Escape Room Template

Overview of Project

Escape rooms are a new form of reality gaming where players are locked in a room, provided a mission, and given a time limit to discover the way out. Learners can solve a series of clinical and communication-based tasks in order to establish a telehealth program. They can be done in person or virtually (https://u.osu.edu/ties/2020/04/09/virtual-escape-rooms-for-nursing-education/)

Picture this: a group of six to eight people wants to experience this Escape Room. They gather outside the room and receive rules and a scenario to get them started. The beginning scenario gives them a clue to find nine puzzle pieces hidden throughout the room. The group has 45 minutes to solve all the puzzles and escape the room. The team is provided three free clues during the experience. Additional clues cost one minute and are added to the final time.

For example, for the Planning phase of telehealth, learners will have to find and match regulatory considerations that nurse practitioners must consider as they plan for a successful telehealth visit. They will search for clues that fit in a word puzzle, while discerning clues that don't fit. For the Performance Evaluation phase of telehealth, the learners must find and identify the four critical areas of telehealth assessment. They will explore to find hints and clues and find a container that needs a passcode to open, or a lock that needs a key.

Sample Objectives

Students work individually or in teams to:
1. Solve problems/puzzles to plan effectively for a telehealth experience.
2. Solve problems/puzzles to prepare for a telehealth experience.
3. Solve problems/puzzles or perform tasks as they learn to provide telehealth services to patient population.
4. Solve problems/puzzles that lead to successful performance evaluation.

Potential Equipment/Material Needed

- Combination locks and keys
- Telehealth equipment
- Puzzle pieces
- Maps
- Boxes
- Images
- Backlight pens
- UV Flashlights.
- Clasps
- Secret codes

- Magnets
- Hieroglyphics
- Magnifying glasses
- Mirrors
- And more crazy cool items your students have never seen before
- Virtual resources such as chat box,

Recommended Guidelines and Resources (including links to an article, source document)

- Articles and presentations on Building Escape Rooms in to the Curriculum

  https://bmjopenquality.bmj.com/content/8/1/e000548

  https://www.wcupa.edu/recap/documents/healthSciencesEscapeRoom.pdf

  https://www.healthysimulation.com/22109/escape-room-sepsis-simulation/

  https://journals.sagepub.com/doi/full/10.1177/1046878120958745

- Step by step guides and templates

  https://u.osu.edu/ties/2020/04/09/virtual-escape-rooms-for-nursing-education/

  https://onlinenursing.duq.edu/blog/using-escape-rooms-for-nurse-education/