

Escapp User Manual



Title

Escapp User Manual

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1. What is Escapp?

Definition

Escapp is an open-source web platform created to support teachers in designing, conducting, and managing educational escape rooms in both face-to-face and remote learning environments. It guides educators through the full workflow of running escape rooms by enabling teacher and student registration, the creation and publishing of escape rooms, and the configuration of puzzles, hints, and instructional content. The platform includes a comprehensive resource manager that supports uploading and incorporating a wide variety of file types such as images, video, audio, and PDFs, and offers a catalog of interactive components (for example, keypads and decoder disks) to enrich puzzles. In addition, Escapp offers a 2D scene editor that allows the creation of fully interactive experiences. Teachers can organise students into teams or allow individual participation, set up multiple shifts, and automate the delivery of hints and solution verification using different methods. During an activity, Escapp tracks and synchronises student progress across puzzles in real time, provides dashboards with learning analytics for monitoring engagement and performance, and supports gamification features like countdown timers, progress bars, and leaderboards to enhance motivation and competition. After an escape room session, the platform can generate and export grades and results. For educators and developers who want to extend functionality, Escapp offers both a REST API and a WebSocket interface that make it possible to integrate or build external challenges and tools alongside the core platform. The source code is publicly available under a free software licence, allowing institutions and developers to adapt and integrate Escapp within their own educational technology ecosystems.

2. Teacher Features (Creating)

2.1. Why should you use Escapp as a teacher?

As a teacher, you should consider using Escapp, as it enables you to create and run educational escape rooms from start to finish with significantly fewer logistical challenges. Do you need more reasons? Here are a few to help you decide whether to use it.

1. **It has been built to specifically support teachers:** Escapp supports content/puzzle creation, distribution, student registration, team formation, solution verification, progress monitoring, hint management, and grading.
2. **It makes “teacher monitoring” feasible (especially with many teams):** Monitoring during gameplay is key to giving timely help, motivating students (e.g., via points/leaderboards), grading performance, and collecting data to improve future runs.
3. **It supports effective help/hint delivery:** Good practice is to deliver multiple hints per puzzle, increasing usefulness (up to giving the solution if needed) to prevent teams from getting stuck and to keep the experience moving.
4. **It enables fairer, data-informed grading options:** More accurate grading approaches can consider completion, time, puzzle weights, and hints obtained.

Still not convinced?

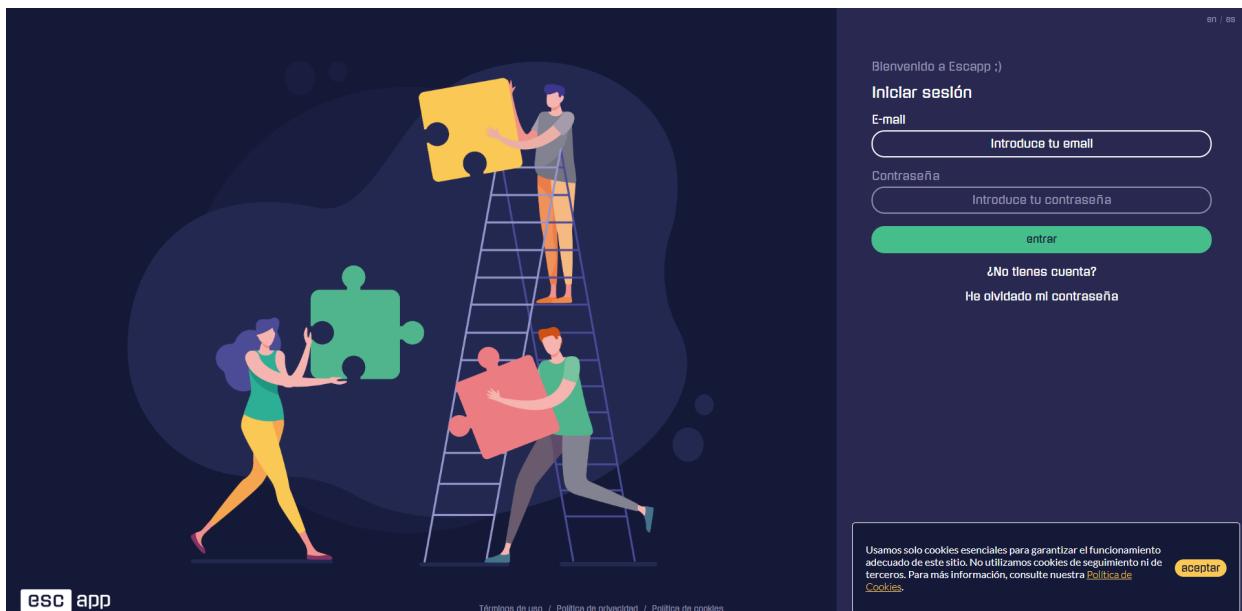
5. **It makes research much easier:** Beyond teaching, Escapp is also valuable for evidence-based evaluation or research, as educational escape rooms can generate logs that help analyse how participants behave (e.g., time management, decision-making, problem-solving).
6. **It is easy to use and straightforward,** and this manual will make it even easier to learn how to make the most of the platform.

2.2. Registering in Escapp

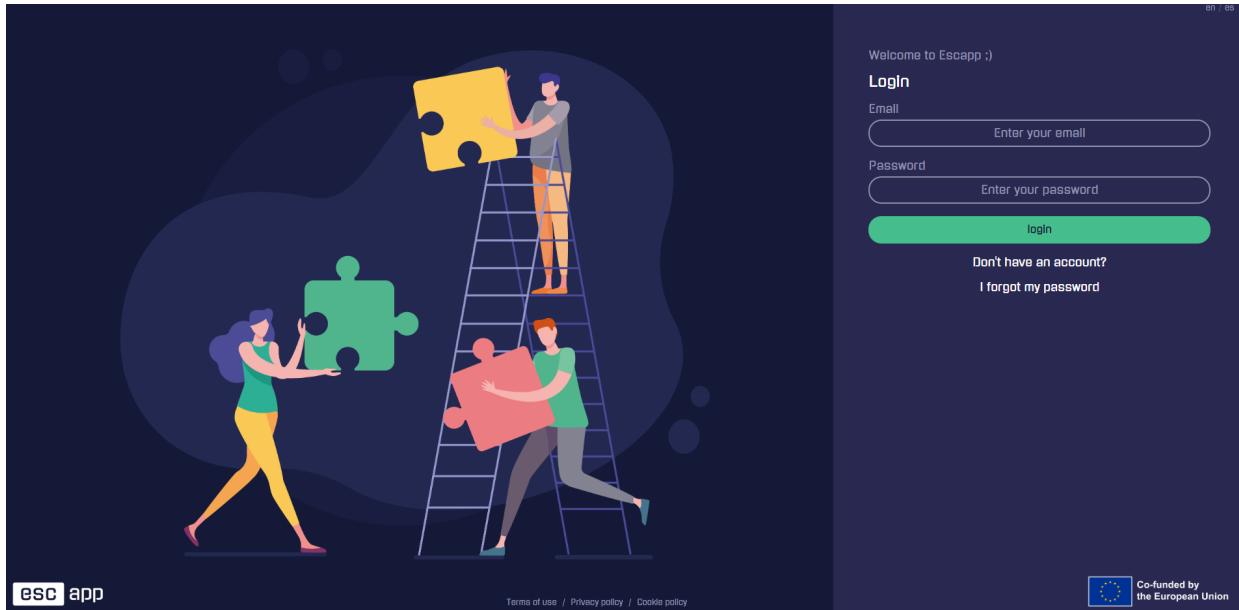
The registration process is the first step on your escape room adventure, and the very good news is that it is a very simple process to do, and it just takes 3 steps to complete!

STEP 1: Firstly, you will need to visit the following link: <https://escapp.es> (or your institutional link if you have your own instance of Escapp).

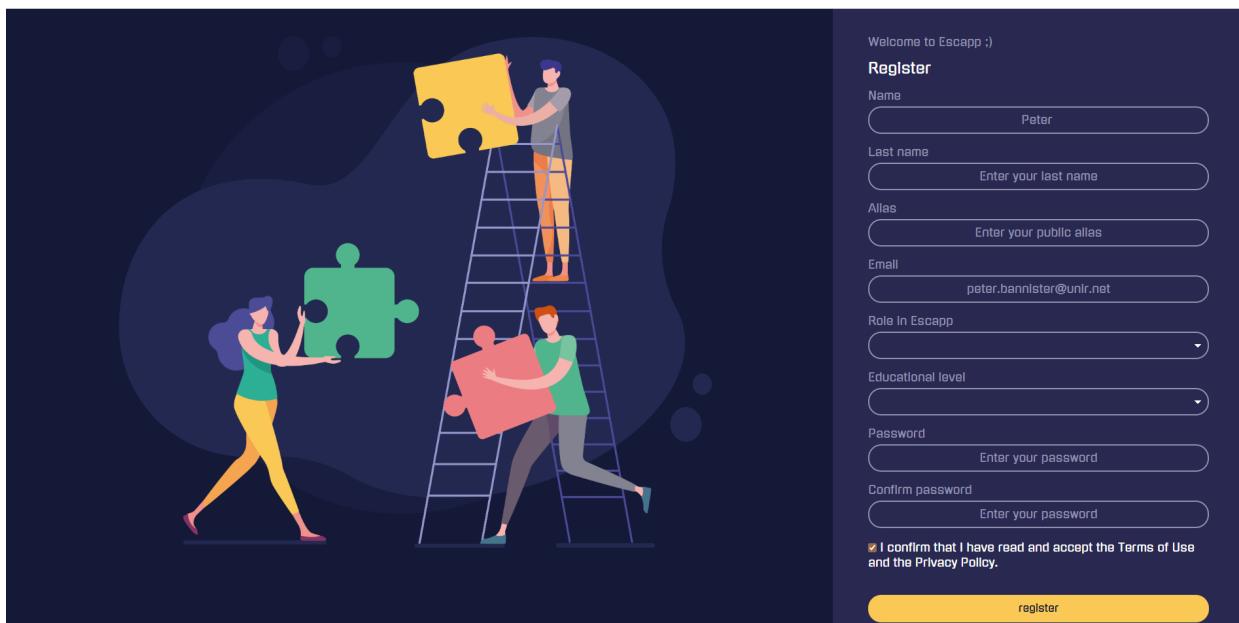
If the page opens up in a language different to the one you use, you can change the language settings in the top right-hand corner, as can be seen below:



So once you have made any necessary language adjustments, you will need to select "Don't have an account?" option under the green "login" button, as can be seen below:



Once you click on the "Don't have an account?" option, you will reach the following screen:



STEP 2: Here, you will need to fill out the box under each section heading with some basic information. This includes your name, an alias, and an email address.

⚠️ Important: In the “Role in Escapp” drop-down menu, make sure you select “Teacher”.

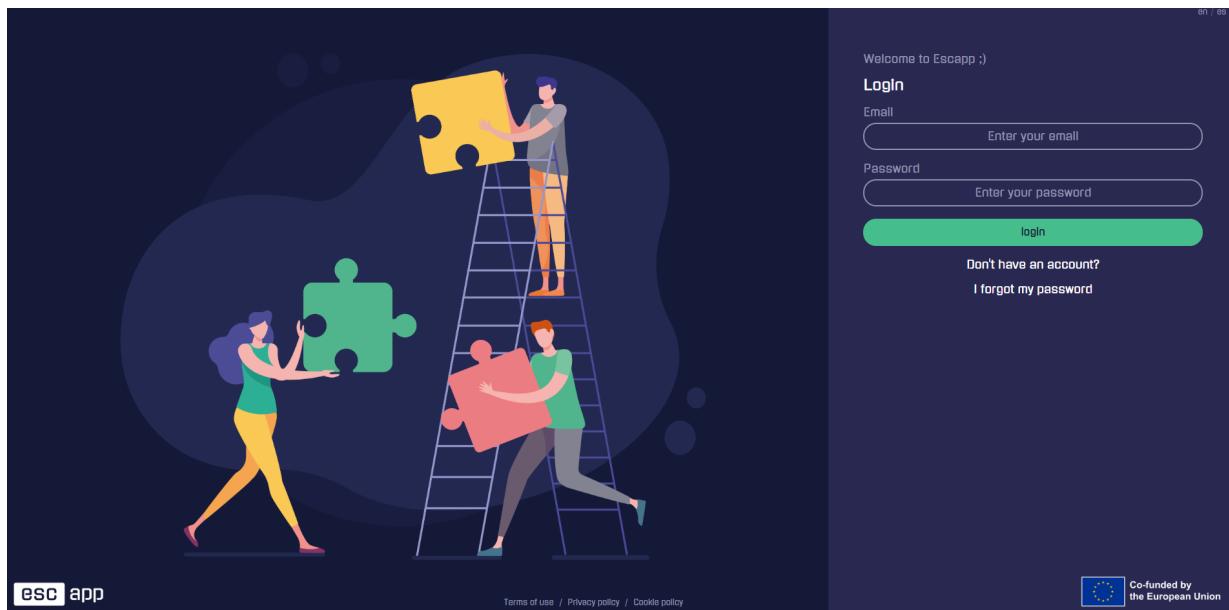
You'll also be asked to indicate the educational level you teach (this helps tailor the experience and context), and then create a password. You must type it exactly the same in both the "Password" and "Confirm password" fields.

Before registering, don't forget to tick the box confirming that you have read and accepted the Terms of Use and the Privacy Policy (you can open and read each one by clicking on them).

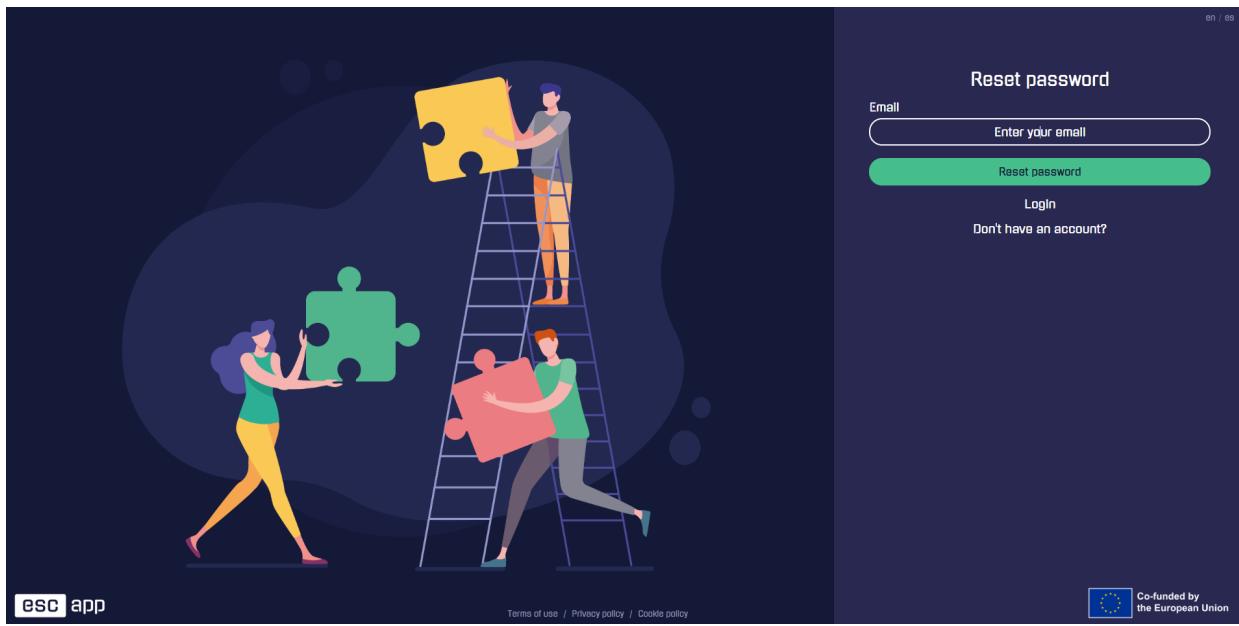
Finally, check that none of the fields are blank, and click the yellow Register button to finish.

💡 Pro Tip: Save your login details somewhere safe so you can access your teacher dashboard quickly later on.

If you do, however, forget your password, don't worry, we have you covered. If you return to <https://escapp.es/> you will see the option "I forgot my password" as can be seen below:

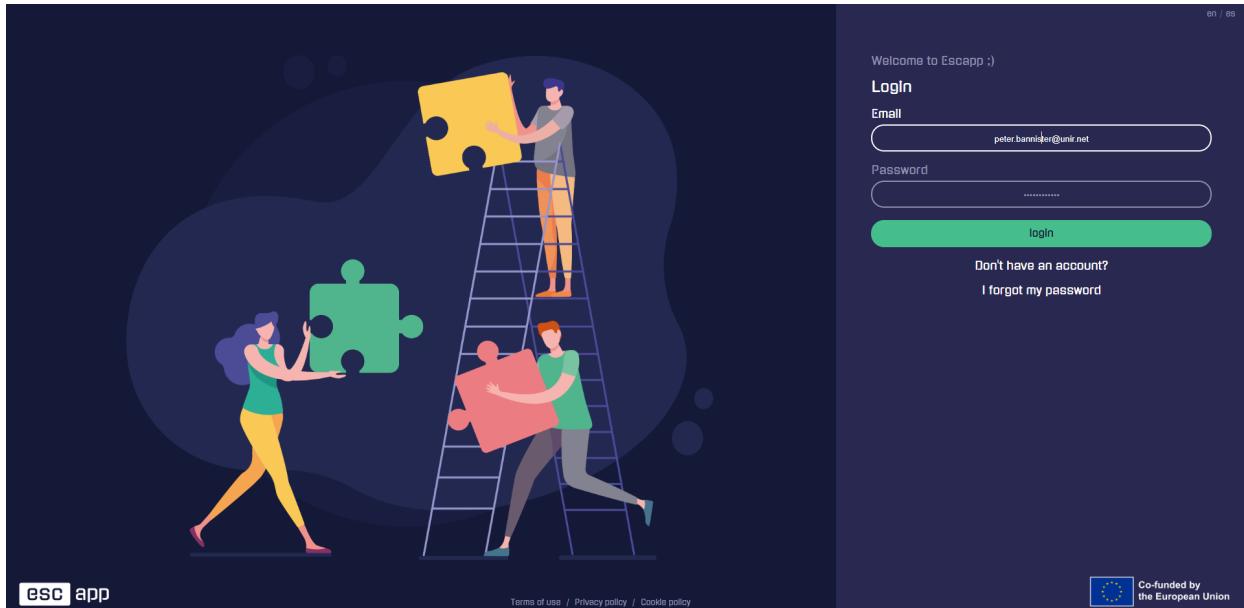


When you click on the "I forgot my password" option, the following screen will appear:



Here, you simply need to provide the email you registered with and press the green reset password button. You will receive an email with further information on how to create a new password. Do make sure, though, that you have entered the correct email, as otherwise it won't work.

