
Kommunikative
Escape Rooms
im
Fremdsprachenunterricht
mit Google-Forms
POLICE PROFILE
Farewell Letter
STUDIEDAG |
'DEUTSCH
KOMMUNIKATIV'
06.10.2023
JULIA WEBER

ABLAUF

- Grundlagen
  - theoretisch
  - Demo Escape Room
  - praktisch
- Anwendung
  - eigene Escape Rooms in Google Forms erstellen
- Reflexion
  - Vorstellung der Räume
  - Feedback



IHRE ERFAHRUNGEN MIT ESCAPE ROOMS

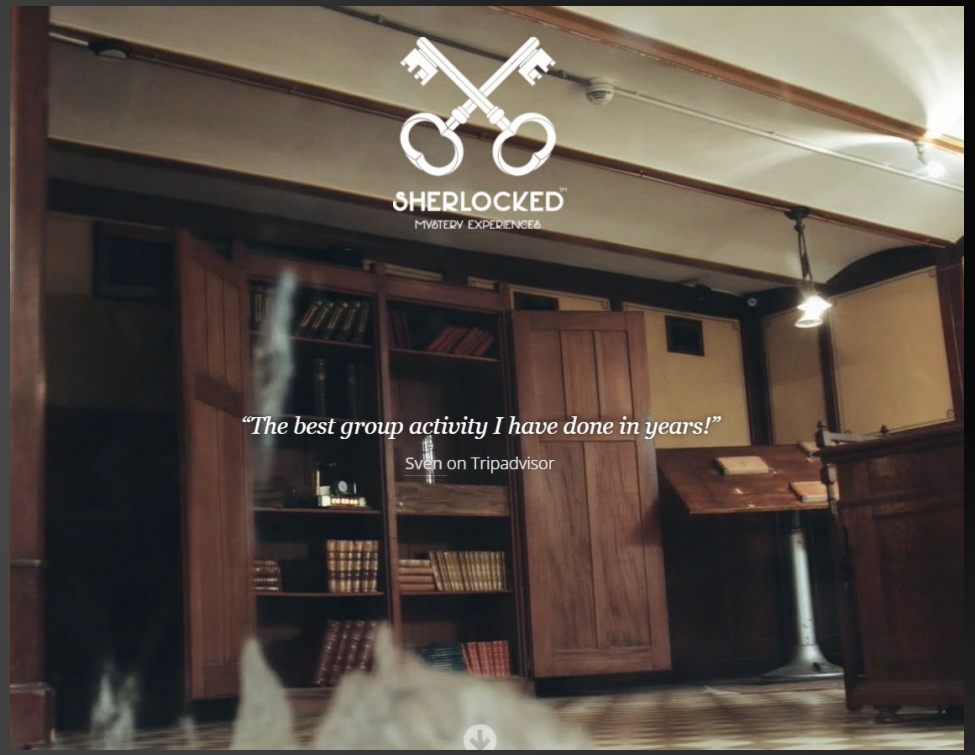


https://backspace-escaperooms.nl/wat-is-een-escape-room/

SPIELPRINZIP

- Setting
  - Menschen müssen in einer vorgegebenen Zeit in einem Raum Aufgaben oder Rätsel lösen, um das Spiel zu meistern
- Ziel
  - fliehen
  - lösen
  - entschärfen
  - besiegen

SHERLOCKED MYSTERY EXPERIENCE



https://sherlocked.nl

ABLAUF

- Einführung
  - gibt Handlungsrahmen vor
- Ort
  - Raum
  - verschlossene Tür
  - Gegenstände
  - Lösungshinweise

PLAYERS SOLVE A PUZZLE AT THE ORIGINAL 5 WITS IN DOWNTOWN BOSTON



https://en.wikipedia.org/wiki/Escape_room#/media/File:Light_Puzzle.jpg

SPIELER MÜSSEN

- mit Objekten interagieren
  - Objekte verknüpfen, um Hinweise zu bekommen
  - Hinweise interpretieren
  - Rätsel lösen

