

Imperial College
London

Leave & learn:

using Escape Room concepts in
Education

Giskin Day

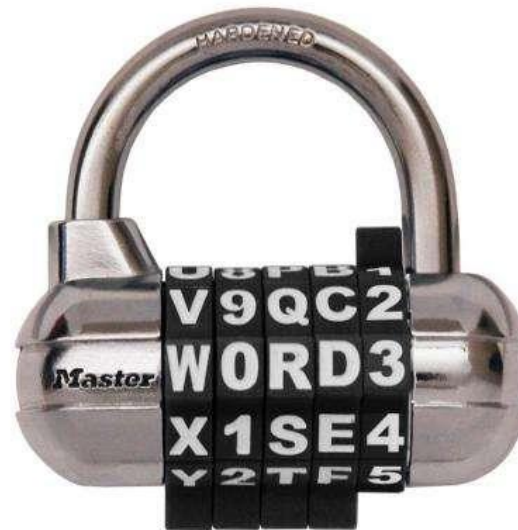
Centre for Languages,
Culture and Communication



What is an Escape Room?







The pitch

- Student-led co-creation of content
- Assists with T-CUP (Thinking Clearly Under Pressure) by engaging theory/knowledge in situations of urgency
- Opportunities for cross-disciplinary collaboration
- Facilitates transferable skills like teamwork, creativity, critical thinking, risk taking, time management and strategic planning
- Innovative and engaging way of facilitating teaching and learning
- Potential for student enterprise
- Evaluated escape rooms could be written up for presentation and/or publication

The plan

- Two-day workshop in July
- Presentation of proposals at the end of the workshop
- Escape rooms developed over the summer under a team of mentors
- Presented to mentors in September
- Roll out at Imperial Festival, Freshers' Week, etc.