



Faculty In-Service Day • May 17, 2024

AM Workshop Session (9:00A-10:50A) • B-21, Room 104

Title: We Escaped!: Active Learning through Virtual Escape Rooms

Presenters: Celiana Tupua and Hana Greer

Description: In this session, we will discuss knowledge retention, engagement, and student perspectives related to their learning in the classroom and show you how to create a quick virtual escape room using Google forms, encouraging active learning and gamification.

Engagement Practice(s) Employed: Play-Based Learning

Play-Based Learning is an effective educational approach that incorporates cognitive, social, and physical skill development through playful tasks. It encourages learning through exploration, discovery, and trial-and-error, and promotes teamwork and communication among students. This method not only enhances subject matter comprehension but also helps learners connect emotionally with the content.

How the presenter used this practice:

- **Interactive Demonstration:** The presenters will demonstrate the step-by-step process of setting up a virtual escape room in Google Forms, emphasizing the elements that make these tools engaging and educational.
- **Hands-On Activity:** Participants will have the opportunity to create their own basic virtual escape room during the session, applying the concepts and techniques discussed.
- **Scenario-Based Learning:** By incorporating scenarios that require critical thinking and problem-solving, participants will experience firsthand the potential of virtual escape rooms to capture student interest and stimulate intellectual curiosity.

Adopting this practice in the classroom:

- **Interactive Learning Environments:** Encourage the use of interactive and gamified learning modules like virtual escape rooms to make learning more engaging and memorable.
- **Collaboration and Teamwork:** Design activities that require students to work together to solve problems, enhancing social skills and cooperation.
- **Creative Problem Solving:** Implement tasks that challenge students to think creatively and outside the box, fostering innovation and critical thinking skills.

Assessment Strategies or Key Take-Aways:

- **Engagement Metrics:** Discuss ways to measure student engagement and knowledge retention when using gamified learning tools.
- **Skill Development:** Highlight the development of critical thinking, teamwork, and problem-solving skills through play-based learning activities.
- **Emotional Connection:** Reflect on how emotional engagement can significantly enhance learning outcomes, making content more relatable and impactful for students.
- **Practical Application:** Participants will leave the workshop with the knowledge and tools to implement their own virtual escape rooms, tailored to their educational objectives and student needs.