⇨ um an Codes oder Passwörter zu gelangen

A PUZZLE BEING SOLVED IN A CAPTIVATE ESCAPE ROOM, SINGAPORE



https://en.wikipedia.org/wiki/Escape_room#/media/File:Conundrum_Escape_Room.jpg

Team

Eintauchen



Zeitdruck

Gehirnarbeit

10 Reasons to Play BreakOutEdu

By @MariaGalanis @sylviaduckworth

1 It's fun for everyone!



2 It is adaptable to any subject area



3 It promotes collaboration and team-building



4 It develops problem-solving & critical thinking skills



5 It enhances communication skills



6 It challenges players to persevere



7 It builds inference skills



8 Students learn to work under pressure



9 It's student-centered



10 It's inquiry-based learning at its best



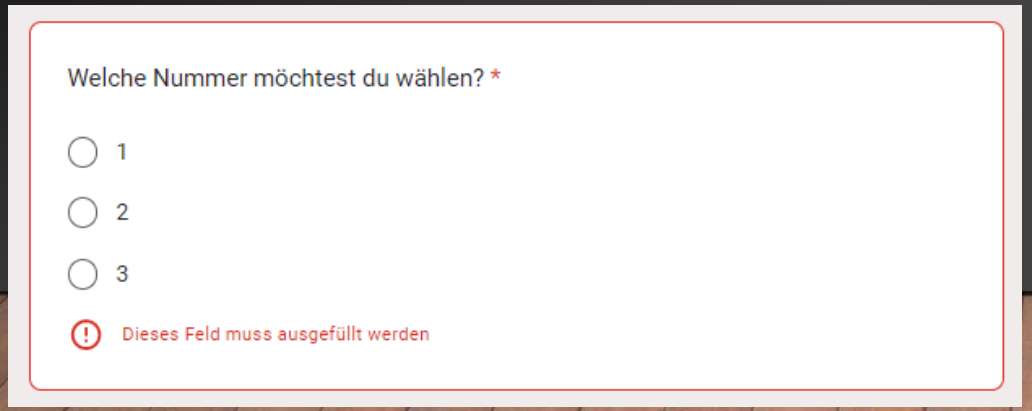


https://www.excitededucator.com/home/breakout-edu

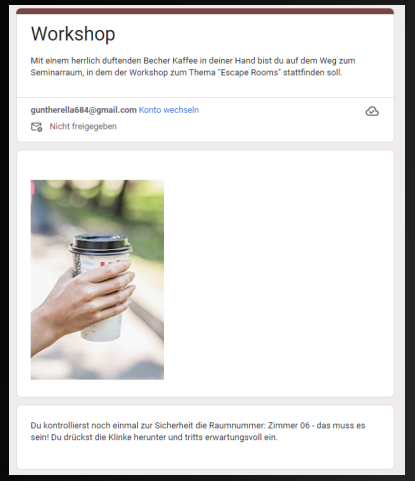
VIRTUELLE ESCAPE ROOMS

- Google Forms

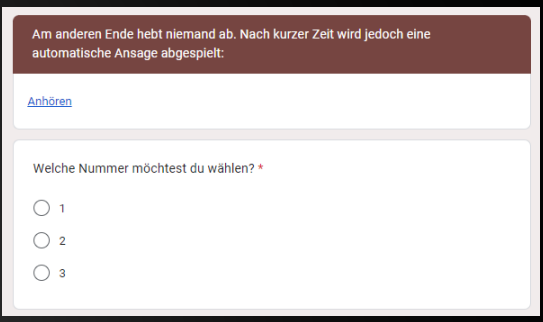


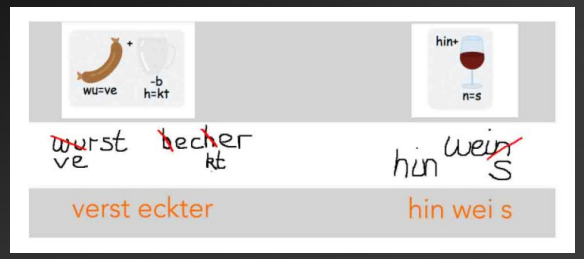


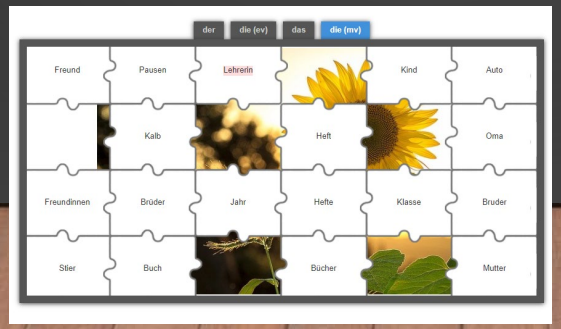
ESCAPE ROOMS IM FREMDSPRACHENUNTERRICHT

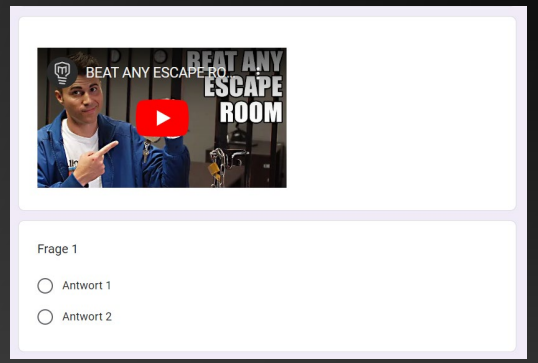












INFORMATIONSLÜCKE (INFORMATION GAP)



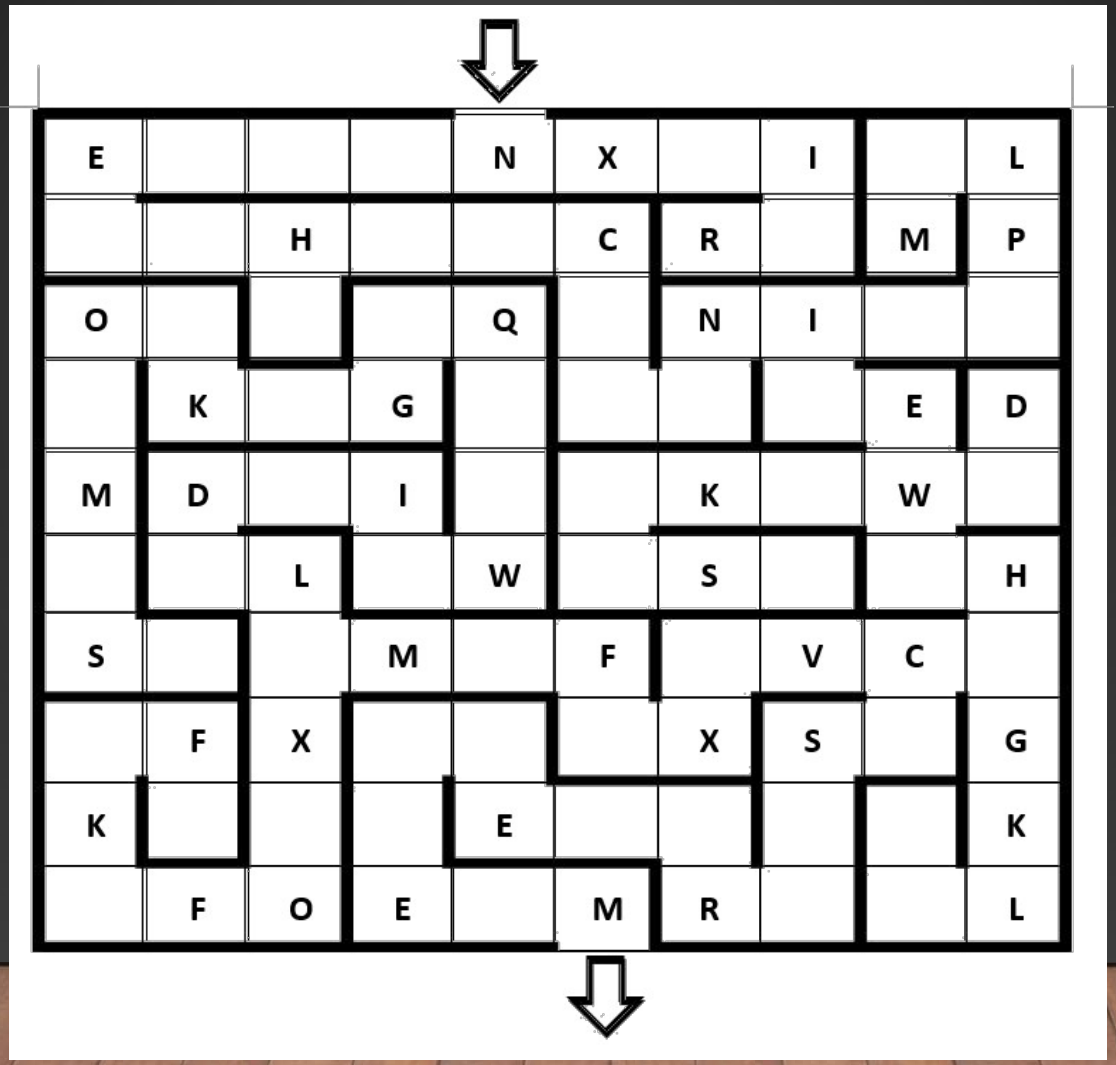
https://www.eslactivity.org/information-gap-activities/


