EAIE
Esports as Accelerator for Social Inclusive Education

LESSON
TALES OF ESCAPE

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TALES OF ESCAPE

SStudents use Tales of Escape to strengthen cooperation, leadership, and creative problem-solving in immersive environments.

Subject and level
Can be used in different subject to train teamwork, communication and digital literacy

Connection to curriculum

- Collaboration in digital environments
- Leadership and coordination
- Creative problem-solving
- Communication skills

Didactic and pedagogic considerations
The immersive nature of VR increases engagement and emotional investment. Clear group roles help maintain structure and participation.

Time estimate
90 minutes

Group size
2-5

Overall introduction to exercise
The teacher introduces the VR environment and discusses how immersion changes teamwork and communication.
The excercise can be played on PC as well.

TALES OF ESCAPE

Exercise as presented to the students

- Explore the environment carefully
- Solve interconnected puzzles
- Communicate discoveries immediately
- Manage time effectively
- Escape before the timer expires

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Co-funded by the European Union

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