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User guide for *Tales of Escape*:

https://store.steampowered.com/app/587860/Tales_of_Escape/

UPSKILLS Domain Cluster:

- Research-oriented
- Transversal

Target Audience:

Undergraduate students taking linguistics & language-related courses

Requirements:

No specific requirements

Gaming Experience:

Intermediate-Advanced

Skills Targeted:

- Analytical skills
- Ability to review a problem, identify a solution and foresee opportunities
- Teamwork
- Working under pressure
- Communication skills
- Attention to Detail

Learning Outcomes:

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

- Demonstrate skills related to analytical and logical reasoning to solve a series of puzzles
- Identify the problem related to the task at hand, and think of a possible solutions
- Work in a team, leading or taking a follower's role where and when necessary
- Demonstrate abilities to work under pressure to be able to solve the game's puzzles and escape from the room

Introduction (for academics & lecturers):

This is a VR-based game that simulates an escape room. The strength of this game is that it can support multi-playing up to 6 persons. This means that it is ideal to support transversal skills such as communication and interpersonal skills. This game also uses the time element to introduce an extra challenge and have players work under pressure. Players are expected to solve puzzles to be able to escape from the game environment. This means that through this game, the educator can engage users in employing logic and reasoning to solve the challenges whilst attempting to unlock the game's escape point. This game has a number of additional scenarios which can be added. The additional scenarios are at a fee. However the basic game is free and can be played in 30mins-1hour which makes it ideal as an in-class activity (especially if no VR sets are used, and users play using the PC).

Pre-Game Briefing:

The game you are playing today is a simulation of an escape room. This game can be played either via PC or on VR headsets. The concept is for you to team up in groups of up to 6 players to solve challenges and puzzles and manage to escape in the time set. You will need to use all your analytical and logical powers to be able to solve the puzzles. However this is not a 1-man show. You are expected to work with your team mates and assume leader or follower roles depending on the context and nature of the puzzle that needs to be solved. It is important that before making decisions, a consensus is reached and the solution is found avoiding in-group conflicts. You will be working under pressure and your attention to detail and sharp observation powers will be called in action. Work together to help make your escape out of this tale.

Game de-Briefing (post-play):

- Did you manage to escape?
- How long did it take you to escape?
- What did you think of the way your team worked to be able to escape (or not) ?
- Do you think that if you were to play this again you would assume different strategies to solve the puzzles?
- Which puzzle was most challenging and why?
- Which puzzle proved to be least challenging and why?

Possible discussion questions to raise to highlight transversal skills:

- How did you, as a team decide on the solutions to the puzzles?
- Was there just one leader in the team or did the team members assume leadership roles at various stages of game play?
- Were there any communication challenges you came across? What were they? Can you describe why it was a challenge?

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.

- This game's strength was in team play. Do you agree?
- Do you think that the game was useful in developing logical and analytical skills in students?
- Do you think this game was enjoyable for the students whilst at the same time developing key target skills?
- Did you observe the team's communication strategies during gameplay. What were your observations?
- Did the time pressure affect the teams' decisions?