Break Out of the Box:

Developing and Implementing an Escape Room to Teach Information Literacy Skills

Lauren Connolly, University of Findlay

Alaine Kay, Muskingum University
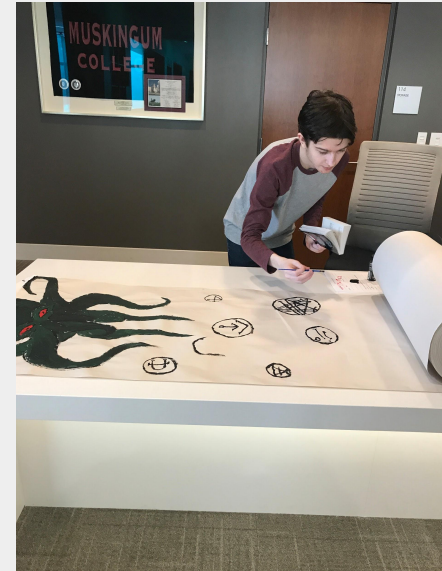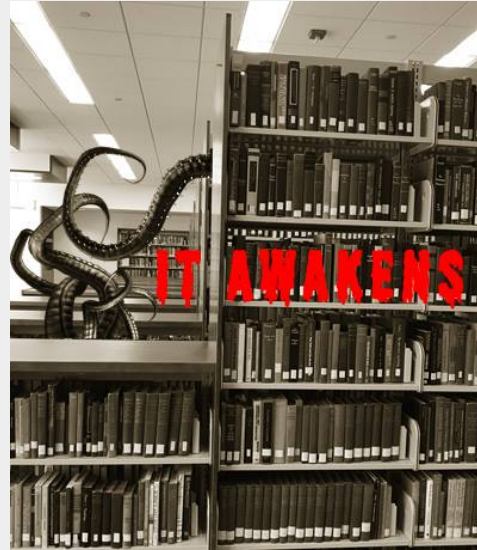
Kristin Cole, Otterbein University

University of Findlay - Exploring the Library

- Held in the library
- Introductory english class
  - ~20 students
  - Mainly freshmen
  - 50-75 minutes
- Game play
  - Break into a box instead of out of a room
  - Work in smaller groups
  - Not competing for clues
  - Solving puzzles and clues to move forward
  - Shafer Saves
- Learning Goals
  - Comfortable navigating the library
  - Using the Library's website
  - Introduction to a database
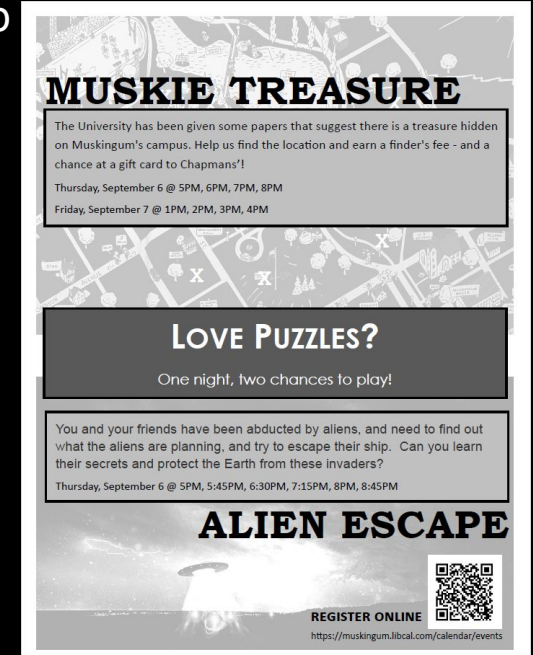
Muskingum University's First Escape Room

- Goals
  - Gauge interest in a library activity during "Get Hooked" week.
  - Gauge interest in an escape room in the library.
  - Learn about the process of creating and running an escape room.
- Atmosphere & Theme
  - Created decorations ourselves or brought props in from home.
  - Held in Special Collections.
- Game play:
  - 2 nights. 8 teams of 6 students.
  - Teams started by picking up a packet at the Welcome Center (circ desk.)
  - A librarian was posted to let them in the room, explain the rules, etc.

Muskingum University — Cross-Campus Collaboration

Muskingum librarians frequently work with the campus Game Club

- **Library as a Space**
  - The Game Club has used the library's basement as a venue for two escape rooms
  - Librarians have worked with the faculty members writing the rooms to make sure they thoroughly understand how the library stacks and website functions.
- **Librarians Join the Fun**
  - Beta-testing
  - Double-trouble: two Escape Rooms (one by the library, one by the game club) running simultaneously in the library

MUSKIE TREASURE

The University has been given some papers that suggest there is a treasure hidden on Muskingum's campus. Help us find the location and earn a finder's fee - and a chance at a gift card to Chapmans'!

Thursday, September 6 @ 5PM, 6PM, 7PM, 8PM

Friday, September 7 @ 1PM, 2PM, 3PM, 4PM

LOVE PUZZLES?

One night, two chances to play!

You and your friends have been abducted by aliens, and need to find out what the aliens are planning, and try to escape their ship. Can you learn their secrets and protect the Earth from these invaders?

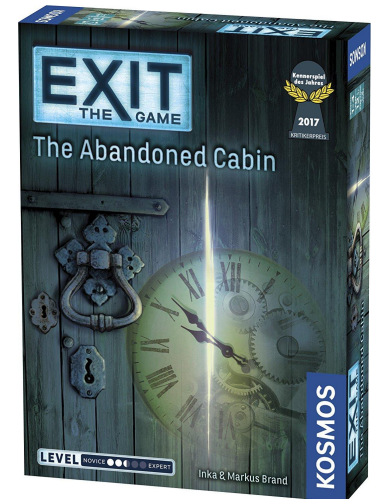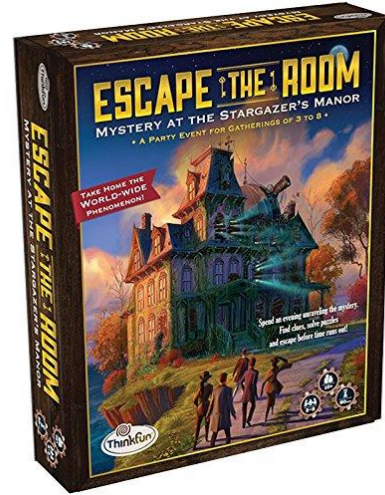Thursday, September 6 @ 5PM, 5:45PM, 6:30PM, 7:15PM, 8PM, 8:45PM

ALIEN ESCAPE

REGISTER ONLINE

https://muskingum.libcal.com/calendar/events

Panel Discussion

- How did you approach the planning process of your activity?
- Where did you acquire/purchase materials?
- What challenges did you run into?
- How does your activity benefit the student body?
- What were the reactions of students to your activity?
- Was there any interaction between the library and other departments on campus in relation to your activity?

Escape Room LibGuide

For tips and advice on creating your own escape room, visit our libguide!

https://findlay.libguides.com/escaperooms