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## User guide for *Data Horror Escape Room*

<https://sites.google.com/vu.nl/datahorror/home>

### **UPSKILLS Domain Cluster:**

- Research-oriented
- Data-oriented

### **Target Audience:**<sup>1</sup>

Postgraduate

### **Requirements:**

No specific requirements

### **Gaming Experience:**

Low-Intermediate

### **Skills Targeted:**

- Processing information critically
- Problem-solving skills
- Communication skills

### **Learning Outcomes:**

Upon completion of game play, the students are expected to:

- Have acquired a greater degree of confidence in some of their own research skills
- Have applied their creativity to solve problems
- Have acquired data management skills

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<sup>1</sup> This applies to students taking Linguistics & Language-related courses

**Introduction (for academics & lecturers):**

This game is an online representation of an escape room game. It might take the students between 2-3 hours to be able to effectively solve all the clues and finish the game, though some students might find it easier. It is suggested that students work on this game in teams (2-3 students), although this can also be played individually. Playing in teams will also help them solve the escape room challenge in less time. Adding team work to the game will possibly target collaboration and leadership skills, as well as bring together possible diverse ideas from each group member. The game centres around a narrative of a researcher who is given short challenges to be able to solve the greater puzzle. Research takes on a mysterious dimension, whilst at the same time some of the problems which the player needs to solve, focus on research management skills such as ethical practices, administrative issues, and data management.

**Pre-Game Briefing:**

This is an online escape room game where you are expected to follow the clues and solve brief challenges/ tasks that will provide you with additional clues so that you can solve the mystery surrounding your research assignment. Challenges and tasks will mainly focus on data management and elements of the research process. It is suggested that you work together in groups of 2 or 3 and collaborate on solving the tasks assigned.

**Game de-Briefing (post-play):**

- Did you play individually or in teams? If you played in teams, did you elect a leader out of the team, or did all the members lead equally?
- Was there an aspect of data management that you felt was highlighted during this game?
- Did you feel that this game realistically presented research challenges?
- Which challenge do you feel was more difficult to solve and what made it so challenging?

**Conclusion (for academics & lecturers):**

The following are a list of questions which you can make use of to evaluate the use of this game as part of your UPSKILLS course curriculum. You can use a journal to keep track of your answers.

- Do you think that this game might be useful for language courses?
- Do you believe that this game would be able to contribute to expand or consolidate the students' knowledge?