

Escaping the Lecture - Breaking from Monotony, the use of Virtual Escape Rooms in Education



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Overview:

Are you stumped on how to deliver active learning in the virtual environment? This session will have you work through a virtual escape room to learn more about how you can spice up your online classroom activities. At West Coast University, we had the opportunity to integrate interactive fiction into a virtual escape room to engage students and introduce basic pharmacy information and medical terminology as a way to lessen the gap between learners. Are you ready to break from monotony and engage in this session?

Learning Outcomes:

1. Describe interactive fiction.
2. Demonstrate educational components that could be incorporated into a program's classroom using a digital escape room.
3. Evaluate how this session can meet student engagement goals.

Facilitation Plan:

During this session, participants will be expected to:

1. Gather information about knowledge of and experience with interactive fiction
2. Experience a digital escape room example
3. Brainstorm ideas of how interactive fiction will fit in their classroom

Activity resources:

1. PowerPoint
2. Toolkit for participants

Resources needed:

1. Zoom or other webcasting platform
2. An assigned recorder to collect proceedings and session assessment
3. Session Assessment tool