EAIE
Esports as Accelerator for Social Inclusive Education

# LESSON
# ESCAPEROOM SIMULATOR

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# ESCAPEROOM SIMULATOR

Students use Escape Simulator to practice teamwork, logical reasoning, and structured problem-solving.

**Subject and level**
Language class or to train teamwork and communication

**Connection to curriculum**

- Logical reasoning
- Collaboration
- Information sharing
- Critical thinking

**Didactic and pedagogic considerations**
Escape rooms naturally encourage participation and role distribution. The teacher should facilitate reflection about group dynamics and strategy afterward.

**Time estimate**
60 minutes

**Group size**
2-4

**Overall introduction to exercise**
Escape rooms naturally encourage participation and role distribution. The teacher should facilitate reflection about group dynamics and strategy afterward.

# ESCAPEROOM SIMULATOR

**Exercise as presented to the students**

- Search for clues
- Solve puzzles
- Share information efficiently
- Organize discovered evidence
- Complete all challenges before time runs out

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