Please note that in future, you simply need to log in by entering your registered email and password and clicking the green “login” button, as can be seen below:



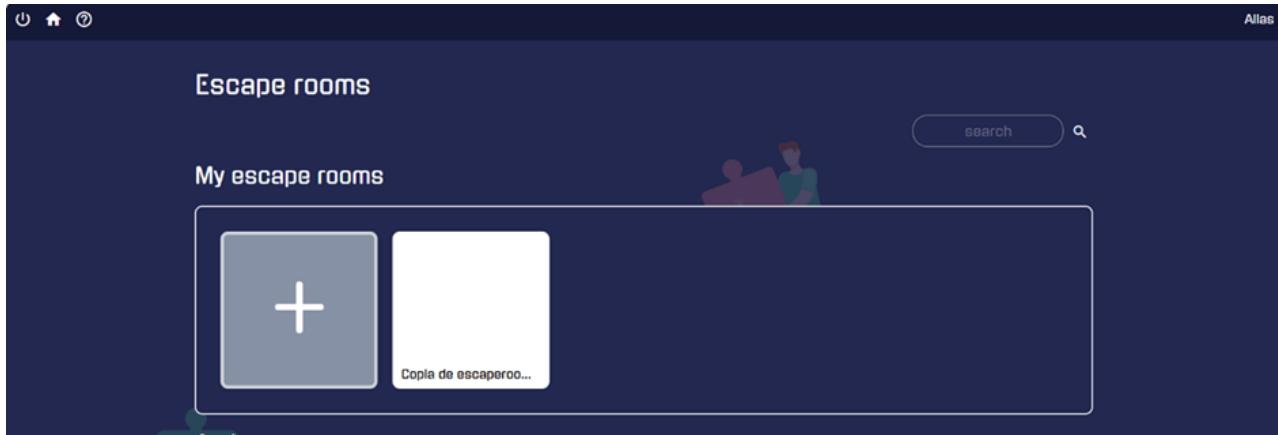
Congratulations—your teacher account is ready! You can now start creating your escape rooms, managing your activities, and guiding your students through the adventure. 

OPTIONAL STEP 3: Depending on your institution's configuration, you may be required to confirm your Escapp registration via a confirmation email before you can begin using the service.

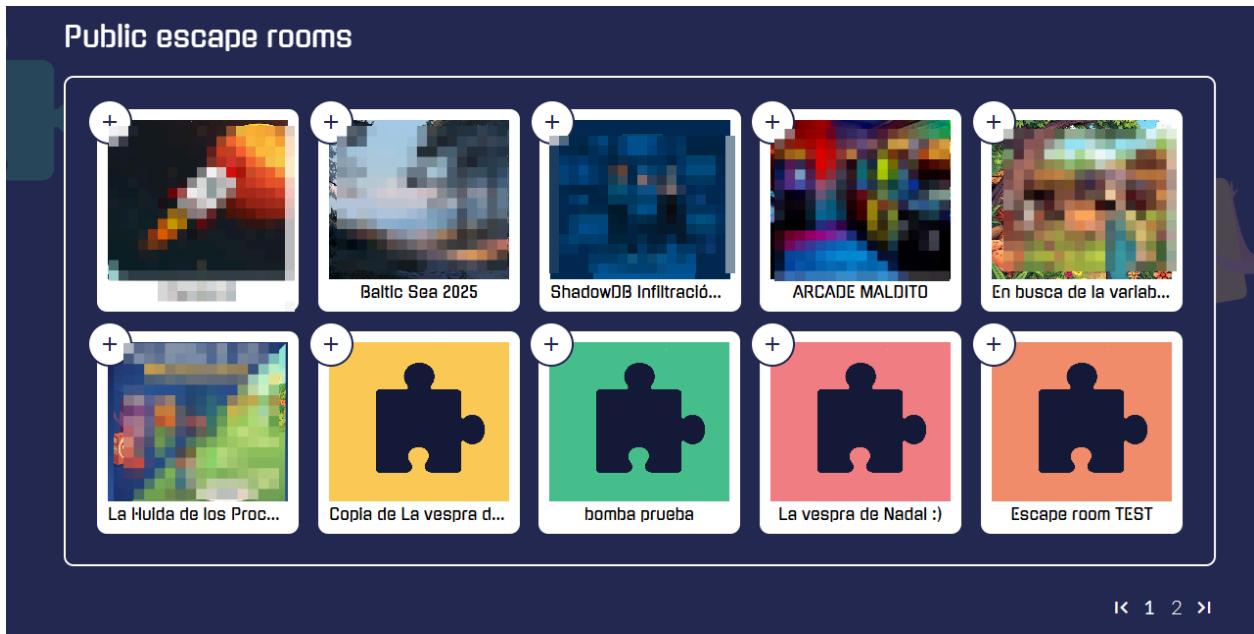
2.2. Dashboard

From the dashboard, you can see the following fields:

In the top right-hand corner, you will find your alias. By clicking on it, you can open the section where you can later modify details provided during registration or even delete your registered Escapp account.



Once you have finished the registration process by following the steps outlined in the previous section, a new screen is going to appear, as can be seen below:

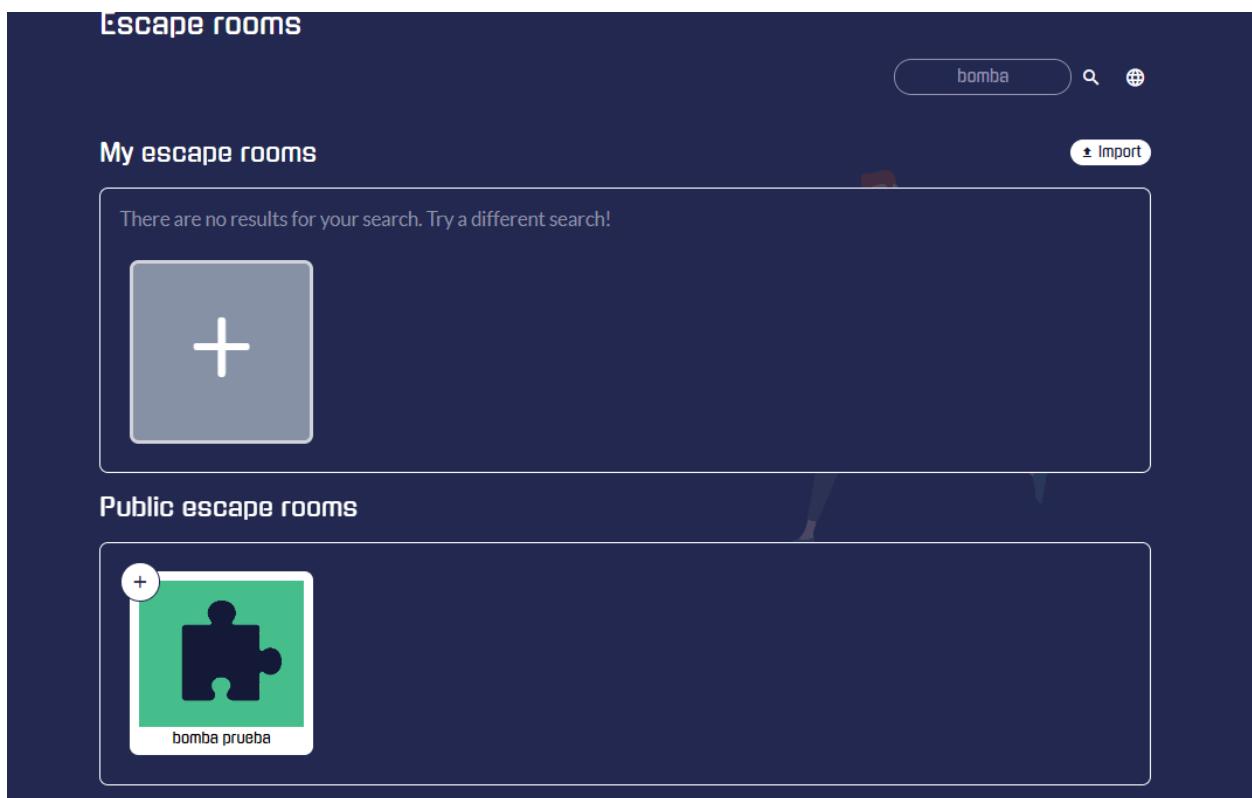


On the home screen, you have a wide variety of publicly available escape rooms for you to join ("Public escape rooms"). You are greeted with an initial selection of ten, but you can search through more by using the arrows underneath, or you can click directly on the different page numbers if you prefer.

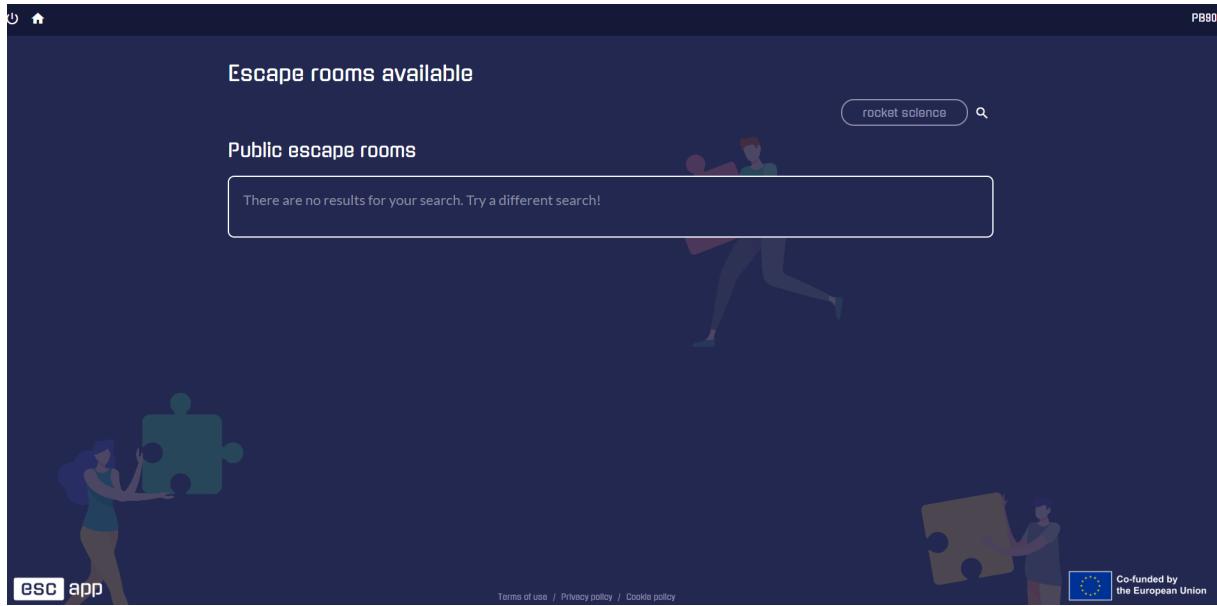
Here, you also have a search bar on the right-hand side above the featured escape rooms, which you can use to look for the specific escape room you are invited to join. Simply fill

out the given name and press enter on your keyboard or click on the magnifying glass to the right.

If what you have searched for is a match, you are presented with the results as seen below:



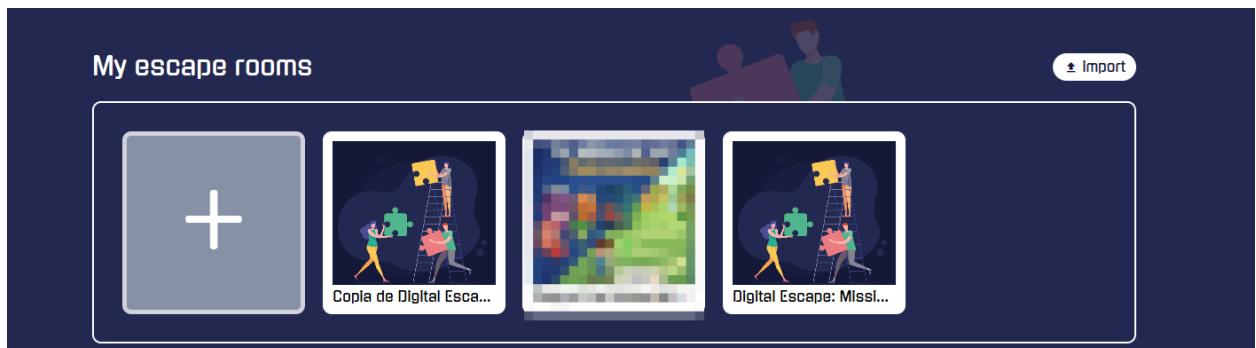
However, if no escape rooms match what you have searched for, you will see a screen like this:



In either case, if you wish to return to the home screen, you can do this by using the house icon, which is at the very top of the screen in the left-hand corner.

⚠ If you are doing this, be careful not to click on the power button, which is next to the home icon, as this will log you out. Don't worry, though, if you do click on the power button by mistake, you can always log in following the steps described at the end of the previous section!

As you've registered as a teacher, you'll now see an extra view in your dashboard. Here, you'll find a list of all the escape rooms you have created or have been invited to contribute to. These will appear in the "My escape rooms" section, as shown below.

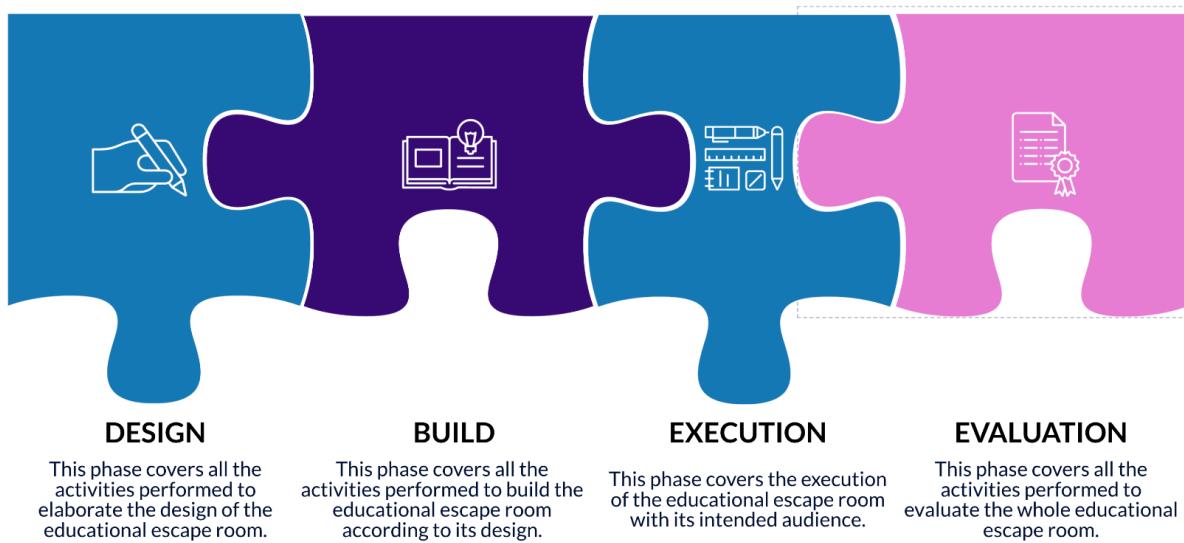


You'll also notice a grey button with a plus (+) symbol inside. This is the button you'll need to click when you're ready to design your own escape room.

Are you ready? 🏠 ✨

2.3. Setting up new escape rooms

The life cycle of an educational escape room refers to the different stages involved in creating, running, and refining the activity over time. In this manual, we follow the model outlined in **“Best Practices for Creating and Conducting Educational Escape Rooms: A Comprehensive Guide for Teachers”**, which identifies four key phases: (1) design, (2) build, (3) execution, and (4) evaluation.



These phases, in sequence, cover setting learning objectives, developing the narrative and challenges, preparing the necessary materials, running the activity with students, and reviewing outcomes to make improvements. The life cycle is intended to be a flexible guide rather than a strictly linear one, allowing for both adjustments and refinements at different points to enhance the overall learning experience. The full model is detailed in the original document, available at <https://doi.org/10.20868/UPM.book.88943>

Below, we will guide you step by step through the setup process of your own escape room.

A. Basic Configuration

The first step is to define the basic settings for your escape room by filling out the following fields:

- **Title:** A name that identifies your activity.
 - **Subject:** The subjects or topics your activity addresses separated by commas.
 - **Knowledge area:** The academic area to which the activity belongs.
 - **Educational level:** The target level of your students.
 - **Format:** Choose between virtual or hybrid if the activity requires physical resources.
 - **Description:** A brief overview of your escape room. This information will be shown to students when they register to give them an idea of what to expect.

- **Duration:** Set the maximum time (in minutes) students have to complete the activity. You can also choose to prevent students from solving challenges once the time has expired.
- **Maximum team size:** Specify the maximum number of students per team. Leave blank if you do not wish to impose a limit.
- **Link to get support during the escape room:** If the escape room is run remotely, you may wish to provide a link to a video conferencing room where students can seek help or resolve technical issues.
- **Language:** You can set a specific interface language in Escapp for participants in this escape room. For example, if your escape room is part of an English course, you may want the web interface to appear in English for all participants. Currently, Spanish, English, and Serbian are available.
- **Thumbnail:** Upload an image that will appear in the main menu to help students easily identify the escape room.

Once you have completed these fields, you can save your settings by clicking “Save” if you wish to remain on the same page, or “Next” to proceed to the following step.

After saving this step for the first time, you can leave the setup process at any point and return later. You can navigate through all steps using the “Back” and “Next” buttons at the bottom of each page, or via the dropdown menu at the top of the page.

5. Format:

Virtual

6. Description:



Welcome to "Digital Escape: Mission ESCAPP"! With this escape room, you'll learn how to use the EscApp tool. Pay attention to every detail and you'll solve all the puzzles.

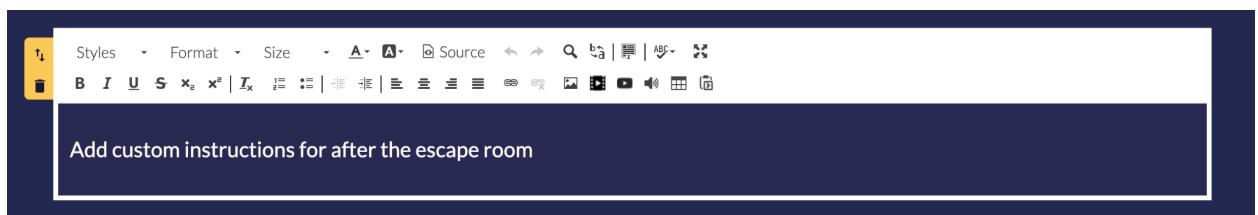


The screenshot shows a dark-themed interface for creating an escape room. At the top, there's a large, faint watermark of a person's legs and feet walking. The form fields are as follows:

- 6. Duration (minutes):** 30
Do not allow to solve puzzles after time runs out.
- 7. Maximum team size:** 5
- 8. Link to get support during the escape room:**
You can provide a URL for participants to use in case they encounter problems.
- 9. Language of the escape room:** English
- 10. Force specific language in escapp for the participants of this escape room:** English
- 11. Thumbnail:** escapp.png

At the bottom right are "save" and "next" buttons, and a progress bar indicating "0% completed".

The text block is an essential part of Escapp because it works like a mini text editor, giving you everything you need to create clear, well-formatted instructions for your students. You'll see this same editor (the square text box) throughout the platform, so once you're familiar with it, you'll be able to use it confidently anywhere in Escapp.



At the top of the editor, you'll find quick menus to control the structure and appearance of your text:

- Styles lets you choose headings and text styles (perfect for titles, sections, or key notes).
- Format and Size allow you to adjust how your text looks and how large it appears.
- You can also change text colour using the “A” options, which is handy for highlighting important instructions.

Want even more control? You can click “Source” to write or paste HTML directly—ideal if you already have formatted content or want to embed something more customised (from apps like Genially, for instance).

And that's not all. The editor also includes lots of practical tools to make your instructions more engaging:

- Basic formatting: bold, italics, underline, strikethrough, subscript and superscript (useful for formulas, references, or language examples).
- Lists: create bullet points or numbered steps to guide students clearly through what to do next.
- Alignment: align text to the left, centre, or right (and keep everything neat and easy to read).
- Links: insert clickable links (great for sharing resources, forms, readings, or external websites).
- Images: add an image directly into your text (perfect for visual clues, screenshots, or icons).