A
B

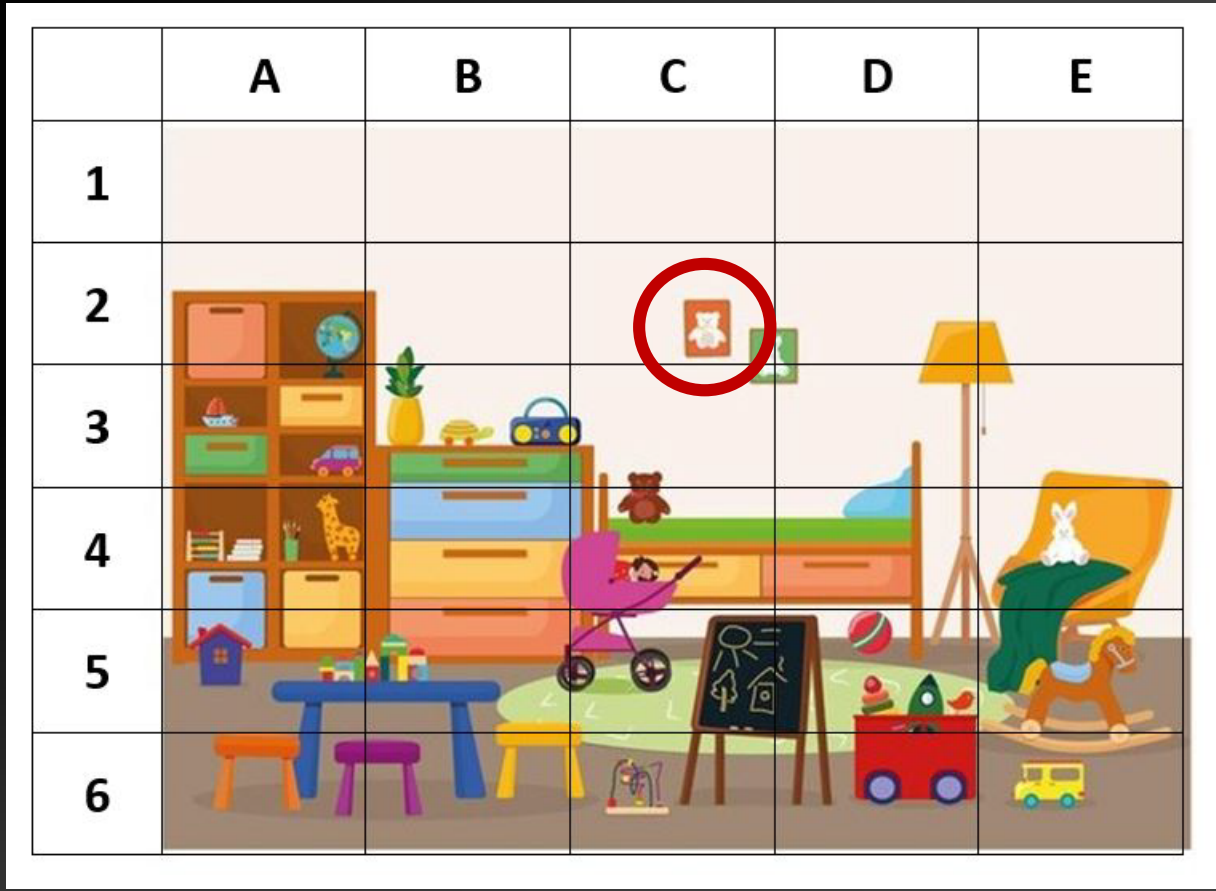
INFORMATIONEN TEILEN

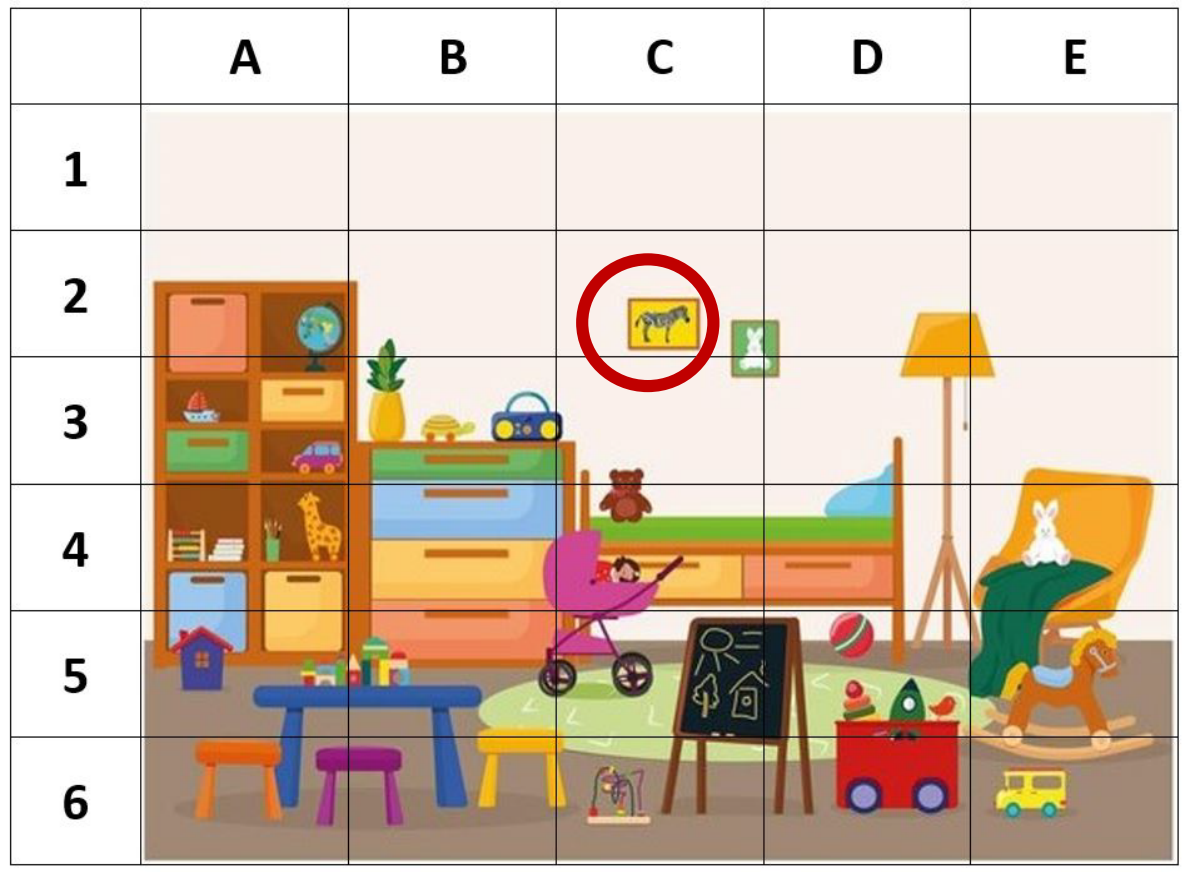
	Nils	Gerda	Anne	Josef	Luise	Angelika	Sebastian	Stella	Luna	Gerhard	Frau Süß
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INFORMATIONEN TEILEN 2

