

Title: Enhancing Educational Engagement: Optimising Escape Room Learning Environments with a GenAI-Enhanced Design Framework

Abstract: Educational escape rooms (EERs) are gaining traction as transformative tools in learning environments, where they foster active participation, collaboration, and problem-solving skills among students. However, designing these complex interactive settings often requires extensive time and lacks a unified methodological approach, which can impede their broader adoption. This talk introduces an advanced, learner-focused model known as Room2Educ8, which incorporates design thinking to streamline the creation of EERs that resonate with educational goals. This framework offers a systematic approach for educators, detailing essential design steps from assessing learner needs and setting clear objectives to storytelling, puzzle development, prototyping, and evaluation. By demystifying the design process, the framework supports educators in crafting engaging and pedagogically effective escape rooms. Additionally, the integration of Generative AI within this framework significantly accelerates the design cycle, enhancing idea generation, prototype development, and content customisation to meet diverse learning objectives and styles. This synergy reduces the educators' workload while also amplifying the educational value of EERs. Our presentation will provide practical examples, strategies for effective prompt engineering, and access to a specialised prompt library, aiming to empower educators of varied disciplines to create more dynamic and impactful learning environments.

If you need anything else, please let me know.