You can also bring your escape room to life by embedding multimedia:

- Add a YouTube video (ideal for intros, narrative scenes, or explanations).
- Upload a video from your computer.
- Insert audio (great for atmosphere, voice messages, or listening tasks).

Finally, if you'd like to present information in a clean, organised way, you can insert a table—useful for schedules, instructions, scoring, or quick reference materials.

In short: this little editor gives you a big toolbox—so your students don't just finish the escape room... they finish it with clear guidance on what comes next.  

B. Puzzles

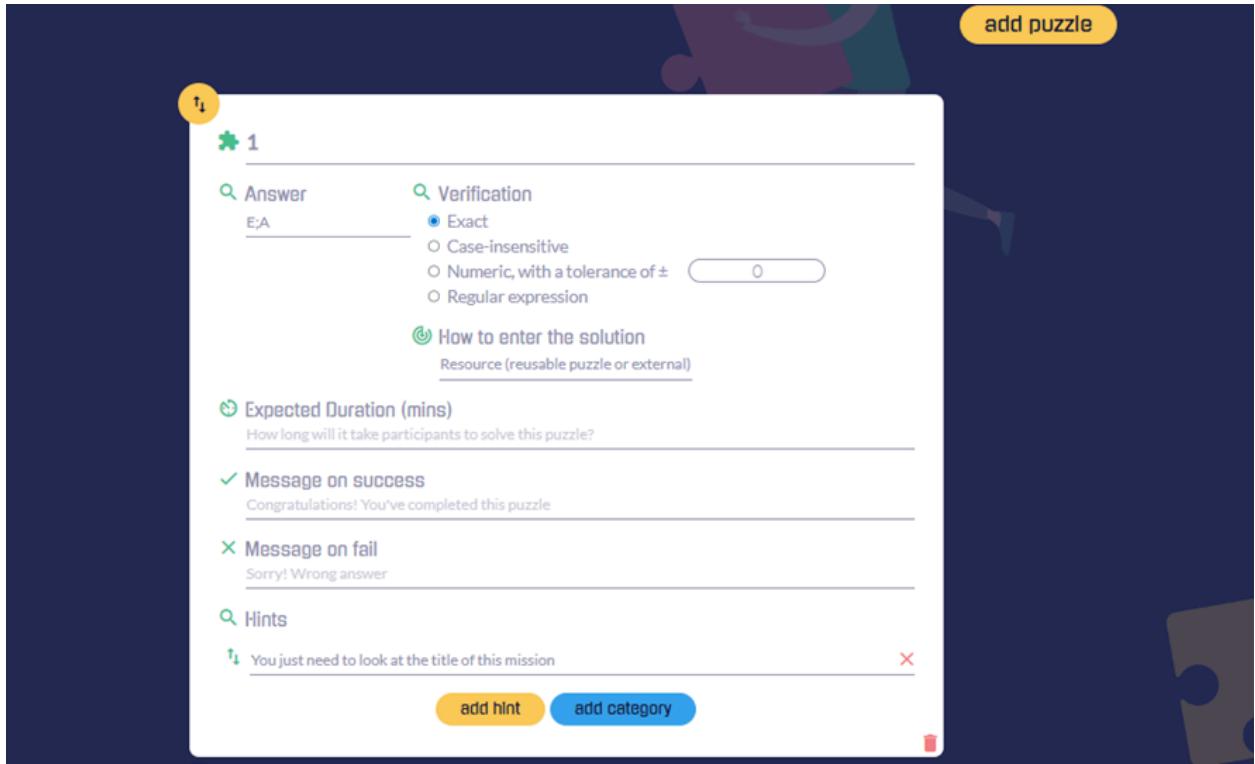
On this page, you must configure the puzzles that make up the educational escape room. The Escapp platform only allows management of escape rooms with a linear structure: that is, escape rooms in which the puzzles follow a specific order, with each unlocking the next until the final solution is reached.

During the activity, students enter their solutions to the different puzzles into Escapp. If you select the automatic monitoring option for any puzzle, students will not be able to solve it directly in the team interface; instead, they must solve it through an application that uses the Escapp API.

When a team submits a solution to a puzzle on the Escapp platform, the system checks whether it is correct; if so, the team progresses to the next puzzle. In this regard, the platform can track each team's percentage of completed activity at all times. To make this possible, you must enter all puzzles in the correct order.

To add a new puzzle, click on the “Add puzzle” button and complete the following information:

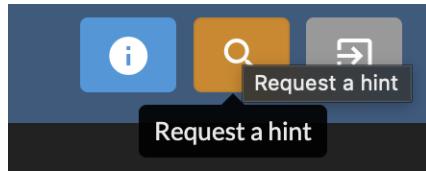
- The title of each puzzle, to identify it easily.
- The solution (“answer”) that students must reach to solve the puzzle.
- Solution validation (“verification”): whether the answer must be exact, whether it should be case-insensitive, what numerical tolerance is allowed, or whether a regular expression is required to accept variants.



- How to enter the solution: whether the answer must be introduced through the text box in the team interface, or if students need to introduce it via a reusable puzzle or an external application.



- Expected duration: Introduce the time you think it will take students to solve the puzzle.
- Message on success: Define the message students receive when they solve the puzzle successfully.
- Message on fail: Define the message students receive when they have introduced the wrong answer to the puzzle.
- Hints: Configure the hints students receive when they use the "Hint" option in the upper-right sidebar during the game. You can organize these hints, perhaps by difficulty, using the “Add Category” button. To create a new hint, click on the “Add hint” button.



Add as many puzzles as you need for the escape room. The specific content tied to each puzzle will be configured in the “Team Interface” section.

C. Hint Management

The next step in creating an educational escape room in Escapp focuses on the hint strategy used in the escape room. At present, Escapp supports three strategies:

- **No hints allowed:** Students will not be able to request hints through Escapp.
- **Students can obtain free hints:** Students can request a hint at no cost when they get stuck.
- **Students can get hints by passing a quiz:** Students can request a hint only if they successfully complete a short quiz.

If you choose option 1, you can move on to the next step, as no further configuration is required. If you choose options 2 or 3, you can configure the following parameters for the selected hint strategy:

- **Hint limit:** Set the maximum number of hints that each team of students can obtain throughout the entire escape room. Leave this field blank if you do not wish to set a limit.
- **Hint frequency:** Set how long students must wait after receiving a hint before requesting another. Leave this field blank if you do not want students to have to wait.
- **Allow manual hints:** If, after using all the hints configured in the previous step for a specific puzzle, a team still needs help, you can enable the option to instruct them to ask the teacher for a customised hint. This is not feasible in asynchronous escape rooms, as it requires communication between students and teachers during the activity. If this option is enabled, once all automatic hints have been used, participants will be informed to seek help from the teacher. Otherwise, they will not be able to request further hints once the automatic ones are exhausted.

Hint management

In this step you can select the hint strategy of your escape room. There are three strategies available: not allowing hints, allowing free hints, and requiring participants to solve a quiz in order to obtain a hint. If you enable hints, you can set a limit of hints that participants can obtain. If you choose the last strategy, you need to upload a MoodleXML file containing a battery of questions and indicate how many questions will be shown each attempt, how many they need to get right in order to pass, and whether the right answer should be shown to them after each attempt.

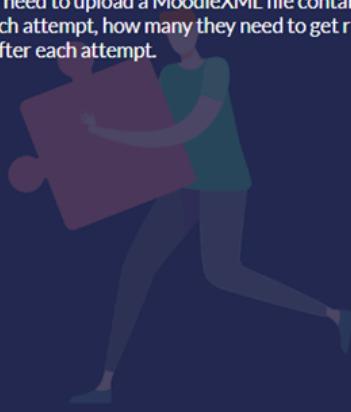
1. Hint strategy:

Students can obtain free hints

2. Hint limit:

What is the maximum number of hints participants can get?

2



3. Hint frequency:

How much time (in minutes) do participants need to wait before asking for a new hint?

No limit

4. Allow manual hints:

If you check this option, when a team runs out of automatic hints, they will be told to ask the teacher for help instead. If not checked, participants will not be able to request hints when they run out.

D. Pre-activity Instructions

In this section, you can provide instructions for students before they take part in the escape room. You can use the editor provided to write these instructions, add multimedia files, and include links to other resources. You may wish to inform students about the rules of the activity, remind them of the course content they should revise before playing, or tell them to have certain materials to hand while they are taking part in the escape room. You must first upload any files (click on the “Upload file” button) required for these instructions, which will later be used in the instruction text block(s) (content).

Pre-activity instructions

Here you can customize the information participants will see prior to the start of the escape room since the moment they sign up. For instance, you can remind them to bring certain material, tell them to review the course content, or provide them a video to watch.

The screenshot shows a dark-themed interface for creating pre-activity instructions. At the top, there's a file upload section with a placeholder 'escapp.png' and a 'Type' dropdown set to 'Image'. Below this is a toolbar with icons for delete, edit, and add block. A large text editor window contains the following content:

Welcome to the "Mission Escapp" escape room.
You must complete each puzzle in order to master the Escapp platform.
Are you ready?

Don't forget to check the Escapp user guide as well.

At the bottom right are three buttons: 'save', 'back', and 'next'.

If the escape room has been set up as hybrid, you may provide a file including the physical resources needed to play the escape room (e.g., printable material), which will be made available to players before the escape room officially starts.

The screenshot shows a dark-themed interface for uploading physical resources. It features a title 'Physical resources' and a note: 'You have indicated that the escape room is hybrid, please upload here any additional resources that participants will need to complete the activity.' Below this is a message: 'No files have been uploaded yet' followed by an upward arrow icon.

E. Team Interface

Next, you can customise the interface students see while participating in the escape room (the Team Interface). You can choose from 21 available themes and add various content blocks and resource types:

- **Text and multimedia:** Display content you have customised through the editor, which can include text, links, images, audio, and video in each content block.
- **Countdown timer:** Shows students how much time they have left to complete the activity.
- **Leaderboard:** Displays a ranking table showing the teams in the same session, ordered by their progress in the escape room.
- **Progress bar:** Shows the percentage of the escape room completed by the team.
- **Files and interactive resources:** You can also upload any files you need for the different challenges, as well as various interactive resources linked to the challenges (including those already available in Escapp) and the scenarios created with Scene Maker, which will be covered in Section 4.

You can add as many content blocks as you like, reorder them, and delete them. To reorder a block, simply drag it to the desired position using the arrow icon () to the left of the block. To delete it, click the trash can icon (). Finally, by clicking the settings icon () on each block, you can choose when its content is displayed during the escape room. It can be visible to students throughout the activity, only while students are working on certain challenges, or only once they have completed the escape room.

Visualization

X

When do you wish to display this content block?

When participants are working on the following puzzles:

- Prueba. (Right at the beginning)
 When they finish the escape room.

accept

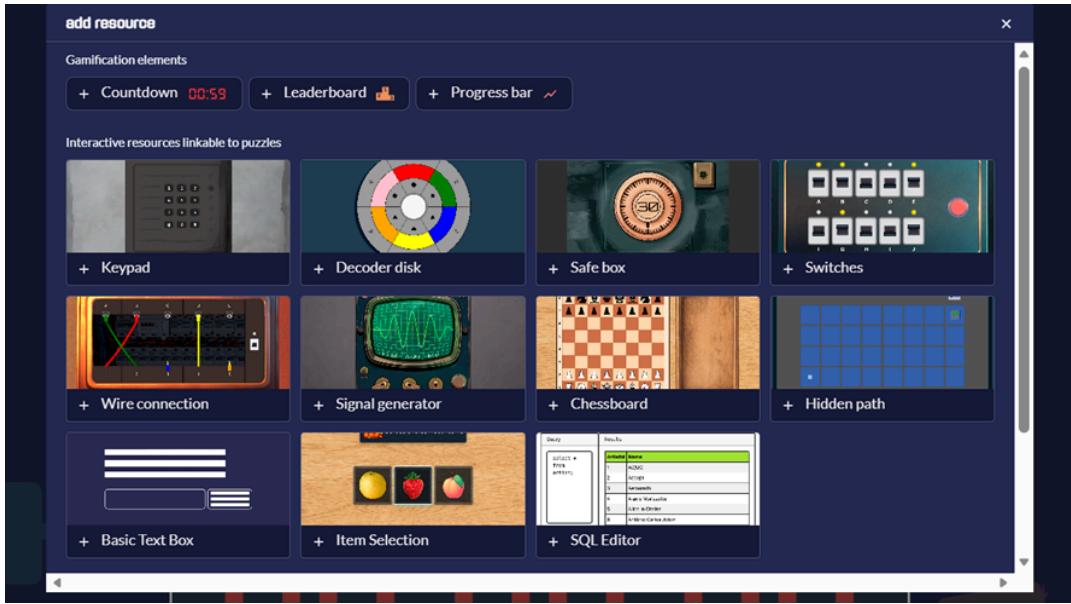
cancel

Remember the number of puzzles you configured in the “Puzzles” section? Now is the moment to link the puzzles with the content students will see. If you have configured

three puzzles in the previous section, you will see the names of the three puzzles when you click on the settings icon. In this step, you need to decide to which puzzle each configured content block is linked.

⚠ This is an essential step of the configuration of the escape room, as it will determine what students will see in each of the screens. Pay close attention to this section!

Below are screenshots of this section, showing some of the resources and text blocks.



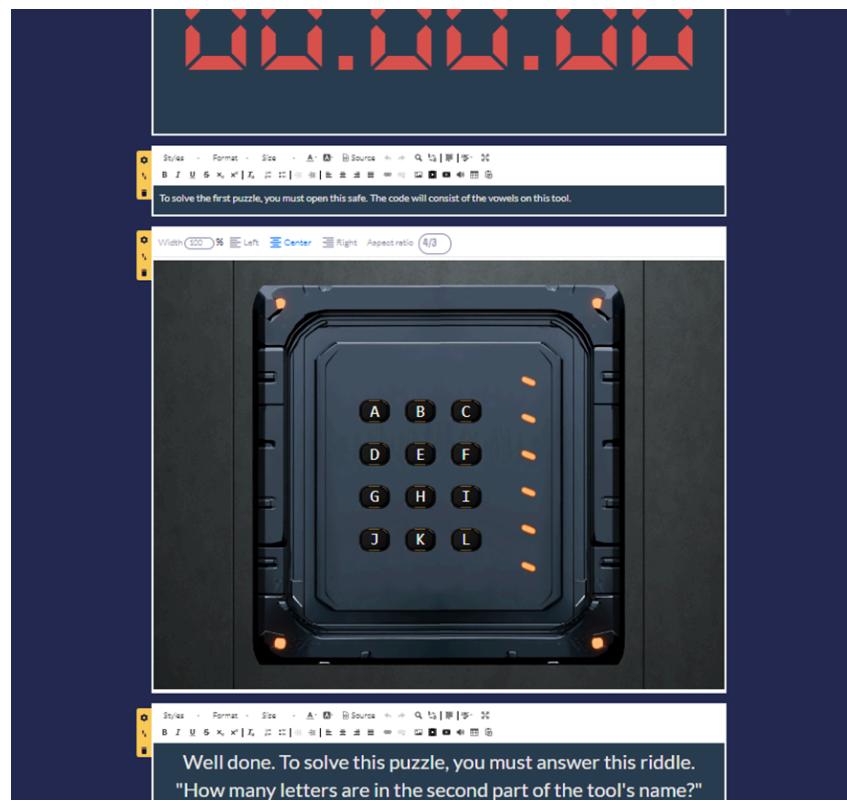
Team interface

In this section, you must create the content that participants will see on their screens while playing the escape room. You can use the resource catalog located below this text to upload files and create interactive elements.

+ add resource
upload file

Name	Type	
escapp_v2.pdf		+ add block
Safe box		+ add block
Keypad:escapp		+ add block

Theme: Superhero + add text block

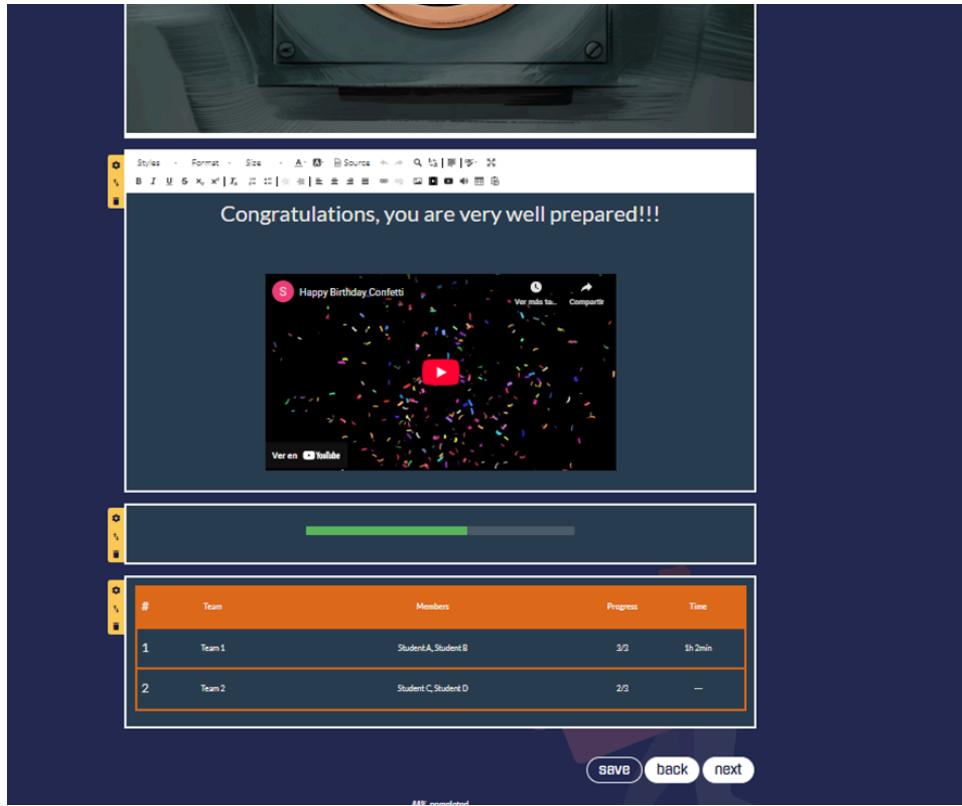


Well done. To solve this puzzle, you must answer this riddle.
"How many letters are in the second part of the tool's name?"
Write the solution in the puzzle's answer box.

Great! To solve the final challenge, you'll need to open the following safe. The code is the number of minutes you had to complete the escape room.



The image shows a digital representation of a safe door. The door is dark grey with a large, circular combination lock in the center. The lock has a gold-colored face with numbers from 0 to 99. A small black square with a white diagonal line through it is positioned at the bottom of the lock's face. To the right of the lock is a smaller, rectangular digital display showing a green circle with a white dot in the center. Above the safe door, there is a toolbar with various icons for styling and formatting, and below it, a status bar showing 'Width 100%', 'Left', 'Center', 'Right', and 'Aspect ratio 4/3'.



F. Classroom interface

Here you can customise the interface you'll screen in the classroom for all participants to see. It can include a countdown, an introductory video, a leaderboard, etc. If the escape room is conducted remotely, the participants will never see the class interface, so you can skip this step. To include new resources, click on the “Add resource” button, and if you wish, you can upload a file (an image or a video) by clicking on the “Upload file” button. You may also configure the theme of the screen or add a text block by clicking on the “Add text block” button.

