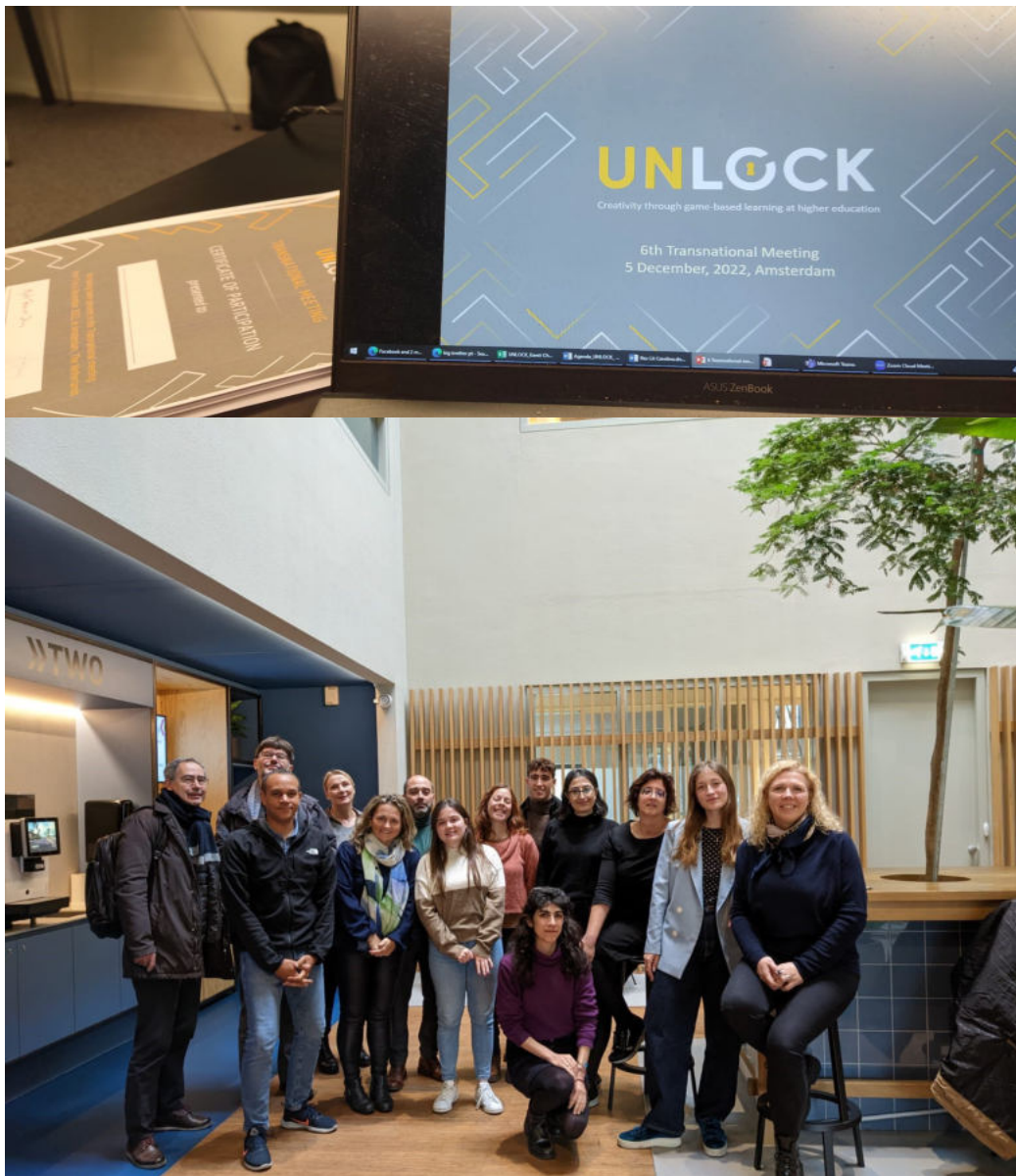
TRANSNATIONAL PARTNERS MEETING | DECEMBER 2022 | AMSTERDAM: PREPARING SUSTAINABILITY

Here you will find out why the end of the funding phase of a project might not mean it's over. UNLOCK has provided insights, theoretical knowledge, and practical outcomes that will last beyond its formal closure.



The last (but not least!) Transnational Partner's Meeting took place in Amsterdam, in early December 2022, and was hosted by UIIN. The agenda of the meeting comprised:

- the revision of all the milestones and outcomes of the project;
- the reflection on its main achievements;
- the implementation of the local Education Escape Rooms in each partner organization;
- the publication of the UNLOCK Interactive Journey Book (already in its English version [here](#))
- the dissemination strategy
- the sustainability plan



Images 22-23. The TPM and the partner's representatives

The partners enrolled in game-based activities to creatively discuss the potential for growth and expansion of the project, assessing the different inputs and capacity building contributions brought by the project internally and externally (i.e. both to the consortium directly involved in the project and to the stakeholders who participated along the project's lifespan, in all its phases).



Images 24-26. Assessment of the project through a game-based approach

The overall common assessment and vision of the partners was that UNLOCK surpassed the original aspirations and, more than achieving the envisioned results, it provided a wide range of by-products that derived from a strong commitment and good communication among all partners, who were able to benefit from the knowledge and outcomes from the project, both internally, as with their end-users (teachers, students, educators, staff, decision-makers in HEIs).

As such, it is very likely that the project will continue to flourish after the funding phase, mainly by perpetuating the inspiration it brought and disseminated along its life span, through its publications in different formats (reports on case studies, e-book, support documents), its Massive Open Online Course, the online and onsite events and final conference, and the community of educators it brought together.

So this is not goodbye, but it's **“see you soon!”**.

UNLOCK

e-magazine

www.un-lock.eu

This work is licensed under the Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-nd/4.0/> or send a letter to Creative Commons, PO Box 1866, Mountain View, CA 94042, USA.

UNLOCK is a KA2 Cooperation and Innovation for good practices for higher education 2020 -2022 project. Agreement No. 612645-EPP-1-2019-1-PT-EPPKA2-KA

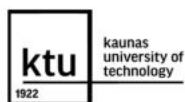
Funded by:



**Co-funded by
the European Union**

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

UNLOCK is a project carried out, under the leadership of University of Aveiro, by the strategic partnership between seven partner European organisation.



FH MÜNSTER
University of Applied Sciences



ADVANCIS

bespoke