

## **EuroQuest MOOC**

### **Creating Educational Tabletop Escape Rooms (ETERs) to Enhance Learning about Sustainability and Other Curricular Subjects**

#### **Course Overview**

This MOOC was developed within the framework of the Erasmus+ project EuroQuest and is addressed to teachers, educators, trainers and educational professionals interested in Game-Based Learning (GBL) and Educational Tabletop Escape Rooms (ETERs).

The course provides both a theoretical and practical introduction to the design and implementation of educational escape rooms as innovative learning tools. Participants are guided through the complete instructional design process required to create effective ETERs that promote active learning, engagement, collaboration and the development of curricular and transversal competences.

The course is currently structured into seven learning modules and is available in PowerPoint and PDF format.

#### **Learning Objectives**

By the end of the course, participants will be able to:

- Understand the educational potential of Educational Tabletop Escape Rooms (ETERs);
- Apply principles of Game-Based Learning (GBL) in educational settings;
- Use instructional design methodologies to plan learning experiences based on ETERs;
- Analyse learners, learning contexts and implementation constraints;
- Define effective learning objectives and learning outcomes;
- Design educational activities aligned with assessment strategies;
- Create and adapt ETERs for sustainability education and other curricular subjects.

#### **Course Structure**

##### **Module 1 - What are Educational Tabletop Escape Rooms?**

Introduction to escape rooms, tabletop escape rooms and Educational Tabletop Escape Rooms (ETERs), including their educational benefits and applications.

##### **Module 2 - Learning with ETERs: A Hands-on Activity**

Practical exploration of an educational digital adventure followed by reflection and debriefing on learning processes and educational impact.

##### **Module 3 - Constructive Alignment and the ADDIE Model**

Introduction to instructional design principles, constructive alignment and the ADDIE model as frameworks for designing effective learning experiences.

#### **Module 4 - Understanding Your Learners and the Learning Setting**

Analysis of learner characteristics, educational contexts, constraints and implementation conditions for successful ETER activities.

#### **Module 5 - Defining Learning Objectives**

Methods and tools for defining clear and measurable learning objectives using SMART objectives, Bloom's Taxonomy, KSA and competence frameworks.

#### **Module 6 - Designing the ETER**

Design principles, learning activities, assessment strategies and alignment between educational objectives and game mechanics.

#### **Module 7 - Creating and Implementing Educational Tabletop Escape Rooms**

Development, implementation, facilitation and evaluation of ETERs, including practical guidelines for classroom use.

#### **Current Format**

- 7 learning modules
- PowerPoint presentations
- PDF versions available
- No video content currently included
- Suitable for conversion into an asynchronous online course (e.g. LearnDash, Moodle or similar LMS environments)

#### **Project Information**

Developed within the Erasmus+ project EuroQuest, Project nr.: 2024-1-DE03-KA220-SCH-000257334.

The course is intended as an open educational resource supporting teachers and educators in the adoption of innovative Game-Based Learning methodologies in formal and non-formal education.