The screenshot shows the 'Classroom interface' setup screen. At the top, there's a breadcrumb navigation: 'My escape rooms > Prueba > Classroom interface'. Below the title 'Classroom interface', a descriptive text states: 'Here you can customize the interface that you'll be able to screen in the classroom for all participants to see. It can include a countdown, an introductory video, a leaderboard, etc. If the escape room is conducted remotely, the participants will never see the class interface, so you can skip this step.' Two buttons are at the top right: '+ add resource' and 'upload file'. A large central area has columns for 'Name' and 'Type', with a message 'You haven't uploaded any resources yet' in the middle. Below this is a text editor toolbar with various icons for styling and media. A text input field says 'Add the information you want to project in the classroom'. At the bottom are buttons for 'save', 'back', and 'next', and a progress bar showing '56% completed'.

G. Post-activity instructions

Here you can add the information you want to show participants once they finish the escape room. You can include a survey, a post-quiz, or any other information you want to share with them.

H. Evaluation

In this Evaluation step, you decide how Escapp will record participation and how the final grade will be calculated. Think of it as building the grading rubric for your escape room.

My escape rooms > Prueba > Evaluation

Evaluation

Here you can set up the rubric to grade participants and choose how their participation will be recorded.

1. Participation record. When a participant accesses the escape room during their turn:
Participation is recorded automatically for the participant

2. Percentage of the grade assigned solely for participating
50

3. Percentage of the grade assigned to each puzzle:

Puzzle	Weight (%)
Prueba	1

Total 51%

save back next

78% completed



1) **Participation record:** First, choose how participation will be registered when students enter the escape room during their assigned turn.

In the drop-down menu, you'll select the option you prefer (Participation is not recorded automatically, Participation is recorded automatically for the participant, Participation is recorded automatically for the participant and their teammates).

2) **Percentage of the grade for participation:** Next, set how much of the final grade will be awarded just for participating. You simply type a number (a percentage). In the example above, participation is worth 50%—meaning students earn that portion of the grade by taking part.

3) **Percentage of the grade for each puzzle:** Finally, you assign the remaining grade to the puzzles themselves. In the table, you'll see each puzzle you have configured in previous steps listed, and you'll enter a weight (%) for each one (for example, Puzzle 1 = 10%, Puzzle 2 = 20%, etc.). This lets you decide which puzzles count more towards the final score.

Keep an eye on the total!

At the bottom, Escapp shows the Total % so you can quickly check whether your grading adds up correctly. In the screenshot, the total is 51%, which means there is still a percentage left to assign (either by adjusting participation or increasing puzzle weights).

I. Publication

This is the final step where you make your escape room available for participants to join and play. To publish it, you'll need to choose a license, decide the visibility, and (optionally) add a password or extra guidance for other teachers.

Publication

You need to publish the escape room so participants can sign up and play. To publish it, you must choose a license and set its visibility (public or unlisted).



- 1. License** 
Under which license do you want to publish your escape room?
CC BY
- 2. Instructions for teachers**
No files have been uploaded yet  
- 3. Visibility**
You can choose between two visibility options for your escape room: public and unlisted. Escape rooms with public visibility may appear on the platform's homepage, and any user can join and play them at any time. Escape rooms with unlisted visibility do not appear on the homepage and can only be joined by students through a direct link. In these escape rooms, you can also set a password for access. All escape rooms, regardless of their visibility setting, can be accessed by platform administrators and used according to their license.
Unlisted
Allow playing without signing up in Escapp
- 4. Escape room password**
Do you want participants to enter a password to join the escape room? If so, enter it in the text field below.
Provide a password to restrict access to the escape room

First, select the license you want to publish your escape room under. Click the drop-down menu and choose one of the available Creative Commons options (e.g., CC BY, CC BY-SA, CC BY-NC, CC BY-NC-SA, or CC0).

 **Tip:** This choice tells others how they may reuse or adapt your escape room, and whether attribution is required.

Next, you can upload a file with instructions for other teachers.

This is a great place to include things like:

- Recommended classroom setup (time, group size, tools needed)
- Learning goals and assessment ideas
- Tips for running the session
- Solutions or notes you don't want students to see

If you haven't uploaded anything yet, you'll see a message like "No files have been uploaded yet" and an upload icon. Click it to add your file.

Now it's time to decide who will be able to find your escape room.

- **Public:** your escape room may appear on the platform homepage, and any user can join and play at any time.
- **Unlisted:** your escape room won't appear publicly, and participants can only access it via a direct link (perfect for classroom use).

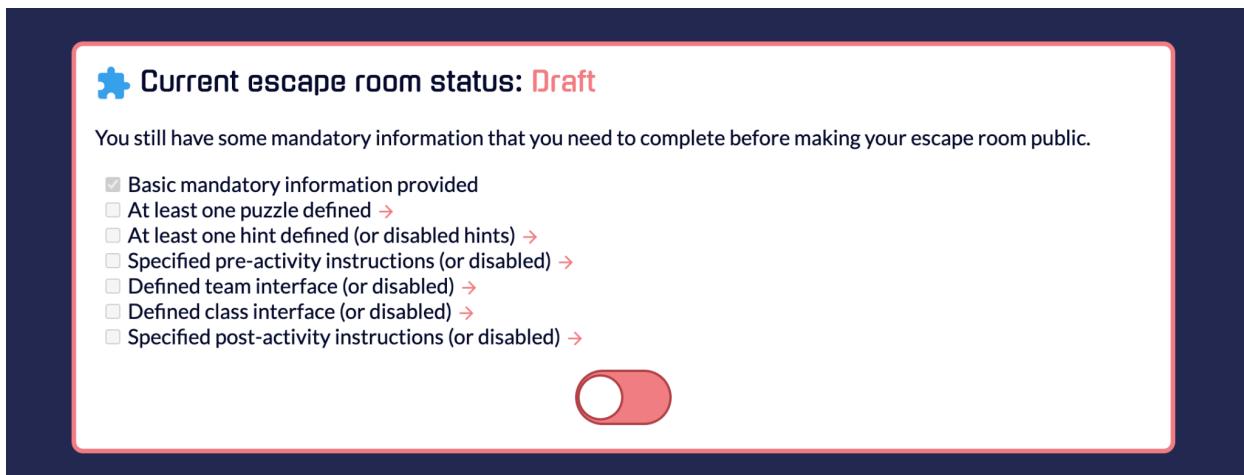
Most teachers choose Unlisted for student groups, because it keeps the activity private and controlled.

 You'll also see a checkbox: "Allow playing without signing up in Escapp". If you tick it, participants may be able to play without creating an account—useful if you want a quicker start for short sessions.

If you want an extra layer of control, you can set a password. Just type it into the password field, and only students who have the password will be able to enter.

 **This is especially handy if your escape room is Unlisted and you want to make sure only your class can access it.**

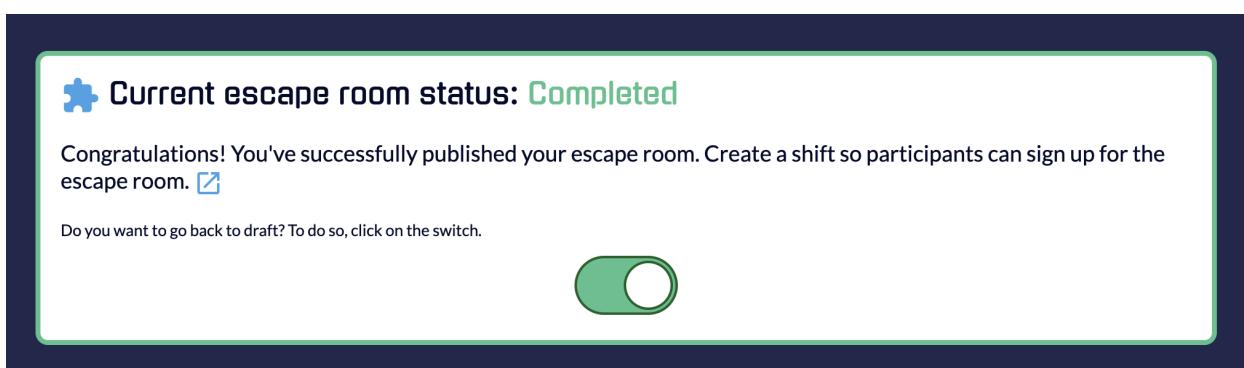
At the bottom, you'll see a box showing the current escape room status (for example, Draft). This section is your final checklist: Escapp will tell you if anything mandatory is still missing before your escape room can be published.



Typical items include:

- at least one puzzle defined
- at least one hint defined (or hints disabled)
- pre-activity instructions (or disabled)
- team interface and class interface defined (or disabled)
- post-activity instructions (or disabled)

Once everything is completed, you'll see the word "Completed" in the box, and you will be ready to hit **Finish** and publish your escape room.



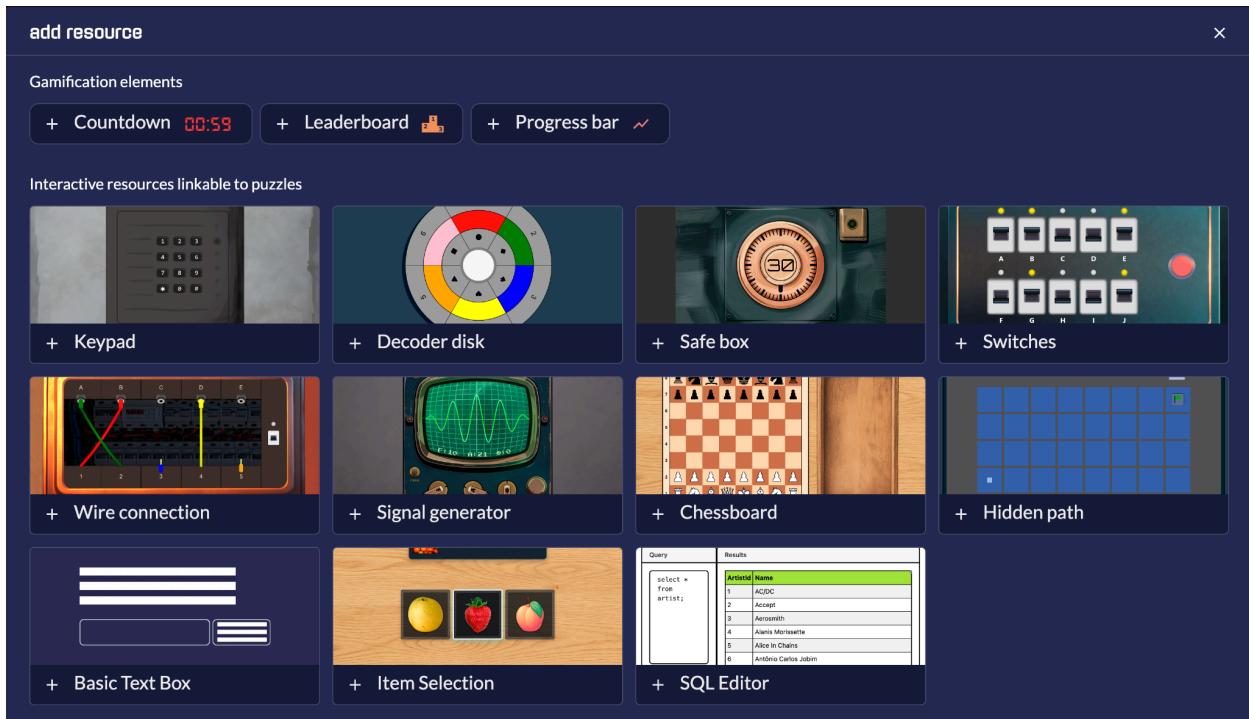
2.4. Resource Manager: interactive resources and scenes

In the “Team Interface” section, you will find the resource manager, which allows you to add gamification elements to your escape room, as well as interactive resources linkable to puzzles, and scenes. To access all these features, click on the “Add resource” button, as shown in the screenshot below.

The screenshot shows the 'Team interface' section of the escape room editor. At the top, there's a breadcrumb navigation: 'My escape rooms > My Escape Room for FUN > Team interface'. Below the title 'Team interface', there's a descriptive text: 'In this section, you must create the content that participants will see on their screens while playing the escape room. You can use the resource catalog located below this text to upload files and create interactive elements.' Two buttons are visible: '+ add resource' and 'upload file'. A message 'You haven't uploaded any resources yet' is displayed. In the center, there's a content block with a toolbar above it. The toolbar includes icons for bold, italic, underline, strikethrough, superscript, font size, source code, and other styling options. A tooltip 'Theme: Litera' is shown over the toolbar. Below the toolbar, a text area contains the placeholder 'In this content block, you can add text, images, links, and other types of resources. You can configure when this content block will be visible during the escape room by clicking the settings icon located on the left.' At the bottom right, there are 'save', 'back', and 'next' buttons. A progress bar at the bottom indicates '44% completed'.

First, you'll see three quick-add options (each with a + icon), which you can insert into your escape room interface:

1. Countdown (a timer)
2. Leaderboard (to show rankings/positions)
3. Progress bar (to track how far teams have progressed)



The "Interactive resources linkable to puzzles" section offers a gallery of ready-made interactive components. This gallery is continually expanding with new puzzles, so check back often. Each component is displayed as a card with an image and a "+" button, making it easy to insert.

- Keypad
- Decoder disk
- Safe box
- Switches
- Wire connection
- Signal generator
- Chessboard
- Hidden path
- Basic Text Box
- Item Selection
- SQL Editor

 **Tip:** Each puzzle comes with a PDF instruction guide. If you run into any issues while setting it up, it's well worth taking a quick look. Simply click the "Instructions" button available on each interactive resource.

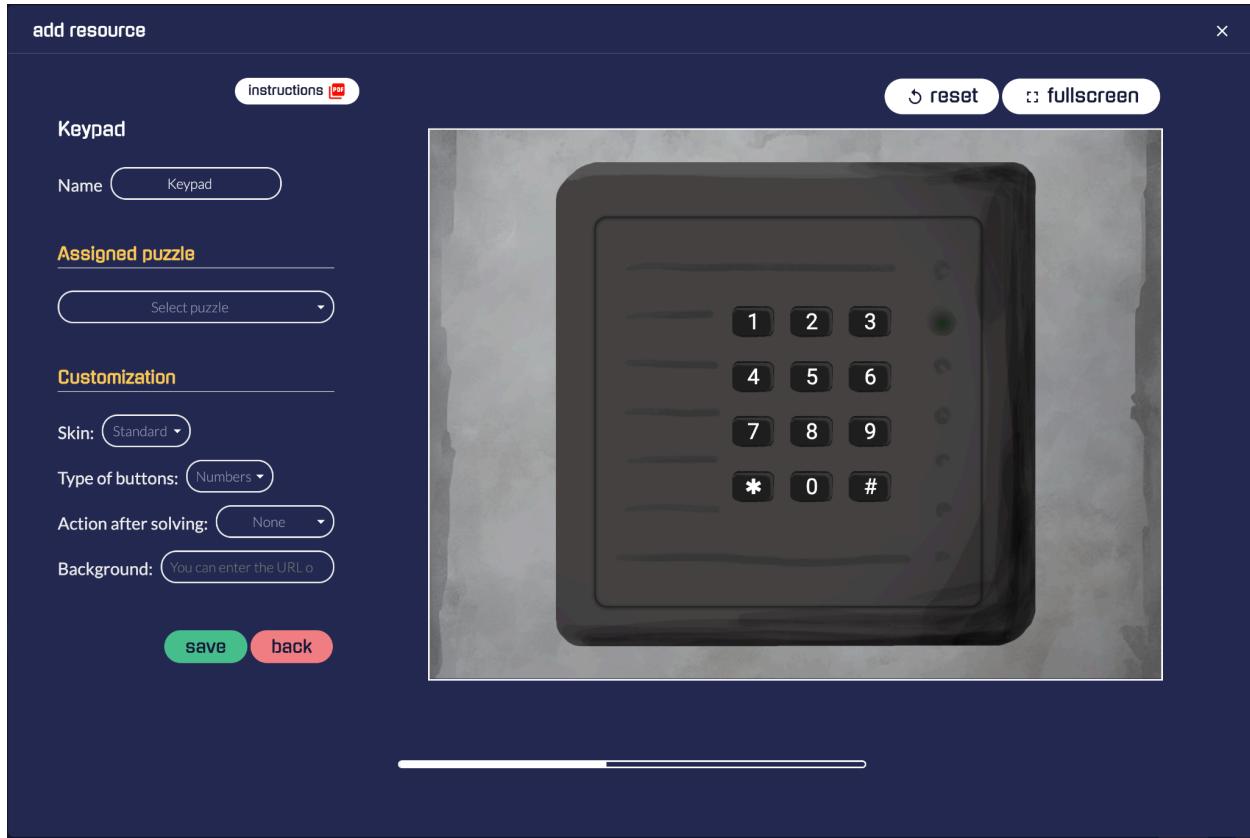


 Remember that teachers must click the "Add block" button after configuring the interactive resource; otherwise, the puzzle will not be included in the escape room.

Name	Type	Actions
Hello		   + add block
parrot.jpg		   + add block

What do each of these puzzles do? How can I use them in my escape room? Below, we briefly explain each and how to set them up.

Keypad: The Keypad resource lets you add a digital keypad to your escape room so participants can type in a numeric code (or other button types, depending on your settings: letters, colours, or symbols). It's a simple, familiar mechanic that works brilliantly for lock-style challenges: once students discover the correct combination, they can enter it here and move forward.

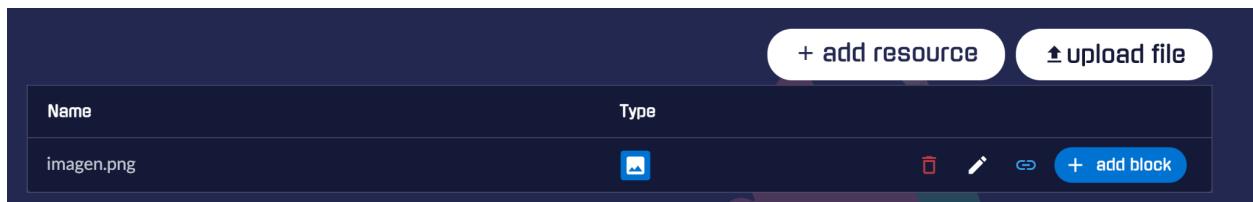


At the top, you can give the keypad a clear name (for example: *Keypad - Final Code*). This helps you stay organised when you use several resources. In the Assigned puzzle drop-down menu, select the puzzle this keypad belongs to (already configured in the “Puzzles” section of Escapp). This links the keypad to that specific puzzle in your escape room.

Under “Customization”, you can adjust how the keypad looks and behaves:

- Skin: Choose the visual style of the keypad (the default option is Standard).
- Type of buttons: Decide what kind of buttons the keypad will display (numbers, letters, colours or symbols).
- Action after solving: Choose what should happen once the correct code is entered (for example, you may want nothing to happen automatically, or you may want to show a message to students).
- Background: If you want to personalise it, you can add a custom background by inserting a URL (useful if you want the keypad to appear on a themed image or within a specific scene).

 **Pro Tip:** Remember that you can copy the URL that appears after uploading the image to Escapp via the “upload file” option. By clicking on this button  after uploading the image (or file to Escapp) you will get a URL you can use to, for instance, determine the background image of your escape room.



Decoder disk: The Decoder disk lets you add a rotating, multi-wheel decoding tool to your escape room. Participants can spin the wheels to align numbers, letters, colors, symbols and colored symbols, and reveal a hidden code, pattern, or solution.



In the “Name” field, give the decoder disk a clear name (e.g., *Decoder disk – Final Code*). This helps you keep track of your resources when you use multiple ones. In “Assigned puzzle”, choose the puzzle this resource belongs to. This links the decoder disk to the specific puzzle in your escape room that you have already configured in the “Puzzles” section.

