

Escape This: Group Brainstorming

This document is a compilation of group brainstorming sessions from the Programming Librarian Webinar on April 11, 2018 and the WLA session on October 18, 2018. Content from the WLA session will be first with the PL Webinar content following.

WLA Session (October 18, 2018)

Resource Links:

WLA 2018 Presentation: <https://berlin.slides.com/amberlibrarian/deck-73-75>

Amber:

- In-progress Music themed room [Escape Room: The Backstage Challenge](#) from Abra Cole and Julianne Turner at SCLD

Kimberly

- BreakoutEDU - Getting Started: <https://www.breakoutedu.com/welcome/>
- BreakoutEDU - Digital Games: <https://www.breakoutedu.com/digital/>

Kelsey:

- Escape Room Plans
 - [Comic Con \(Ages 9+\)](#)
 - [Doctor Who \(Ages 9+\)](#)
 - [Star Wars \(Ages 7-12\)](#)
 - [Jewel Heist \(Family\)](#)
 - [Jewel Heist \(Teen/Adult\)](#)
 - [Harry Potter](#) (Ages 8+)
 - [Tabletop Games](#) (3 games based on those above developed to be 15 minutes long for 6-8 adults)
- [Escape Room Clue Types](#)
- [Default Combo/Lock Info](#): We created this document for our staff and for when we send our kit to other branches. It has the default combos for every lock as well as a listing of what is contained in our kit.

Whitney:

- [Harry Potter Escape Room](#) (slides)

Group Brainstorming:

General:

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Room Components:

-

Community Partners:

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Best Practices:

- School Libraries:
 -
- Public Libraries:
 -
- Either/Both:
 -

Programming Librarian Webinar (April 11, 2018)

Webinar:

<https://www.youtube.com/watch?v=W1gysCGMepl&feature=youtu.be>

Links to resources:

Kelsey's FVRL business:

- Escape Room Plans
 - [Comic Con \(Ages 9+\)](#)
 - [Doctor Who \(Ages 9+\)](#)
 - [Star Wars \(Ages 7-12\)](#)
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In-progress Music themed room [Escape Room: The Backstage Challenge](#) from Abra Cole and Julianne Turner at SCLD

Captured from Chat during 4/11/18 Escape This! Webinar:

Rooms Hosted by Participants:

- Rosanne North-Jack from Bull Run Regional Library: Robot Apocalypse from BreakoutEdu
- Kari from West Hartford Libraries: Planning an Sorcerer's Stone Room for summer
- Monica Newton: Harry Potter, Mad Storyteller (made by Jeri Light), and working on Stranger Things
- Jackie Howarth and Rhonda Bandy from Fincastle Library: Planning The Great Search for Captain Reads-a-Lot (using bookmobile) for summer
- Claire Williams from Huntingdon County Library: Several BreakoutEdu rooms (in library and outreach)
- Megan from Paul Hadley Middle School: Poe room from BreakoutEdu
- Amanda from Menomonee Falls Public Library: Planning Harry Potter room for summer
- Ron McCutchan: Harry Potter (3 simultaneous rooms)
- Erin Schuermeyer from Lincoln County: Alien Invasion (from BreakoutEdu), planning Stranger Things for summer
- Holly Flynn: Puzzle room across library at different stations
- Sarah Schmidt from Lake County Indiana: Egyptian Tomb, Haunted House
- Emily from Whitby Public Library: Spy Theme, Harry Potter

- Aaron Gray: Zombie, Winter Survival, and planning passive escape room
- Colleen W: Zombie and Escape the 80s from BreakoutEdu
- Paige Brandli from Hastings Public Library: Trapped in a Time Warp
- Vickie from Brighton District Library: Fantastic Beasts, Murder on the Orient Express, Star Wars, Marvel
- Katie Haasch from Algoma Public Library: Minecraft, Taxes
- Paige Crawford: Monthly escape rooms
- Sarah Livingston: Planning on a Ready, Player One, Sherlock, Jane Austen, Game of Thrones (Escape the Red Wedding), Harry Potter

Scenario:

- Hotel California (Leah McWilliams [East Central, JGRLS])
- Escape the Upside Down (Stranger Things) in 30 minutes (Sammy Jackson)
- Dungeons and Dragons - band of adventurers are locked in the Vault of Oblivion and need to escape. (Ron McCutchan)
- Escape the Island - participants have to escape the island before the volcano explodes (Lisa Mosley)
- Jurassic Park (Emily Antonelli)
- Escape the mad storyteller from the storytime room (Monica Newton)
- Winter Survival - Earth was overpopulated and everybody was living in a safe shelter. It was getting overcrowded and everybody had to prove their survival skills in order to earn their spot to stay. (Aaron Gray)
- Fantastic Beasts - find all the clues to release all the creatures from the suitcase before they were captured and destroyed! (Vickie)
- Sherlock- The Great Game - figure out the clues and save the kidnapped woman (Hanna Bostrom)
- Ready Player One - You're trapped in the Oasis; find all 3 keys in 30 minutes to escape (Sammy Jackson)
- Jurassic Time Warp - Players time traveled back to Jurassic Era (Paige Crawford)
- Wimpy Kid- Rodrick has hidden Greg's journal. You have to get it back before he can use it for blackmail. (Erin Schuermeyer)

