



Return on Experience - Italy

Pedagogical Escape Rooms? The STEAMER team has found the key!

A teacher invited to our Multiplier event was able to describe very briefly what we were able to do: "This is awesome! Congratulations" This comment filled us with contentment!

The goal was clear from the beginning: to find the right method and resources to combine, on one hand, creativity, curiosity, fantasy, mystery, fun, and on the other the rigor of STEAM. The path to achieving this goal was a fascinating adventure!

From the first meeting in Paris, it seemed that the team's skills were well thought out. For us, who were in an Erasmus plus project for the first time, the experience of the partners was precious to understand all the mechanisms and immediately get to the heart of the project.

At the beginning, there was in-depth research, which resulted in the first Output, the "Pedagogical Guide". This was also an important step for us to study Escape Rooms in-depth, the best experiences globally and the opportunities for a game-based approach to teaching. Although many things were already clear to us, the work done served to analyse every aspect with great accuracy and find new perspectives.

Then it was time for the "Escape Room Creation Guide", with which we got to the heart of the project! We believe that the opportunity to bring together very different but synergistic skills has allowed us to create a very useful tool, able to address the topic in a very interesting way, giving a broad vision and a articulated array of resources to future STEAMER users.

Facing the "E-Learning module" we asked ourselves how to offer a training moment that was a fun path in the meanders of the Escape Room at the same time. The goal was to get our users into the mysterious and fascinating room, offering in each lesson with an additional clue and suggestions to find each one's solution, just like in an Escape Room! The feedback we received in the testing phase confirms that the path created is complete, exhaustive, and interesting.



Working on the “STEAM Escape Rooms” was certainly the funniest moment! We have given free range to our imagination and our passion for puzzles, stories, and mystery! Imagining our Escape Rooms on real places of European cultural heritage and linking them to real characters was incredibly fascinating work. The result allows us to offer an interdisciplinary and engaging approach, for an experience full of charm and suggestions for pupils. We believe that the teachers and users who will use these ready-to-use Escape Rooms will remain enthusiastic. During our Multiplier Event, our presentation of these materials left all speechless, all the teachers were enthusiastic and eager to know every detail, imagining the enthusiasm of their students in turn.

Working on the “Escape Room generator” was simply amazing! The research work was challenging, our goal was to find information and ideas that were evocative and full of charm. Seeing the result, we believe it was worth it! It is a very rich database, where all our imagination, creativity, and passion for stories and puzzles have converged! What could be more exciting for a teacher looking for inspiration? I don't think there is another platform where you can have so many inspirations, ideas for stories, and at the same time information about characters, real facts related to STEAM, discoveries, and puzzles ready. We appreciated the work of the partner who developed the website which, thanks to filters, allows you to make a very targeted search. We think it's great for a teacher and we received great appreciation from the teachers participating in our event for this tool as well.

STEAMER was a great adventure! It was an opportunity to work with a close-knit and competent team! I wish that our enthusiasm can be conveyed in the outputs that produced our work... We are sure that it will be so!