Under “Customization”, you can decide how the decoder disk looks and how complex it is:

- **Skin:** Choose the visual style of the disk (standard, retro or futuristic).
- **Number of wheels:** Select how many wheels the disk will have (from 2 to 5 available). More wheels usually means more possible combinations—and a bigger challenge.

Each wheel can be configured individually, and the options you can choose from are as follows:

- **Wheel type:** Choose what the wheel will display (numbers, letters, colors, symbols and colored symbols).

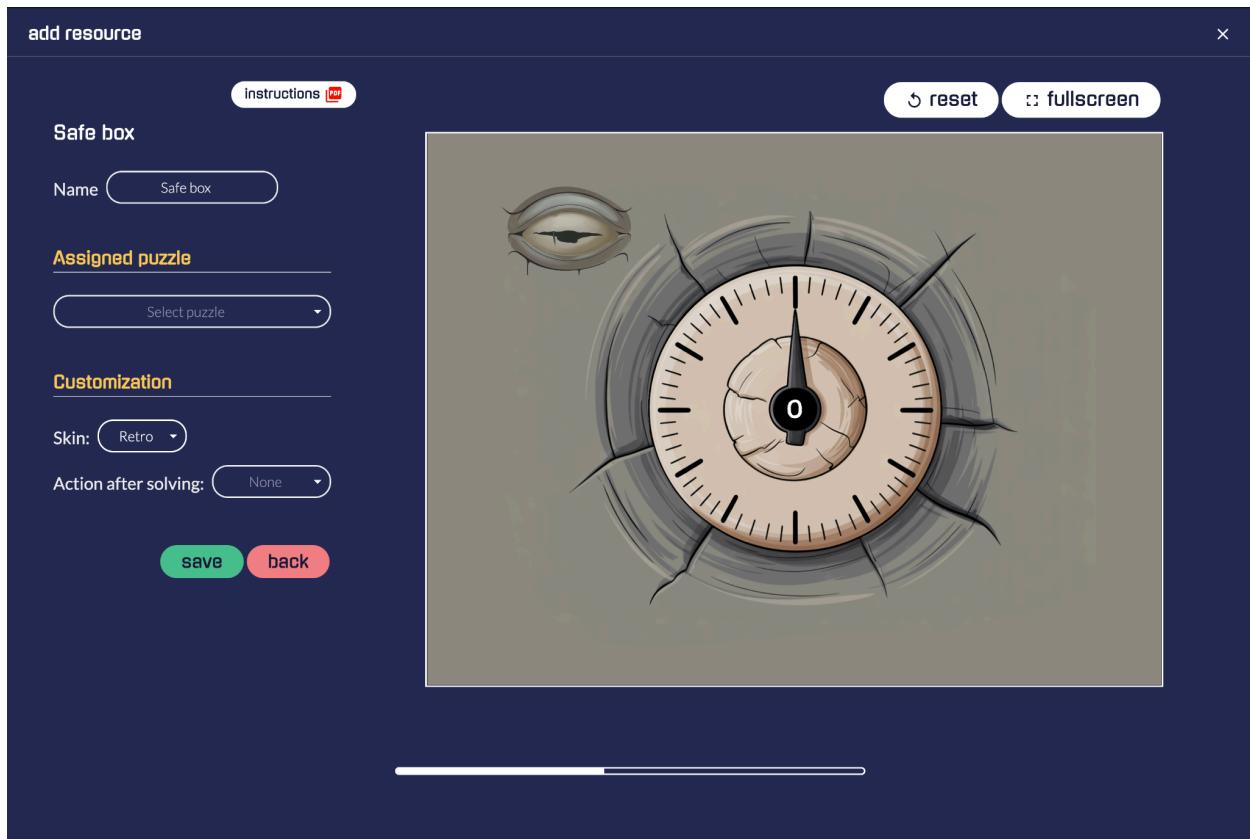
- **Number of elements:** Decide how many values appear on that wheel (between 3 and 14).
- **Rotation enabled:** Choose whether participants can rotate that wheel (Yes/No).

 This is useful if you want part of the disk to stay fixed while the other wheels rotate, guiding students toward the intended decoding process.

- **Background:** You can personalise the look by adding a custom background image via a URL (great for theming the decoder disk to match your story or setting).

 **Teaching tip:** Decoder disks work especially well when clues are spread across different materials (text, images, audio), and students must combine them to align the wheels and reveal a final word, number, or code.

Safe box: The Safe box resource lets you add a classic combination lock to your escape room. Participants interact with the dial to enter the correct code and “open” the safe—making it perfect for puzzles where students must discover a combination from clues, calculations, patterns, or hidden information.



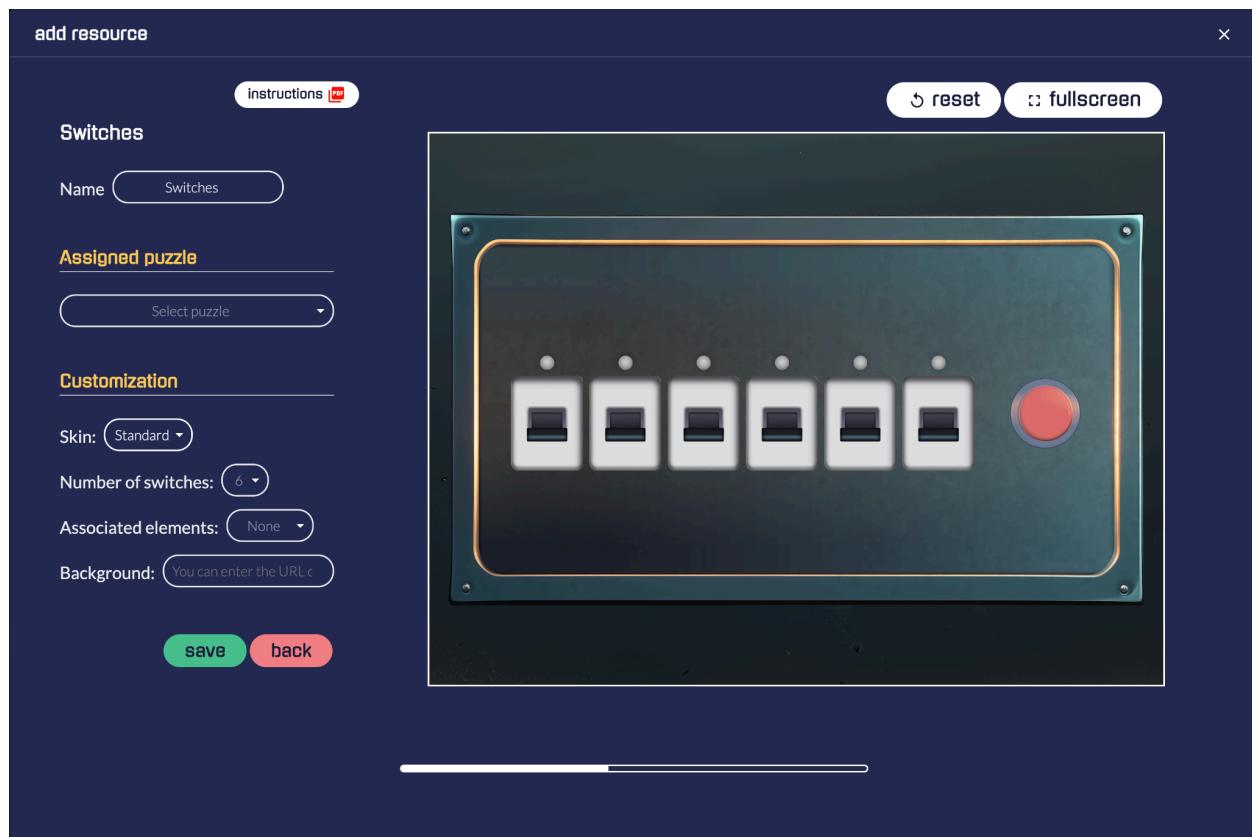
In the “Name” field, give your safe a clear name (for example: Safe box – Combination Lock). This helps you identify it easily, especially if you use multiple resources. In “Assigned puzzle”, select the puzzle this safe box belongs to. This links the resource to that specific puzzle in your escape room.

Under “Customization”, you can adjust how the safe looks and what happens after it is solved:

- **Skin:** Choose the visual style of the safe box (you can choose among retro, futuristic or standard).
- **Action after solving:** Decide what should happen once the safe is successfully opened. In the example, it is set to None, meaning nothing triggers automatically—useful if you want students to take an extra step (like reading a clue or continuing manually). You can also configure a message that will be shown to students if you select the option “Show message”.

 **Teaching tip:** Safe boxes work especially well as “milestone” moments—use them to reveal an important clue, unlock a new section of the story, or confirm that students have reached the correct solution before moving on.

Switches: The Switches resource lets you add a control panel with multiple switches that participants can toggle to reach the correct configuration. It’s a great option for puzzles based on patterns, logic, trial-and-error, sequences, or “set the switches correctly” challenges—and it looks and feels like a real escape-room control board.



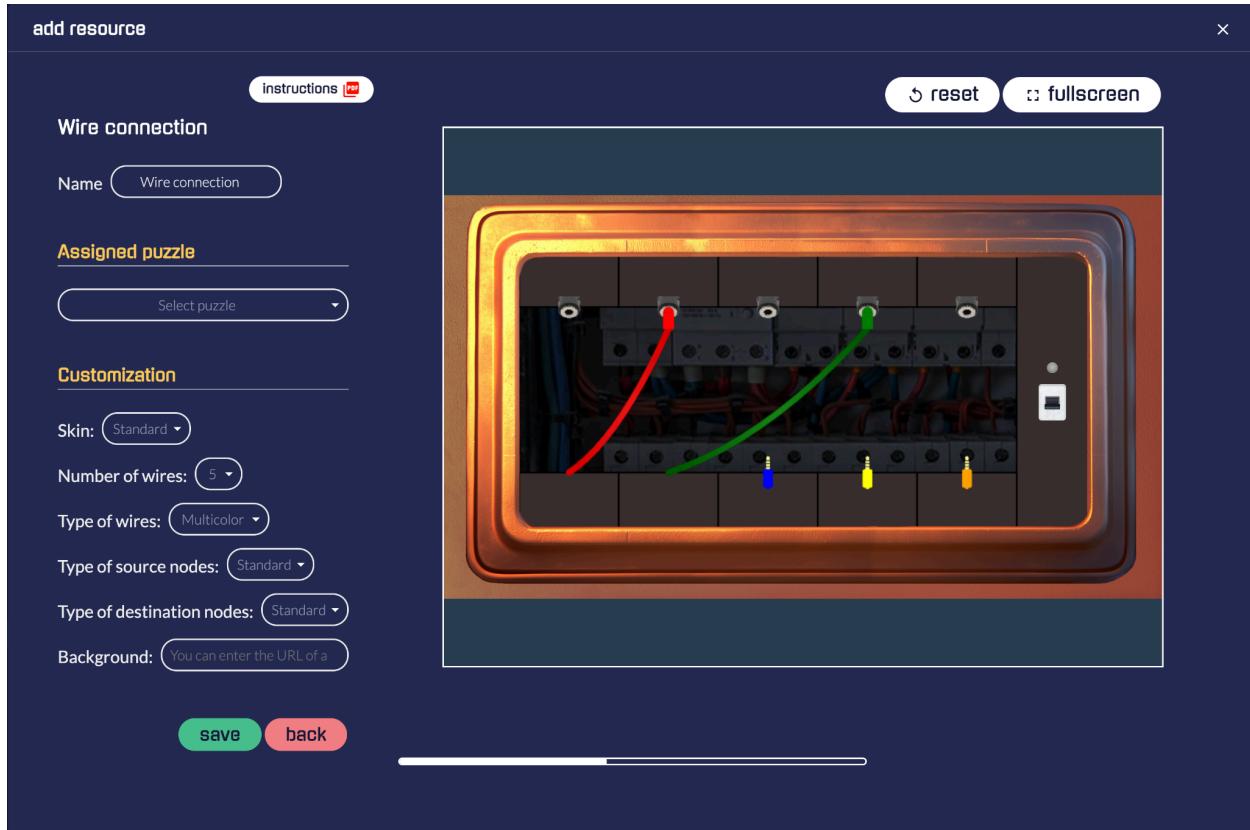
In the “Name” field, give your resource a clear name (for example: Switches – Control Panel). This is especially helpful if you use more than one switch panel in the same escape room. In “Assigned puzzle”, select the puzzle that this switch panel belongs to. This links the interactive resource to that specific puzzle.

Under “Customization”, you can adjust how the switches panel works and how it looks:

- **Skin:** Choose the visual style of the panel. In the screenshot, it is set to Standard, but you can also choose between retro and futuristic.
- **Number of switches:** Decide how many switches you want students to see (here it is set to 6). More switches usually means a more complex combination. Escapp allows you to choose between 1 and 14 switches.
- **Associated elements:** Choose whether the switches are connected to additional elements or behaviours (in the screenshot, it is set to “None”, but you can choose between numbers, letters, symbols, and colors).
- **Background:** You can customise the appearance further by adding a background image via a URL—useful for matching the panel to your story or theme.

 **Teaching tip:** Switches work brilliantly when students must combine multiple clues (e.g., “Switch 1 up, Switch 3 down...”) or when each switch represents a choice (true/false, yes/no, on/off) that must be set correctly to unlock the next step.

Wire connection: The Wire connection resource lets you create a “connect-the-wires” puzzle, where participants must link the correct source nodes to the correct destination nodes. It’s perfect for challenges based on matching, classification, ordering, cause–effect relationships, or logic connections—and it adds a fun, hands-on control-panel feeling to your escape room.



In the “Name” field, give your resource a clear name (for example: Wire connection – Match the pairs). This makes it easier to manage if you use several interactive resources. In “Assigned puzzle”, select the puzzle that this wire-connection panel belongs to. This links the resource to the specific puzzle you have already configured in the “Puzzles” section.

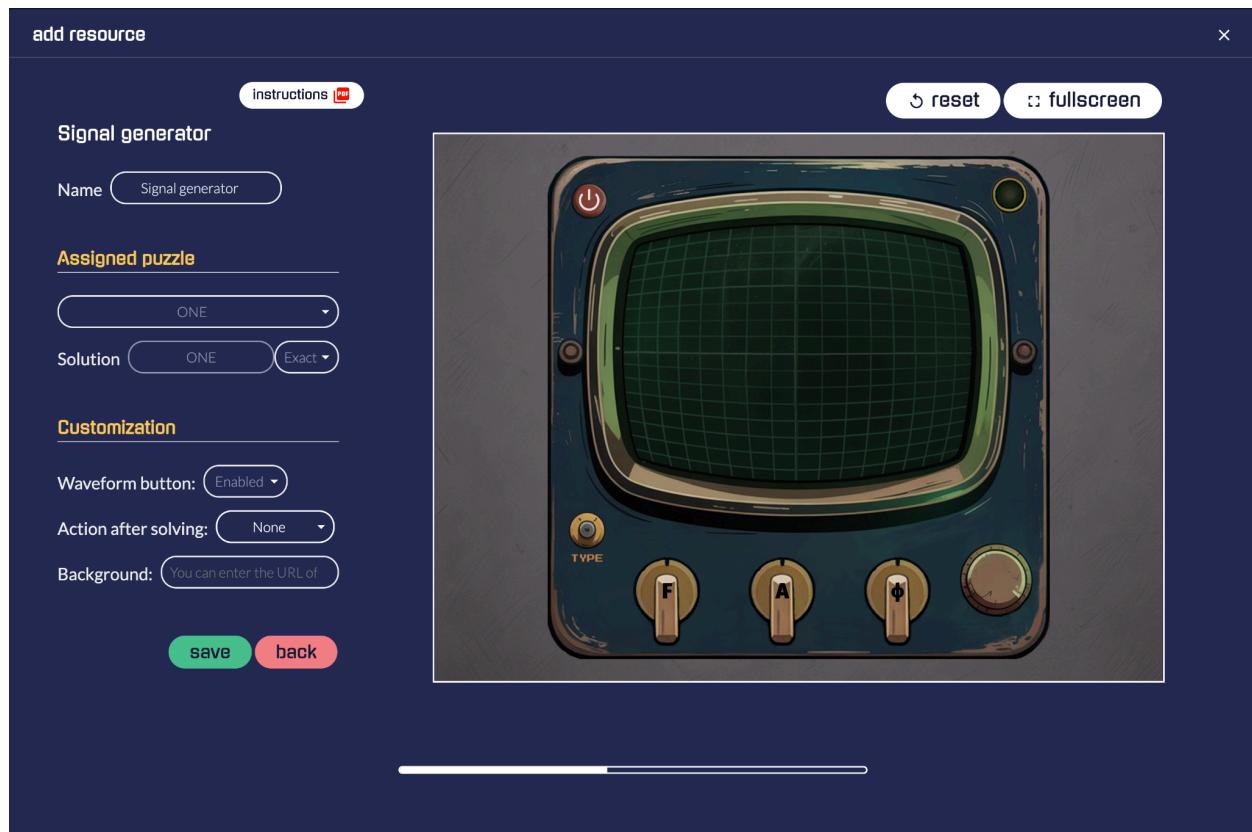
Under “Customization”, you can tailor the difficulty and appearance of the wiring puzzle:

- **Skin:** Choose the visual style of the panel (standard, retro or futuristic).
- **Number of wires:** Decide how many wire connections participants will need to make (you can choose between 1 and 14). More wires usually means a more complex challenge.
- **Type of wires:** Select the wire style. In the example, it is Multicolor, which helps students keep track of different connections visually. The style can also be Singlecolor.
- **Type of source nodes:** Choose how the starting connection points (source nodes) are displayed (standard, as shown in the screenshot, numbers, letters or symbols).

- **Type of destination nodes:** Choose how the ending connection points (destination nodes) are displayed (standard, numbers, letters or symbols).
- **Background:** You can add a custom background image via a URL to match the resource to your story or theme.

 **Teaching tip:** Wire connection puzzles work brilliantly for “match A with B” tasks (concept-definition, term-translation, problem-solution, author-work, symbol-meaning). You can make it easier with fewer wires, or increase the challenge by adding more connections.

Signal generator: The Signal generator resource adds a retro-style control device to your escape room, where participants interact with the interface to produce or identify the correct signal/waveform. It’s a great choice for puzzles that involve patterns, codes, frequencies, sequences, or “tune it until it matches” challenges—and it looks fantastic in science, tech, or mystery-themed rooms.