Goals:

- Harry Potter - Herbology--they had to create a specific potion to be able to leave the room (Ron McCutchan)
- Fantastic Beasts - "find" (unlock) three of Newt's beasts that had escaped from his bag (Ron McCutchan)
- Harry Potter - find all 7 horcruxes (Paige Crawford)
- Dinosaur egg to prevent genetic breeding of monsters (Emily Antonelli)
- Harry Potter - write Alohomora on the whiteboard (Monica Newton)
- Escape from Upside Down and Harry Potter - unlock a lock that was loosely hung around the door (Monica Newton)
- Murder on the Orient express - find all the clues that told you who murdered Ratchett (Vickie)

- Find and unlock the case containing the secret weapon to defeat the invading aliens (in our case it was cheese sticks) (Erin Schuermeyer)
- We had a puzzle that the kids slowly found pieces to during the course of the escape room. In order to get the combination to get out of the room, they had to assemble the puzzle, then flip it over and use a black light to get the message written on the back of the assembled puzzle. (Sarah Schmidt)

Clues/puzzles:

- One clue was a spine label. We put the book on our circ desk and it took them most of the time to actually look at it, and it took a hint for them to look at it at all. (Claire W.)
- We've used a suitcase from a staff member, a purse, a small portable file case that we locked files in. (Sammy Jackson)
- I used an old phone, unscrewed the handset, and stuck a clue inside then screwed it back shut. An arrow was drawn on the handset to show which way to turn. (Erin Schuermeyer)
- My teens suggested using a cypher on a particular page of a book and having them figure out which page of the book to look on as a clue and the sypher would reveal another clue within the book. (Rosanne North-Jack)
- Like using a 26-number pattern to go with letters then add the letters together to get your answer to open the lock. (Leah McWilliams)
- We made false bottom that had a clue on top and it took them quite a long time to dig into the box after finding the "easy" clue (Vickie)
- We had a framed sign saying "Always Count on Your Owls" and one of the necessary bits was the number of owls in the room (statues/dolls/framed pictures). (Ron McCutchan)
- Stranger things - compasses with true north pointed in different directions for a directional lock (Sarah Livingston)
- We often use just books on a book cart and clues are hidden in books that fit the theme (Aaron Gray)
- We are using morse code and pigpen cyphers hung on the room and then writing a message in the code, stopped clocks for numbers to unlock locks, have used an email that will automatically send the kids a message to the email (Monica Newton)

Partners:

- Museums (Colleen W.)
- Rec Centers (Colleen W.)
- Teen Advisory Board (Kari)
- Gaming Club (Kari)
- D & D Group (Cindy Belleque)
- Local Movie Theater (Ron McCutchan)
- Elementary School for music stands (Amber Williams)

Best Practices:

- Scheduling:
 - Registered to run back to back (one hour with two groups grades 6-8 and the other hour with two groups for grades 9-12) (Rosanne North-Jack)

- Timed ticket options at 45 minutes each (Rosanne North-Jack)
- 45 minutes, with three (small) rooms [running simultaneously] and 15 minute reset--took less than that for the small rooms) so 60 minute intervals--offset by 15 minutes (Ron McCutchan)
- We generally schedule one group per hour, with 45 minute sessions and 15 minutes to reset up in between. One staff member greets the new group while the other resets. We usually run it 1 day for 6 hours . This was we process about 40 people for the program. (Aaron Gray)
- Group Size:
 - We started with 10-12, but found that was too many. We started to focus more on about 6 people. (Aaron Gray)
 - 6-10 people each (Cindy Fesemyer)
 - We are doing three groups of 6 per day for three days (Kari)
 - 8-10 people with a bit of wiggle room (Kelsey Hudson)
- Activities:
 - Family Fort Night when we do our summer escape room! So they can build their fort and read books in it while they wait for their turn to do the escape room! (Sammy Jackson)
- Timing (i.e., do we want participants to escape or have some not be successful)
 - Personally- I prefer success but still want a challenge. I feel that we're a beginner room- with so many commercial options nearby if they want a big, hard challenge they have other options. (Amber Williams)
 - My teens definitely wanted it harder and some thought it was hard enough (but we had Grades 6-12 in the same room) (Rosanne North-Jack)
- Other:
 - I ran three [escape rooms at one time]! but they were in 12' x 12' study rooms. I should say that 2 of the rooms were identical and easier, and the third room ended up being a little more difficult. (Ron McCutchan)
 - Kids find hidden objects SOO quickly. This summer, I'm going to do more with locked items (breakout edu style) (Ron McCutchan)
 - I find that 5-6 clues works best for a 30 minute room (Kelsey Hudson)
 - We allowed 3 hints -- they could ask on a card and slide under the door for a staff member to respond to. (Ron McCutchan)
 - We use video baby monitors to keep an eye on patrons instead of having someone in the room (Paige Crawford)
 - I gave myself a character that fit [the room]. So for alien escape, I was a secret agent. Channelled Dana Sculley. (Erin Shuermeyer)
 - We hid random extra clues in our purse for tax program that had nothing to do with the clues. (honestly I thought I had empty the purse out completely haha) (Katie Haasch)