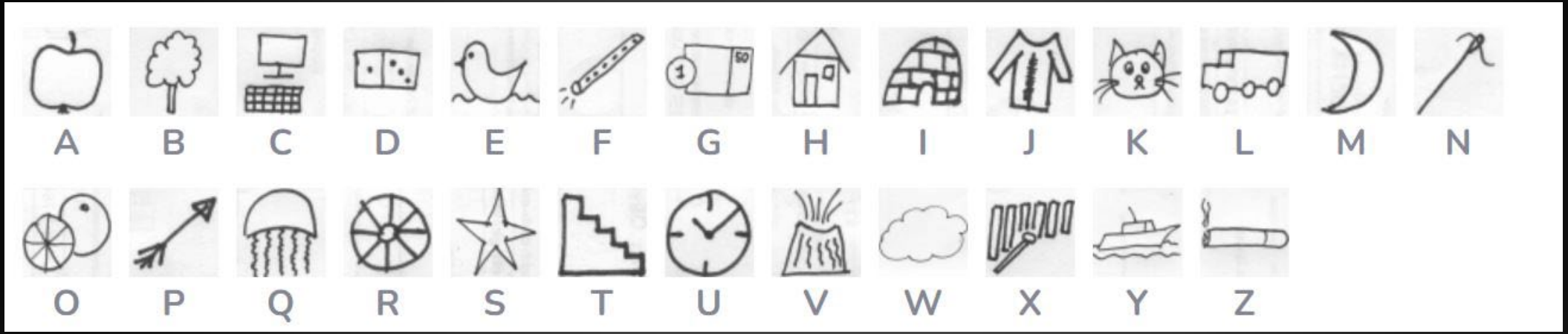


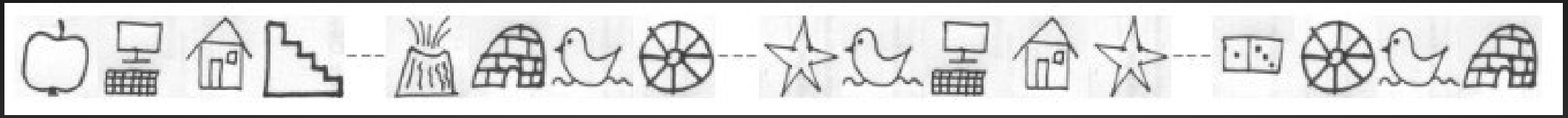
BILDBESCHREIBUNG





CODE





HAUPTBEREICHE – ESCAPE ROOM ERSTELLEN

Teilnehmende	Lernziele	Thema	Rätsel	Ausstattung	Evaluation
					
• Lernende • Zeit • Schwierig-keitsgrad	• Lernziele • Softskills • Problem-lösen	• Genre • Welt • Schauplatz • Geschichte	• Rätsel-design • Lernziel-bezug • Storybezug • Hinweise	• Ort/Raum-gestaltung • Requisiten • Technik • Tools	• Testen • Reflexion • Lernziele evaluieren • Anpassen

vgl. Clarke et al., 2017



LEARNING LOCKS

www.learninglocks.org

- Downloads
  - Anleitung Google Forms
  - Schritt für Schritt Anleitung zur Erstellung von Escape Rooms

EINBINDUNG IN DEN UNTERRICHT

EINFÜHRUNG

- technische Fragen
- Hinweise
- Redemittel



NACH-BESPRECHUNG

- Fragen
- Diskussion
- Lernerfahrung

LEARNING LOCKS

Escape Room "Familienbande - ein virtueller Partner Escape Room" (German)



A communicative Escape Room for 2 players
for German language class
- made by me with google forms.



PLAYER 1



PLAYER 2

QUELLEN

Jenkins, H. (2004). Game design as narrative architecture. In Wardrip-Fruin, N. and Harrigan, P. (eds.) First Person: New Media as Story, Performance, Game.

Moura, Adelina & Santos, Idalina. (2020). Escape Room in Education: Gamify Learning to Engage Students and Learn Maths and Languages. In Silva, Bento Duarte da; Lencastre, José Alberto; Bento, Marco & Osório, António José (eds.): Experiences and perceptions of pedagogical practices with Game-Based Learning & Gamification (179-193).

Nicholson, S. (2015). Peeking behind the locked door: A survey of escape room facilities. White Paper available at http://scottnicholson.com/pubs/erfacwhite.pdf.

Nicholson, S. (2016). Ask why: Creating a better player experience through environmental storytelling and consistency in escape room design. Meaningful Play Cambridge: MIT Press.

UNLOCK. Creativity through game-based learning at higher education. https://www.un-lock.eu/ [04.02.2022].

WEBSITES

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Lockbusters (2022): What makes a good escape room? URL: https://www.lockbustersgame.com/what-makes-a-good-escape-room/#:~:text=Escape%20rooms%20are%20so%20successful,faster%20than%20if%20working%20alone [04.02.2022].

Rucker, Michael (2019): 5 Reasons Escape Rooms Are Fun (According to Science). URL: https://michaelrucker.com/5-reasons-escape-rooms-are-fun/ [04.02.2022].

Onlineuebung.de: Escape game – Ideen und Vorlagen. URL: https://onlineuebung.de/escape-game-ideen-und-vorlagen/ [04.02.2022].