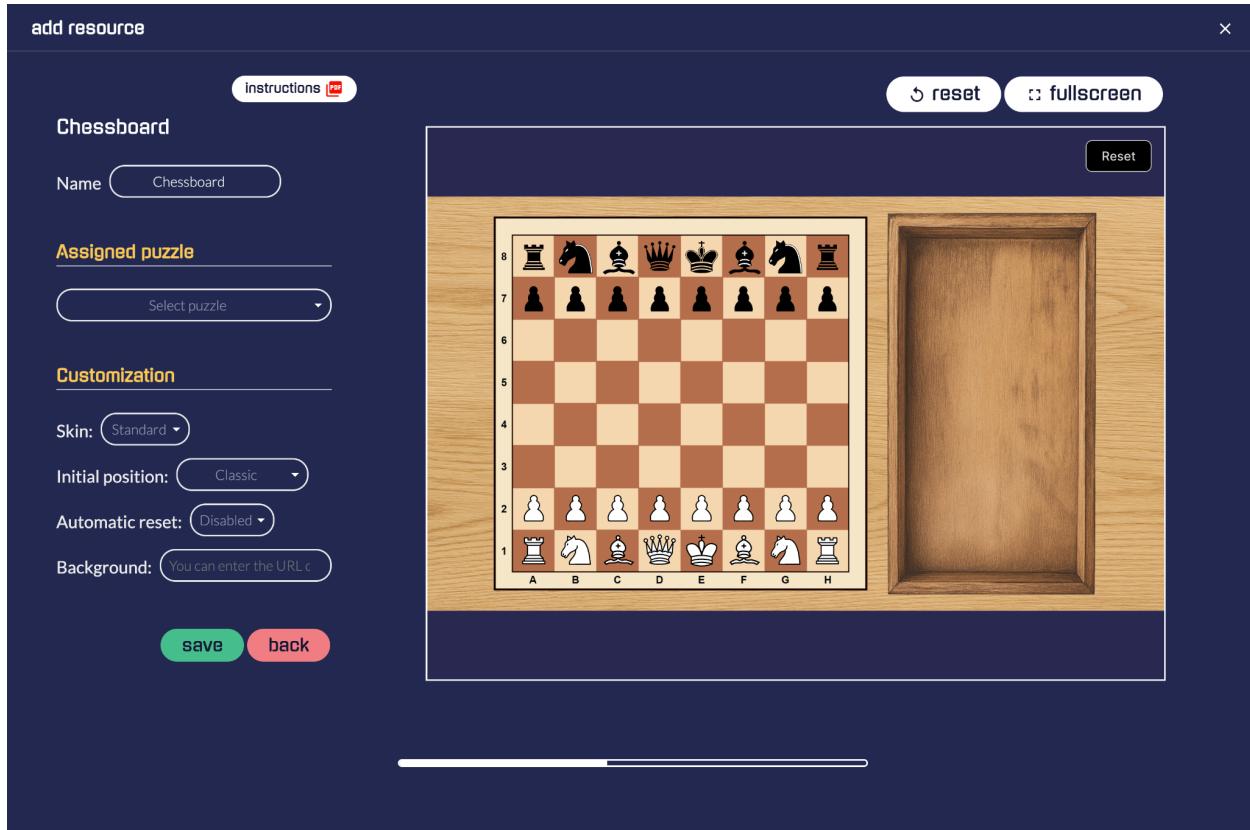
In the “Name” field, give the resource a clear name (for example: Signal generator – Match the waveform). This helps you stay organised if you use several interactive resources. In “Assigned puzzle”, select the puzzle that this signal generator belongs to. This links the resource to a specific puzzle of your escape room.

Under “Customization”, you can adjust how the signal generator behaves and what happens after it is solved:

- **Waveform button:** Enable or disable the waveform control button.
 - 💡 If enabled, participants will have an extra way to interact with the signal settings—useful for puzzles where students must switch between signal types or patterns.
- **Action after solving:** Choose what should happen once participants solve the resource. You can choose between none, play a sound, or show a message.
- **Background:** You can personalise the look by adding a background image via a URL, which is useful if you want the device to appear inside a specific scene.

 **Teaching tip:** This resource works especially well when students must recognise a pattern from clues (e.g., a sequence, rhythm, code, or visual reference) and recreate it using the generator—great for STEM contexts, but also for language and humanities when you turn patterns into symbols or “signals” to decode.

Chessboard: The Chessboard resource adds a fully visual chessboard to your escape room, allowing participants to interact with pieces on the board as part of a puzzle. You don’t need to design a full chess game—this resource is mainly used to create challenges based on positions, moves, patterns, coordinates (A1–H8), or “place the pieces correctly” tasks. It’s especially useful for logic-based activities and can also work brilliantly as a metaphorical puzzle board for non-chess content.



In the “Name” field, give your chessboard a clear name (for example: Chessboard – Find the move). This helps you identify it later, especially if you add more than one interactive resource. In “Assigned puzzle”, select the puzzle this chessboard belongs to. This links the chessboard directly to a specific puzzle designed and configured in the “Puzzles” section of Escapp.

Under “Customization”, you can adjust how the chessboard looks and how participants interact with it:

- **Skin:** Choose the visual style of the board (standard, the one in the above included screenshot, realistic or futuristic).
- **Initial position:** Choose how the board will start when participants open the resource. You can select: Classic (the traditional chess starting setup), Empty board (no pieces placed—perfect if you want students to build the position from clues), Queen’s Gambit, Spanish Opening, or Italian Opening.

 **Tip:** The option “Empty board” is ideal if your puzzle requires students to place pieces in specific squares, while the opening presets (Queen’s Gambit, Spanish Opening, Italian Opening) are great if you want the challenge to begin from a recognisable chess scenario.

- **Automatic reset:** Decide whether the board should reset automatically after interaction. In the screenshot, it is disabled, meaning the board will keep the participants’ changes until they manually reset it.
- **Background:** You can add a custom background image via a URL to match the board to your story or theme.

On the right side of the board, you’ll also see an empty tray area—this is typically used as a visual “piece space” and helps the interface feel like a real tabletop chess set.

Hidden path: The Hidden path resource lets you create a grid-based puzzle where participants must discover the correct route from a starting cell to an ending cell. It’s a great option for challenges based on sequences, directions, logic, trial-and-error, or “find the correct route” tasks—and it works especially well when students must follow clues step by step.



In the “Name” field, give your resource a clear name (for example: Hidden path – Find the route). In “Assigned puzzle”, choose the puzzle this hidden-path grid belongs to. This links the resource to the correct puzzle of your escape room.

Under “Customization”, you can control the size of the grid, what students can see, and what happens after they solve it:

- **Skin:** Choose the visual style of the grid (standard, futuristic, retro or tablet).
- **Width / Height:** Set the grid dimensions. In the example, the grid is 8 cells wide and 4 cells high.
- **Show starting cell:** Decide whether participants can see the starting point (Yes/No).
- **Show ending cell:** Decide whether participants can see the final destination (Yes/No).

 If you hide one (or both), the puzzle becomes more challenging and relies more on clue interpretation.

- **Grid image:** Add an image via URL if you want the grid to sit on top of a themed background (for example, a map, a floor plan, or a maze design).
- **Line color:** Choose the colour of the path line (automatic or custom).
- **Action after solving:** Decide what should happen when the path is correctly completed (nothing or show a message you configure).
- **Message:** If you like, you can add a short message that will appear after solving (perfect for giving the next clue or a “well done” instruction).
- **Background:** Add a custom background image via URL to match the puzzle to your story or scene.

 **Teaching tip:** Hidden path puzzles work brilliantly with directional clues (e.g., “Right, right, down, left...”) or logic instructions (e.g., “Avoid the tiles that represent false statements”). You can make it easier by showing start/end points, or increase the challenge by hiding them.

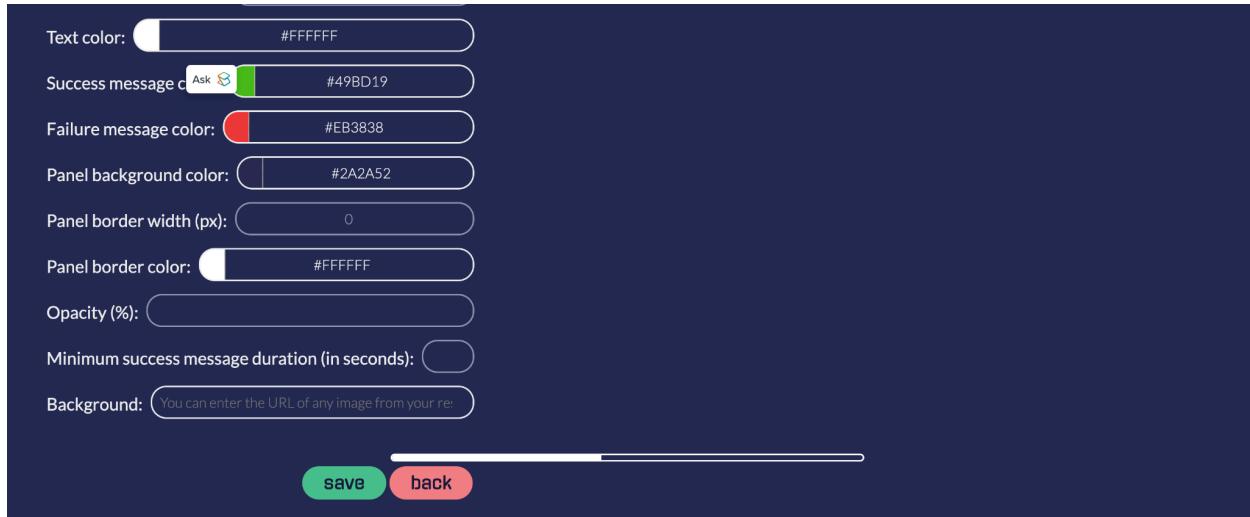
Basic Text Box: The Basic Text Box is one of the most versatile resources in Escapp. It creates a simple input field where participants can type an answer and submit it (for example, a word, a code, or a short phrase). It’s perfect when you want students to enter a solution directly—without needing a keypad, lock, or other special interface.

The screenshot shows a configuration interface for a 'Basic Text Box'. The left side has a dark blue header with 'instructions' and icons for 'reset' and 'fullscreen'. Below the header, the title 'Basic Text Box' is displayed. A 'Name' field contains 'Basic Text Box'. An 'Assigned puzzle' section includes a dropdown menu with 'Select puzzle'. A 'Customization' section contains several input fields and dropdown menus: 'Main text' (text input), 'Button text' (text input), 'Placeholder' (text input), 'Width (%)' (input with a slider), 'Horizontal alignment' (dropdown: Center), 'Vertical alignment' (dropdown: Center), 'Text size (vmin)' (text input), 'Minimum text size (px)' (input with a slider), and 'Maximum text size (px)' (text input). The right side features a large input field labeled 'Enter the solution' with a 'Send' button.

In the “Name” field, choose a clear name (e.g., Text Box – Final Answer). This makes it easy to identify later. In “Assigned puzzle”, select the puzzle this text box belongs to. This links the input field to that specific challenge.

Under “Customization”, you can personalise both the text students will see and the way the box is displayed.

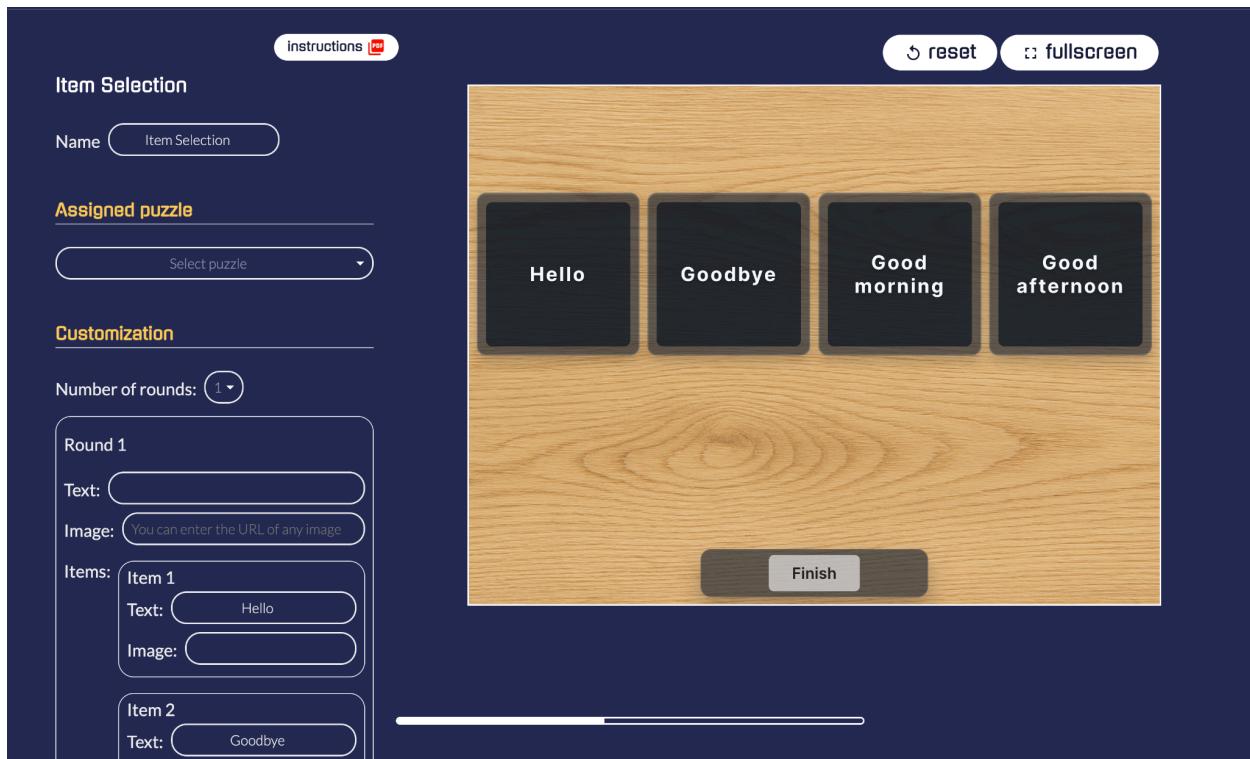
- **Main text:** The message shown above the input field (e.g., Enter the solution).
- **Button text:** The label on the button (e.g., Send, Submit, Check).
- **Placeholder:** The faint text inside the input field before students type (e.g., Type your answer here...).
- **Width (%):** How wide the text box appears on screen.
- **Horizontal alignment / Vertical alignment:** Where the panel appears (for example, centered on the screen).
- **Text size (vmin):** A responsive size setting that adapts to screen size.
- **Minimum text size (px):** The smallest size the text can shrink to.
- **Maximum text size (px):** The largest size the text can grow to.



- **Text color:** The colour used for the main text.
- **Success message color:** The colour shown when the answer is correct.
- **Failure message color:** The colour shown when the answer is incorrect.
- **Panel background color:** The colour behind the text box panel.
- **Panel border width (px) and Panel border color:** Control the border style (or remove it by setting the width to 0).
- **Opacity (%):** Make the panel more transparent or more solid.
- **Minimum success message duration (in seconds):** Set how long the success message stays visible after a correct answer. This is useful if you want students to have time to read a confirmation message before moving on.
- **Background:** Add a background image via URL to place the text box inside a scene (for example, a computer screen, a document, a control panel, etc.).

💡 Teaching tip: This resource is ideal for final answers (keywords, translations, short definitions) and for puzzles where students must produce language—just make sure your expected answer format is clear (capitalisation, spacing, accents, etc.).

Item Selection: The Item Selection resource lets you create a puzzle where participants must choose the correct item(s) from a set of options. It works especially well for challenges based on recognition, classification, matching, or “pick the right object” tasks—and it can be used with text, images, or a mix of both.



In the “Name” field, give your resource a clear name (e.g., Item Selection – Choose the correct clue). In “Assigned puzzle”, select the puzzle this item selection activity belongs to. This links the resource to the puzzle of your escape room.

Under “Customization”, you decide how many rounds students will play, what they will see, and what feedback they will get.

- **Number of rounds:** Choose how many rounds you want (you can choose between 1 and 9).
 - 💡 More rounds are useful if you want a multi-step challenge (e.g., Round 1 unlocks a clue for Round 2).

For each round, you can add:

- **Text:** Instructions or a prompt for that round (for example: Select the two items that belong to the same category).

- **Image:** A visual prompt via URL (useful if the task is based on a picture, diagram, or scene). Remember that you can copy the URL that appears after uploading the image to Escapp via the “upload file” option.

In the “Items” section, you create the options participants can choose from. For each item, you can include:

- **Text:** The label or description of the item
- **Image:** An image (via URL) to turn the option into a visual card

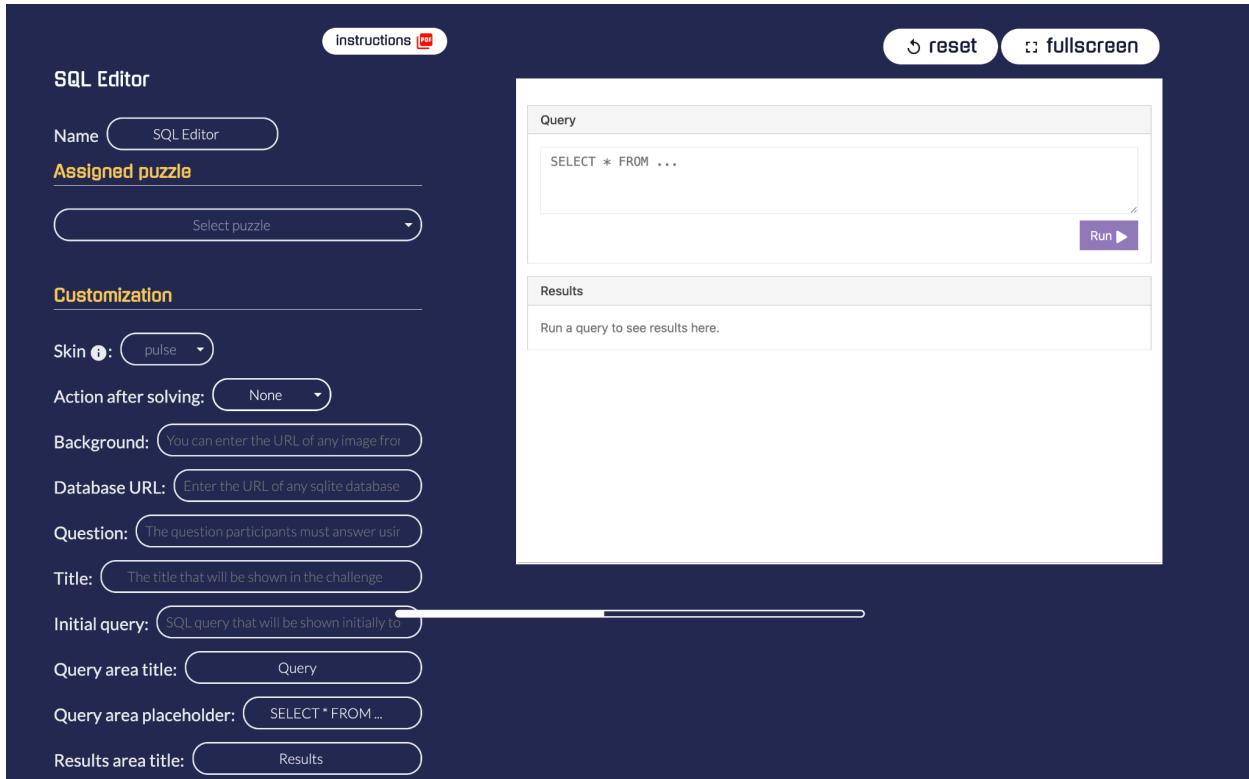
If you need more options, click the + button to add additional items.

Further down the settings, you can also define:

- **Failure message:** The message students will see if they choose incorrectly (great for nudging them to try again).
- **Action after solving:** Decide what happens once the correct selection is made (nothing or show a message).
- **Background:** Add a background image via URL to match the activity to your escape room theme.

 **Teaching tip:** Item Selection is excellent for language learning (choose the correct translation, synonym, collocation), as well as for content subjects (identify the right concept, tool, step, or example). Mixing images and text makes it even more engaging.

SQL Editor: The SQL Editor resource lets you add a simplified database challenge to your escape room. Participants will see an interface with a Query box and a Results area, where they can write and run SQL commands (for example, `SELECT * FROM ...`) to answer a question. It’s ideal for activities that practise data literacy, database concepts, filtering, and querying information in a hands-on way.



In the “Name” field, give your resource a clear name (e.g., SQL Editor – Find the answer). In “Assigned puzzle”, select the puzzle this SQL activity belongs to. This links the SQL Editor to the correct puzzle of your escape room.

