

E - Learning Module



Play-testing and assessment with adjectives.

Go through the criteria used to test Educational Escape Rooms and find an adjective, that describes your chosen criteria best. Are the words positive and pleasant?

If YES, it means you are not the only one who will have a great adventure in your Escape Room!

Learning Objectives-Curriculum needs **connected**, target group **appropriate**?

The puzzles-**tricky, engaging**?

The narrative – **thrilling, immersive**?

The theming of the room- **innovative, zingy**?

The room decor-**aligned** to narrative, **impressive**?

