Why not an Escape Game ? This is often the first question and the beginning of an adventure. The goal is to create a course or an assessment interactive and fun. It is a trendy subject so you can find a lot of examples and inspiration on the internet. Forget chests and padlocks, they are useless to create a 100% digital escape game in which the participants can play alone and online. Which scenario do you have to use? How can you adapt the game to the public and their (non)digital skills? How can you build puzzles with Moodle? How can you compensate for the absence of an human help? How can you check that the pedagogical content is acquired? This is the challenge we face when we want to create an escape game. We will present the difficulties we have encountered in the realization of our Escape-Game and the solutions we have found by using the tools proposed by Moodle.

"How about an Escape-Game? "This is the question on which it all began. The aim was to make an informative dossier on evaluation more fun and interactive. No worries, the theme is in the spirit of the times, and there is plenty of inspiration on the internet. Except in our case, we could immediately forget the chests and padlocks! The challenge was to create a 100% digital Escape-Game where participants can play in complete autonomy and remotely. Which scenario was used? How to adapt to the public and their (non)digital skills? How to build puzzles? How to compensate for the absence of the facilitator? How to ensure that the pedagogical content has been acquired? This is the panel of questions we have had to answer to make our challenge a concrete reality. Through this communication, we will present you the difficulties we have encountered in the realization of our Escape-Game and the solutions we have found by using the tools proposed by Moodle.

This communication was awarded at the Moodle Moot Francophone in July 2018.

Et ma « biographie » :

I have always been passionate about digital technology, new technologies and education, and I first worked for several years as a primary school teacher. After that, I worked for two years with the Claroline AISBL Consortium. This experience has allowed me to develop expertise in the field of learning platforms and to complete my knowledge of programming languages. During this period I also completed a master's degree in educational sciences at the Catholic University of Louvain (Belgium). Today, I am in charge of a techno-pedagogical mission at the Pedagogicals Resources Centre of the Wallonia-Brussels Federation. Both through my choice of studies and my professional occupations, I have developed a particular interest in supporting education professionals and setting up e-learning or hybrid training courses. Being also very playful, I like to integrate playful mechanisms into my devices. This habit led me to take an interest in the Serious Escape Game and to use it in my work.