Under “Customization”, you set up the database, the task, and what students will see on screen.

- **Skin:** Choose the visual theme for the editor. The dropdown includes multiple styles (e.g., brite, vapor, morph, quartz, litera, cerulean, etc.).
- **Action after solving:** You can select either “nothing” or “show a message”.
- **Background:** You can add a custom background image via URL to match your escape room theme.
- **Database URL:** Paste the URL of a SQLite database. This database is what participants will query during the challenge.
- **Question:** Write the question participants must answer using SQL (for example: Which artist appears most often?).
- **Title:** Add the title that will appear at the top of the challenge (helpful for context and storytelling).

- **Initial query:** Provide a starting SQL query that will appear when students open the editor. This is great for scaffolding (e.g., `SELECT * FROM artists;`).

You can customise the wording that appears in each section of the editor:

- Query area title (e.g., Query)
- Query area placeholder (e.g., `SELECT * FROM ...`)
- Results area title (e.g., Results)
- Results area placeholder (e.g., Run a query to see results here.)
- Tests area title (e.g., Tests)
- Tests area placeholder (e.g., Run the query to see the tests...)
- Info area title (e.g., Info)

- **Tests:** Click the + button to add one or more tests. These tests define what counts as a correct solution (for example, expected output conditions). This is how you make sure participants have actually solved the task—not just run any query.
- **Images:** Click the + button to add images that support the challenge (for example, a table diagram, a clue, or a screenshot of the database structure).

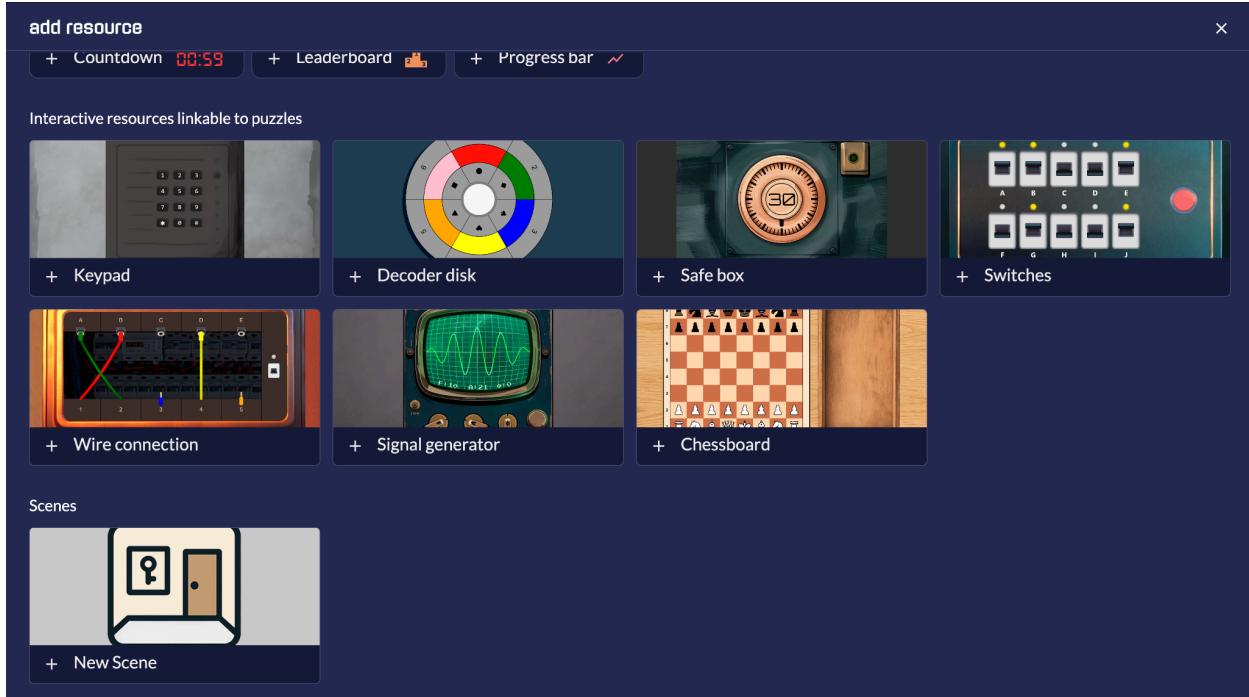
 **Teaching tip:** The “Initial query” field is a great way to reduce frustration—give students a helpful starting point so they focus on solving the task (filtering, joining, grouping, etc.) rather than figuring out how to begin.

And that’s it! You’ve now explored all the interactive resources available in Escapp! Each one offers a different way to present challenges, from quick answer checks to hands-on, game-like mechanics that make students feel truly “inside” the escape room.

Remember: you can keep things simple by using just one or two resources, or create a richer experience by combining several of them across different puzzles. The key is to choose the tools that best fit your learning goals, your story, and the type of thinking you want to encourage.

Don’t forget: this section will keep growing, so feel free to come back and check for updates as new resources and improvements are added. More to come!

Another very interesting tool in Escapp’s “Interactive resources” section is the “Scene maker”. You will find it just below all the interactive resources linkable to puzzles we have just described.

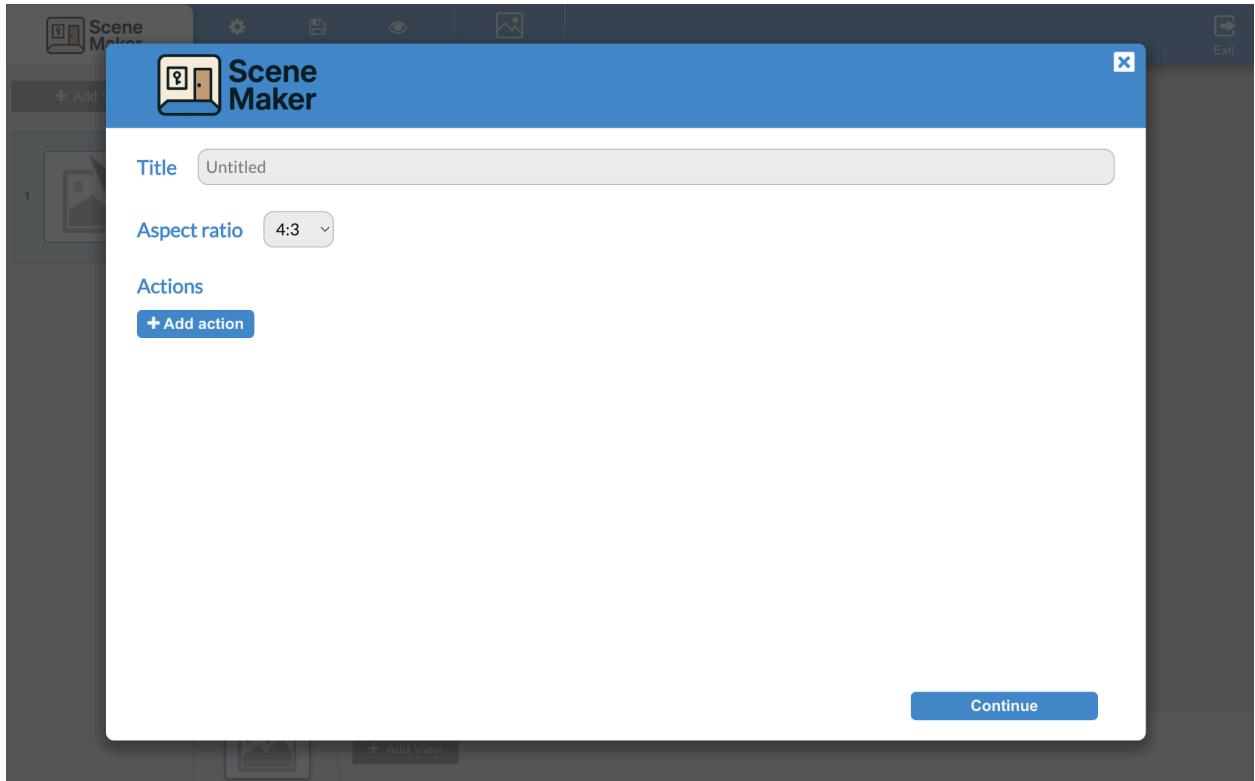


“Scene Maker” is Escapp’s built-in tool for creating interactive “scenes” that students can explore during an escape room. Think of it as a simple visual editor: you choose a background image, add clickable elements (hotspots or zones), and decide what happens when students interact with them.

When you open “Scene Maker”, you will first see a short setup window where you can:

- **Title:** Give your scene a clear name (e.g., Library desk, Crime scene, Map room).
- **Aspect ratio:** Choose the format that best fits your content (e.g., 4:3, 16:9). Keeping a consistent ratio helps your scene look the same across different screens.
- **Actions:** Click “Add action” to define what the scene will do when a student interacts with it (you can add more than one action if needed).

When you are ready, click “Continue” to access the full editor.



Scenes must be configured individually by block and screen, and once configured, added as a block in the “Team Interface” section of Escapp.

Once inside Scene Maker, you will see a full editing workspace with a toolbar and a preview area.

On the left-hand side, you can manage your scene screens:

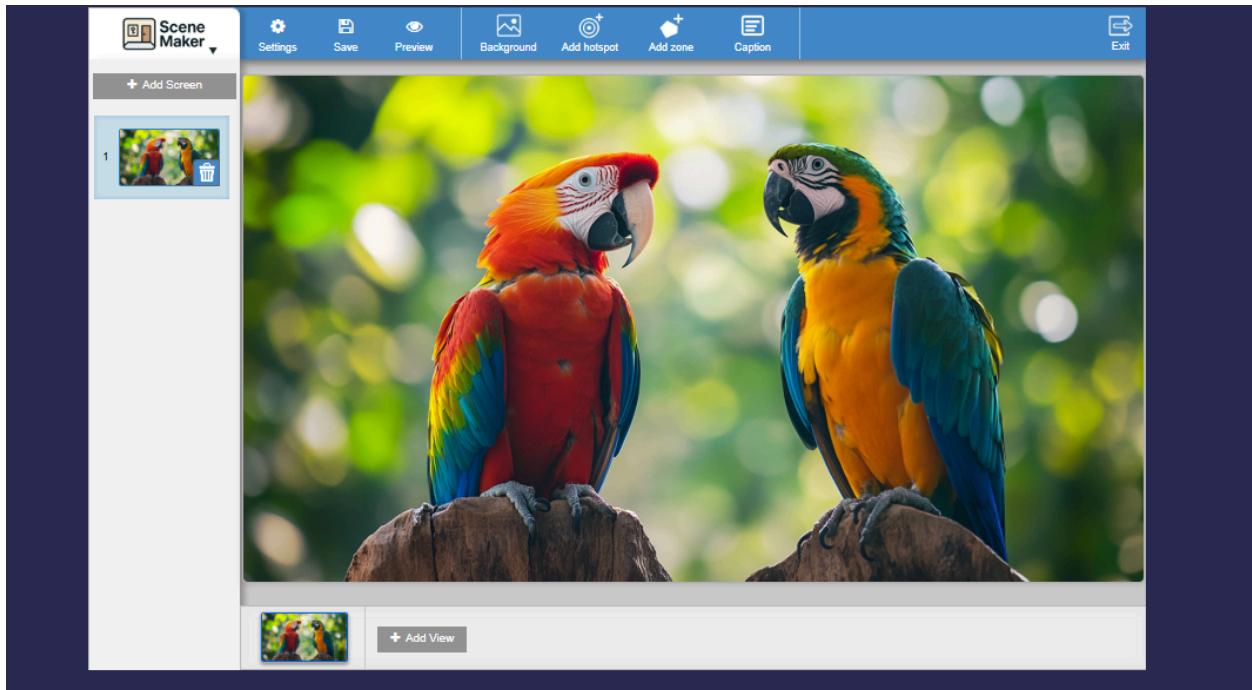
- **Add Screen:** Create additional screens (useful if you want multiple rooms, pages, or steps).
- **Screen thumbnails:** You can quickly switch between screens by clicking their thumbnail.
- **Delete (bin icon):** Remove a screen you no longer need.

At the top, you will find the main tools:

- **Settings:** Adjust general scene settings.
- **Save:** Save your progress frequently while designing.

- **Preview:** Check how the scene will look and behave for students before using it in your escape room.
- **Background:** Add or change the main image of the screen.
- **Add hotspot:** Create a clickable point (ideal for small objects such as a key, a note, a button, or a specific detail in an image).
- **Add zone:** Create a clickable area (better for larger regions, such as a door, a drawer, a poster, or a whole section of the image).
- **Caption:** Add short text labels that help guide students (for example, instructions or hints embedded in the scene).
- **Exit:** Leave the editor when you are done.

At the bottom of the editor, you may also see options such as “Add View”, which allows you to create additional visual states or views for your scene (useful when you want the same screen to change after an interaction).



Important reminder about images, GIFs, and videos: To use any media in Scene Maker (or anywhere in Escapp), teachers must first upload the file in the “Team interface”. Click Upload file, then copy the generated URL and paste that link wherever Escapp asks for the resource (for example, when setting a background image or adding visual content). This

ensures your resources are correctly hosted and accessible to students during the escape room.

⚠ Remember that teachers must click the “Add block” button after configuring the scene; otherwise, the puzzle will not be included in the escape room.

Name	Type	Actions
Hello		+ add block
parrot.jpg		+ add block

By clicking on the pencil icon, you will be able to edit your scene directly in the “Scene Maker” resource.

2.5. Collaborating in escape rooms

Once you have configured your escape room, at least initially, you will always be able to return to it, see it in your dashboard, and configure it. When you come back to your escape room and click on it, you will see the following dashboard:

Escape Room basic configuration:

Setup

- Basic configuration >
- Puzzles & hints >
- Hint management >
- Pre-activity instructions >
- Team interface >
- Class interface >
- Post-activity instructions >
- Evaluation >
- Publication >

Management

- Collaborators >
- Shifts >
- Participants >
- Teams >
- Messages >
- Learning analytics >

Actions

- test
- share
- delete

Title: My Escape Room for FUN

Language: English

Subject: English

Duration (minutes): 59 min.

Field: Education

Edu. level: Higher education

Format: Virtual

Description: Hello!

Maximum team size: 1

Puzzles:

Puzzle title	Answer	Hints
ONE	ONE	You haven't defined any hints
TWO	TWO	You haven't defined any hints

Hint management: This escape room allows obtaining free hints

As you can see in the screenshot, this summary page gives you a clear overview of your escape room and its current configuration. Here you can quickly check key details such as the title, language, subject, and duration, as well as a brief summary of your puzzles (including their answers and whether hints have been added). It's a handy "at-a-glance" space to make sure everything looks right before you move on.

On the left-hand side, you'll find all the configuration sections in Escapp. You can click on any of them to jump straight to the part you want to review or edit. Even better, Escapp

helps you track your progress: each section has a green or grey circle, showing you whether that section is complete (green) or still needs some information (grey).

The coloured progress circles (green/grey) help you spot unfinished sections quickly.

If you scroll a little further down, you'll also see the "Management" section. The first option here is "Collaborators", which is perfect if you want to design your escape room as a team. By adding collaborators, you can invite other teachers to contribute to the escape room and work together on its creation.



The screenshot shows a dark-themed interface for managing collaborators. At the top, there's a header with the title "Collaborators". Below the header, there's a form with fields for "Add collaborator" (text input), "E-mail" (text input), and a yellow "add" button. Below the form is a table with three columns: "Name", "Email", and "Actions". A single row is present in the table, showing "alexandrasanurb (Owner)" in the Name column and "alexandrasanurb" in the Email column. The Actions column is empty. The background features abstract purple and teal shapes.

Name	Email	Actions
alexandrasanurb (Owner)	alexandrasanurb	

At the top, you'll see the "Add collaborator" field. To invite someone, simply type their email address into the box and click the yellow "Add" button. Once added, the teacher will appear in the table below and will be able to edit the escape room.

2.6. Testing and editing existing escape rooms

Once your escape room has been created, you can return to it at any time to test it, edit its content, or fine-tune details such as hints, instructions, resources, or publication settings.

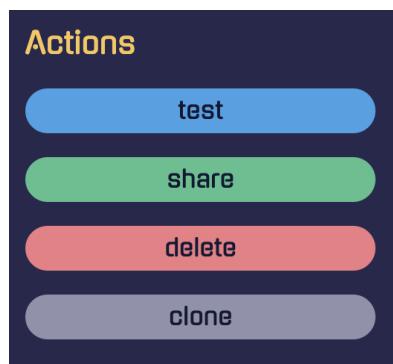
- Go to "My escape rooms" and open the escape room you want to check.
- From the summary/configuration page, click the "Test" button (in the left-hand "Actions" panel).
- Play through the escape room as if you were a participant: solve puzzles, check that resources behave as expected, and confirm that any feedback messages (success/failure) appear correctly.

If something doesn't work as planned (wrong answer format, missing hint, confusing instruction), simply exit the test and adjust the configuration.

Editing is just as simple—open your escape room and use the menu on the left to jump directly to the section you want to update (e.g., Puzzles & hints, Pre-activity instructions, Team/Class interface, Evaluation, Publication, etc.).

2.7. Sharing escape rooms with students

Once your escape room is ready, the next step is getting it into your students' hands, and Escapp makes this really easy using the “Share” option.



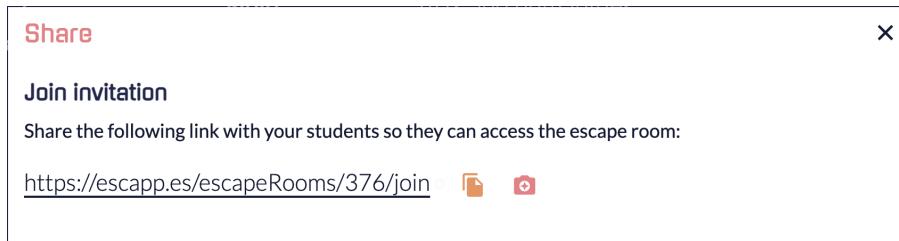
However, before you can share it, there is one important thing to remember:

⚠ Your escape room must be published first. To do this, go to the “Publication” section (the one we covered earlier) and make sure you have selected a license and set the visibility (Public or Unlisted). If the escape room is still in “Draft”, the sharing options won’t be available. Be mindful that if you publish your escape room as “Public”, anyone will be able to play without restrictions, so if you are saving your escape room for a specific event choose the “Unlisted” option.

When you click “Share” in the “Actions” panel, Escapp will provide the information you need to distribute the escape room to your students (usually a link they can access, and, depending on your settings, additional access details).

- Open your escape room from “My escape rooms”.
- In the “Actions” panel, click “Share”.
- Copy the link provided by Escapp.

- Send it to your students via your preferred channel (LMS, email, Teams, Moodle, Blackboard, etc.).



You can also share the QR code that appears when you click the camera icon.

2.8. Executing an escape room

Once your escape room is ready, Escapp lets you organise gameplay through shifts. A shift is simply a “session” (or access window) in which participants can join and play. In the “Shifts” section, you will see a table listing the shifts you have created, their status (e.g., Active), and a set of links and actions to manage them. If you have made your escape room public, then a default asynchronous shift will already be created allowing anyone to participate any time.

Manage the escape room shifts			
Shift	Status	Links	Actions
Always (asynchronous)	Active		

To create a new shift, click the yellow “Add shift +” button. A form will open where you can define the key settings:

- **Name:** Write a clear label so you can easily identify the shift later (for example, Group A – Monday 10:00).
- **Asynchronous:** If enabled, the shift is not tied to a single live time slot. This is useful when students complete the escape room at different moments asynchronously.
- **Celebration date:** Choose the date and time for the shift.

