You Can't Escape the Library!

Tiered Library Escape Room Experiences in Collaboration with Residence Life

Collaboration

Goals

Library: Introducing students to the library with a game to decrease library anxiety.

Res Life: Designing a cocurricular learning opportunity that connects underclassman to the OWU community, emphasizing history and diversity.

Roles

Library: creating program, running escape room.

Res Life: promoting, hosting larger program, lending reputation.

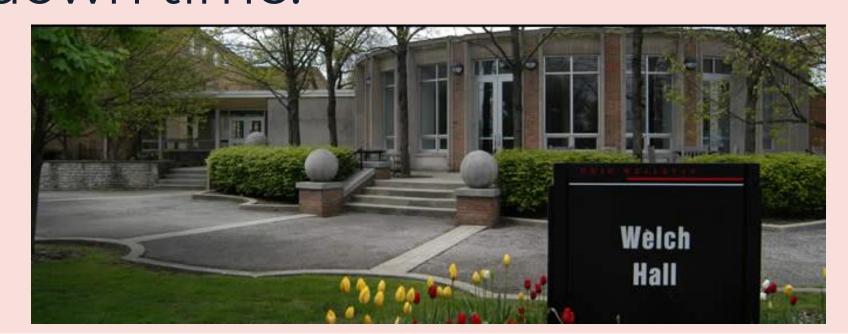
Lessons:

- Clear communication is key.
- Start of term is busy for EVERYONE.

Co-Hosting

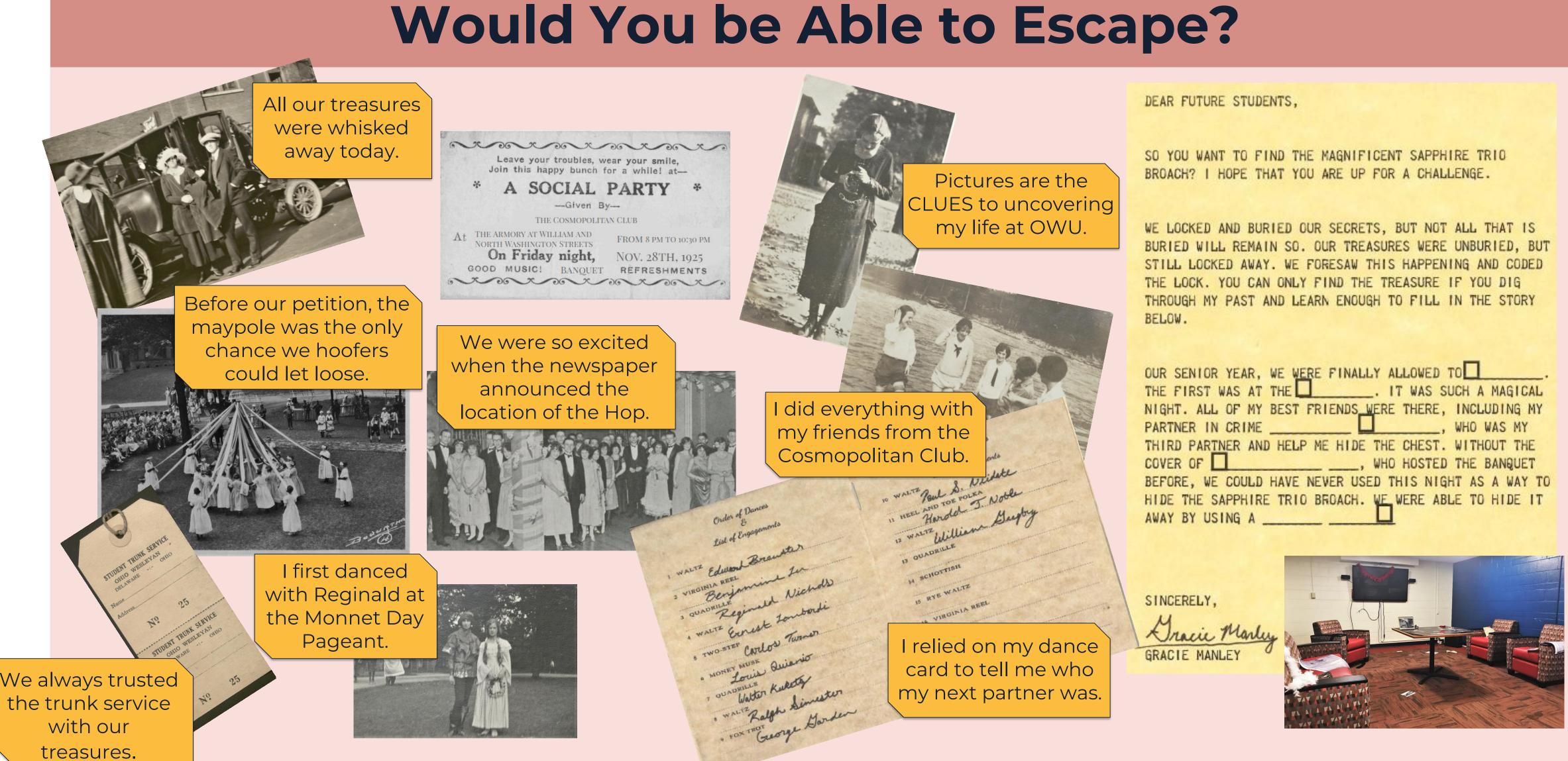
Library: Escape Room in the Res Hall.

Res Life: "Late Night at Welch" with gaming stations for the down time.



From Collection to Design





Results

Success!

- 21 Students in 5 groups in 2 hours.
- All groups excited for escape room #2
- Interactions with OWU
 primary source, critical
 thinking and team work skills



2nd Escape Room

 What's different: focuses more on library literacy skills,

uses additional library collections, greater



flexibility in how we schedule each session.

 What's the same: main character, use of Special Collections, audience is OWU students

Presenters

- Stacy Chaney-Blankenship
- Elizabeth Lang
- Eugene Rutigliano