- **Enrollment period:** Define the time window during which participants can sign up for that shift.
- **Password:** Add a password if you want to restrict access. By default, it matches the one you set for the escape room.
- **Capacity:** Set the maximum number of participants allowed in the shift (leave it blank if you do not want to limit it).

Add a new shift

 **Name**
Name to identify the shift

 **Asynchronous**

 **Celebration date**
2026-01-15 09:00

 **Enrollment period**
Period in which participants can sign up for this shift

 **Password**
Password to access the shift. By default it is the same you provided for the escape room (none)

 **Capacity**
Maximum people allowed in this shift. Leave it blank if you do not want to limit it

cancel
save

When you are ready, click “Save”. Your shift will appear in the list, and from there you can use the icons in the “Actions” column to edit, reset, or delete it whenever needed.

The “Participants” section is where you monitor everyone who has joined your escape room. At the top of the page, you can filter the list by “Shift”, and you can also change how participants are displayed using the “Order by” dropdown.

This screen is especially useful during the live session because it allows you to:

- Filter participants to focus on a specific shift or group.
- Download the participant list (useful for attendance tracking or record keeping).
- Select/deselect all participants quickly.
- Confirm attendance, so you can mark who was present in the session.
- Switch the view to “See by team” if you prefer to monitor groups rather than individuals.

If your escape room is designed for teamwork, the “Teams” section helps you manage groups and follow their progress. As in the previous section, you can filter by “Shift”, and you can switch views using “See by” participant if you want to go back to the individual list.

In the table below, Escapp shows:

- The team name
- The shift they belong to
- The participants included in each team
- And whether they have started (in the "Have they started?" column).

In addition, by clicking on the three dots next to each team name you can perform the following actions (in order of appearance in the menu):

- **Restart the team progress:** The team progress in the escape room will be deleted and they will have a clean slate to attempt the escape room again.
- **Delete team:** Remove the team from the escape room.
- **Send email:** You can reach the participants via email

- **Send message:** If the team is currently playing, you can send a message to all team members.



Team	Shift	Participants	Have they started?
Gryffindor	13-10-2025 07:00	Pepe Lopez Garcia, Alfonso Jiménez Martínez	✓
Hufflepuff	14-10-2025 06:00	Clara Rodríguez Vega, Ana de la Mata Martínez	✓
Ravenclaw	13-10-2025 07:00	Antonio Lorenzo Álvarez, José González Martín	✗
Slytherin	13-10-2025 09:00	Alejandro Pozo Huertas, Nuria Martínez Arias	✓

Total: 4 team(s)

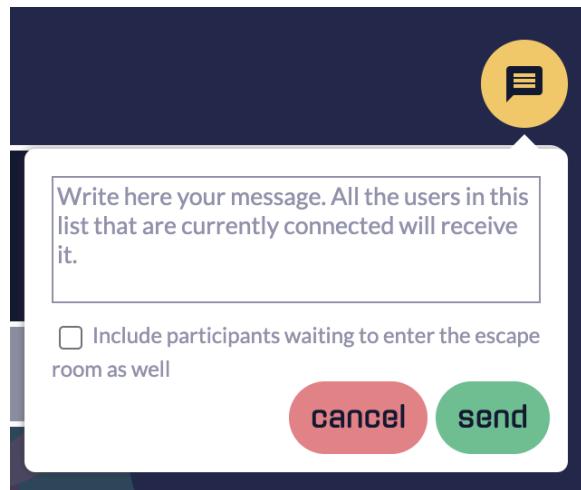
This page is ideal for tracking how groups are progressing during the session, especially if multiple teams are playing at the same time.

During gameplay, you may need to give instructions, clarify doubts, or send reminders. The “Messages” section allows you to communicate directly with participants within the escape room experience.

When you send a message, you can choose your audience:

- Everyone connected to this escape room
- Only those connected in a specific shift
- Only those belonging to a specific team

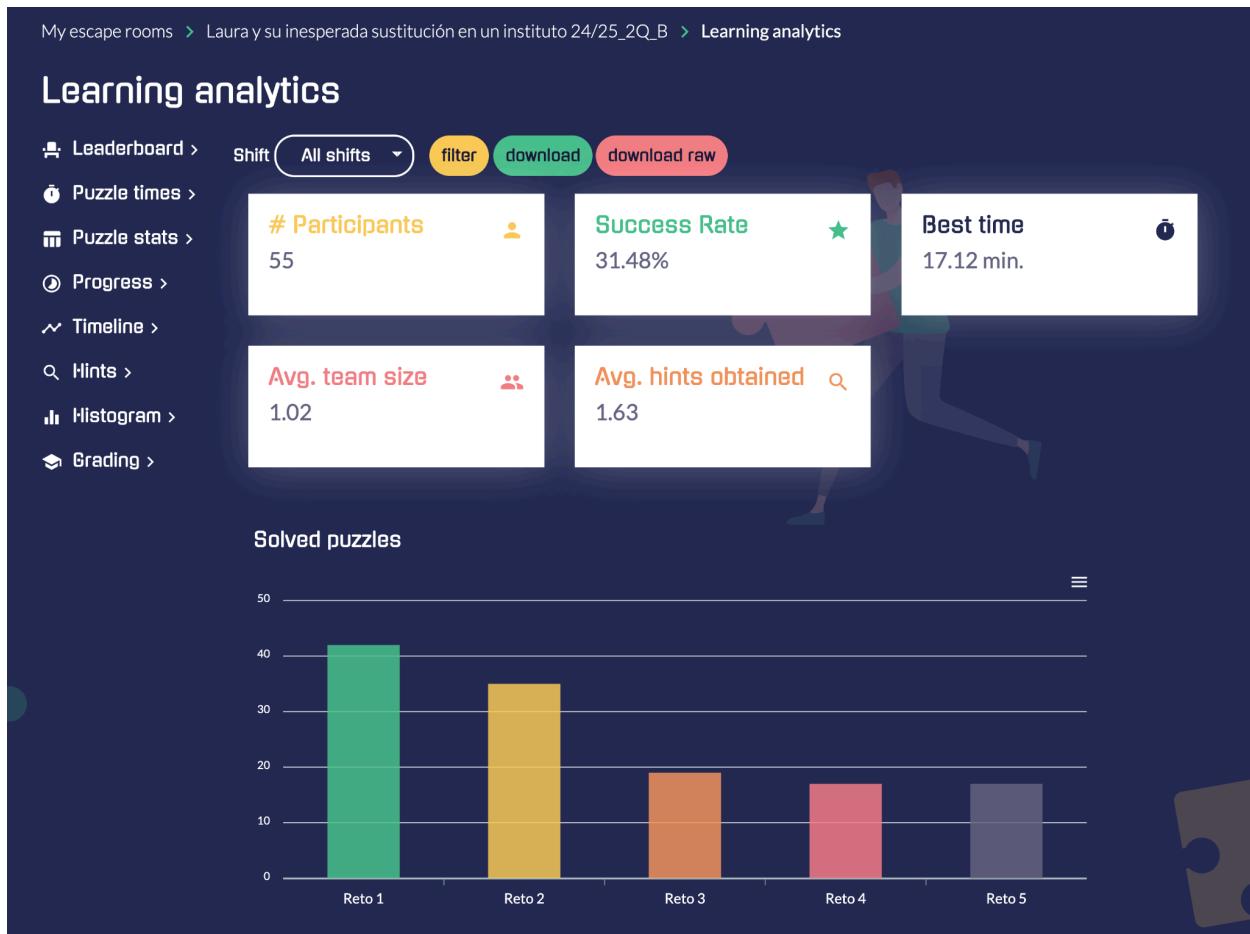
You can also tick the option to include participants waiting to enter the escape room, which is useful right before the session starts (for example, to remind students of the rules or the start time). You may also send these messages in the “Teams” section, by clicking on this button:



2.9. Consulting the learning analytics of escape rooms

Once students have started playing your escape room, “Learning analytics” becomes the main space for monitoring performance and collecting evidence of participation. Right after the “Messages” section, you will find the “Learning analytics” button.

As you can see in the screenshots, this section is organised as a menu on the left-hand side, with several views that help you understand who played, how they progressed, how long they needed, and where they struggled.



At the top of most analytics screens, you will find a “Shift” selector (e.g., All shifts) and a Filter button. This allows you to analyse the results for a specific shift or compare multiple shifts. In some views, you will also see “Download” (and sometimes Download raw), which lets you export the results to keep a record, support grading, or conduct further analysis outside Escapp.

The first analytics view works as a quick snapshot of the activity. It summarises key indicators such as the number of participants, success rate, best completion time, average team size, and average hints obtained. This is a useful starting point to check, at a glance, whether the escape room was completed successfully and how demanding it was for your students.

The “Leaderboard” shows a ranked list of teams (or participants, depending on how the escape room was played). It typically includes the team name, members, shift, results (e.g.,

puzzles solved), and total time. This view is especially helpful for highlighting top performances or motivating through gamification.



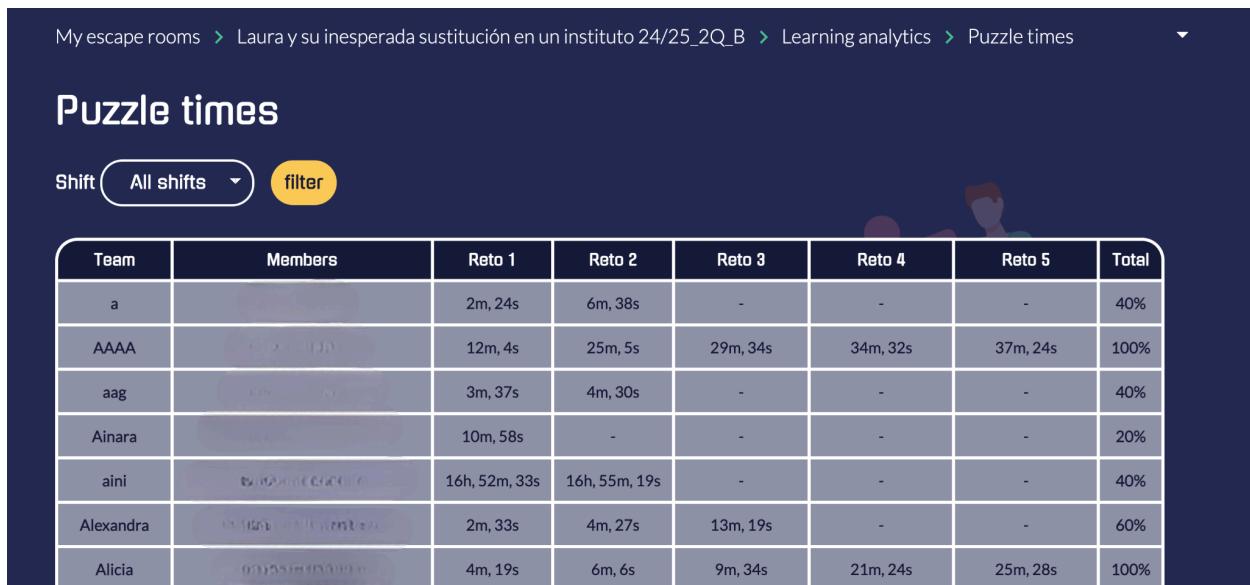
My escape rooms > Laura y su inesperada sustitución en un instituto 24/25_2Q_B > Learning analytics > Leaderboard

Leaderboard

Shift All shifts filter

Team	Members	Shift	Results	Time
Raquel m	1 member	Always open	5/5	17m, 7s
Roi	1 member	Always open	5/5	19m, 21s
Nekane	1 member	Always open	5/5	20m, 52s
Carol	1 member	Always open	5/5	21m, 42s
Iaida	1 member	Always open	5/5	23m, 44s
Oihane	1 member	Always open	5/5	24m, 45s

In “Puzzle times”, you can see how long each team (or participant) took to complete each puzzle. The table format makes it easy to identify which puzzles were solved quickly, which took longer, and which were not completed. This information is very useful for revising the difficulty level of specific puzzles or checking whether the timing fits the class session.



My escape rooms > Laura y su inesperada sustitución en un instituto 24/25_2Q_B > Learning analytics > Puzzle times

Puzzle times

Shift All shifts filter

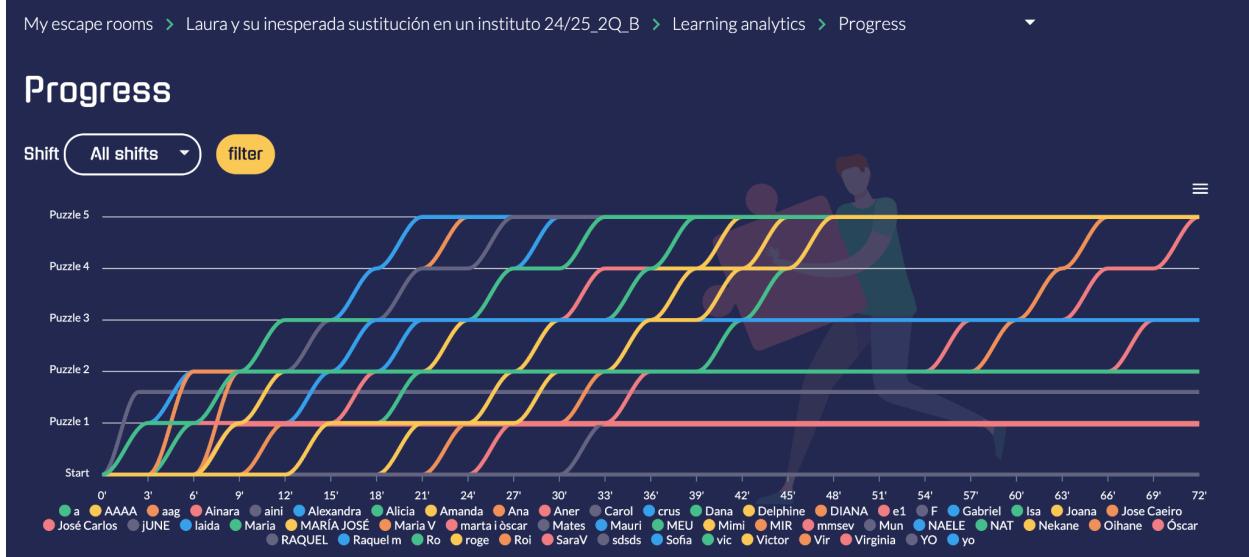
Team	Members	Reto 1	Reto 2	Reto 3	Reto 4	Reto 5	Total
a	1 member	2m, 24s	6m, 38s	-	-	-	40%
AAAA	1 member	12m, 4s	25m, 5s	29m, 34s	34m, 32s	37m, 24s	100%
aag	1 member	3m, 37s	4m, 30s	-	-	-	40%
Ainara	1 member	10m, 58s	-	-	-	-	20%
aini	1 member	16h, 52m, 33s	16h, 55m, 19s	-	-	-	40%
Alexandra	1 member	2m, 33s	4m, 27s	13m, 19s	-	-	60%
Alicia	1 member	4m, 19s	6m, 6s	9m, 34s	21m, 24s	25m, 28s	100%

The “Puzzle statistics” view provides aggregated data for each puzzle, including measures such as average time, median, standard deviation, minimum and maximum times, and the number of failed attempts. This is one of the most informative views for teachers who want to evaluate the design quality of the escape room and detect puzzles that may be too easy, too ambiguous, or too difficult.

The screenshot shows a navigation bar at the top with links: My escape rooms > Laura y su inesperada sustitución en un instituto 24/25_2Q_B > Learning analytics > Puzzle stats. Below the navigation is a title 'Puzzle statistics' and a filter section with 'Shift' (set to 'All shifts'), 'filter' (button), and a dropdown menu. The main content is a table with the following data:

Puzzle	N	Cumulative times					Non-cumulative times					Nº de intentos fallidos				
		M	MED	SD	MIN	MAX	M	MED	SD	MIN	MAX	M	MED	SD	MIN	MAX
Reto 1	42	30m, 13s	4m, 16s	2h, 33m, 30s	1m, 21s	16h, 52m, 32s	30m, 13s	4m, 16s	2h, 33m, 30s	1m, 21s	16h, 52m, 32s	9.12	4	10.84	0	49
Reto 2	35	39m, 21s	7m, 37s	2h, 47m, 32s	3m, 29s	16h, 55m, 19s	4m, 15s	3m, 2s	3m, 6s	53s	13m	6.43	3	10.02	0	50
Reto 3	19	2h, 51m, 8s	19m, 25s	10h, 26m, 13s	9m, 34s	1d, 23h, 7m, 25s	2h, 39m, 54s	7m, 23s	10h, 26m, 24s	3m, 28s	1d, 22h, 57m, 11s	27.79	17	28.53	1	99
Reto 4	17	3h, 14m, 39s	29m, 17s	10h, 59m, 10s	14m, 23s	1d, 23h, 10m, 48s	5m, 36s	4m, 57s	2m, 40s	2m, 26s	11m, 50s	2.18	0	3.81	0	16
Reto 5	17	3h, 18m, 28s	32m, 11s	10h, 59m, 23s	17m, 7s	1d, 23h, 15m, 28s	3m, 49s	3m, 41s	1m, 16s	1m, 57s	6m, 56s	1.94	1	3.35	0	14

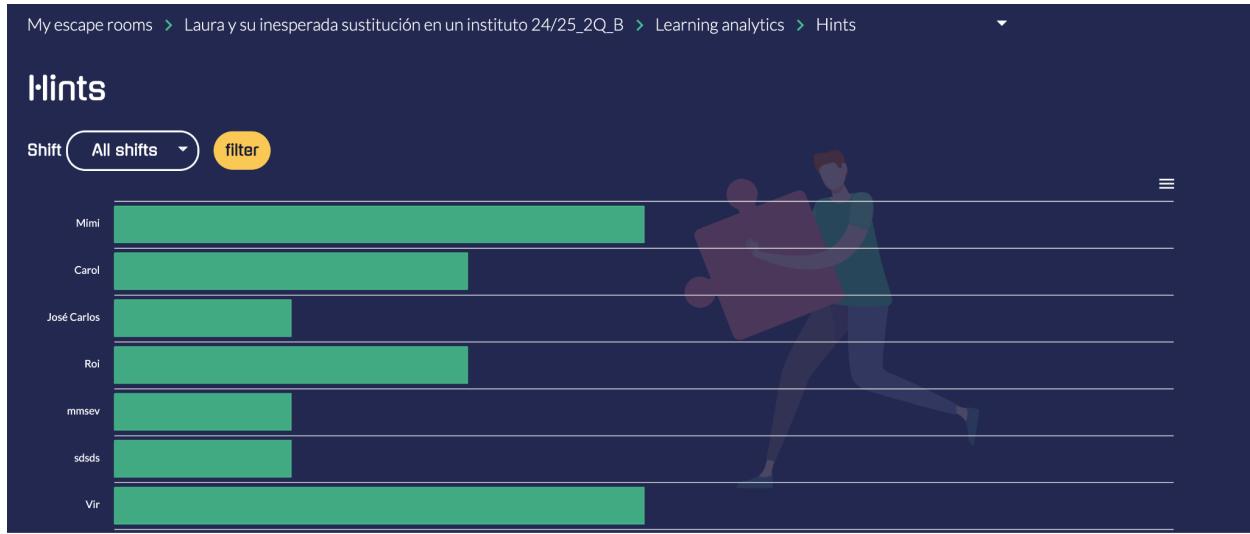
The “Progress” graph visualises how teams advance through the escape room over time. Each line represents a participant or team, and the graph shows when they reach each puzzle. This view is particularly useful to understand pace, drop-off points, and whether some groups get stuck at the same stage.



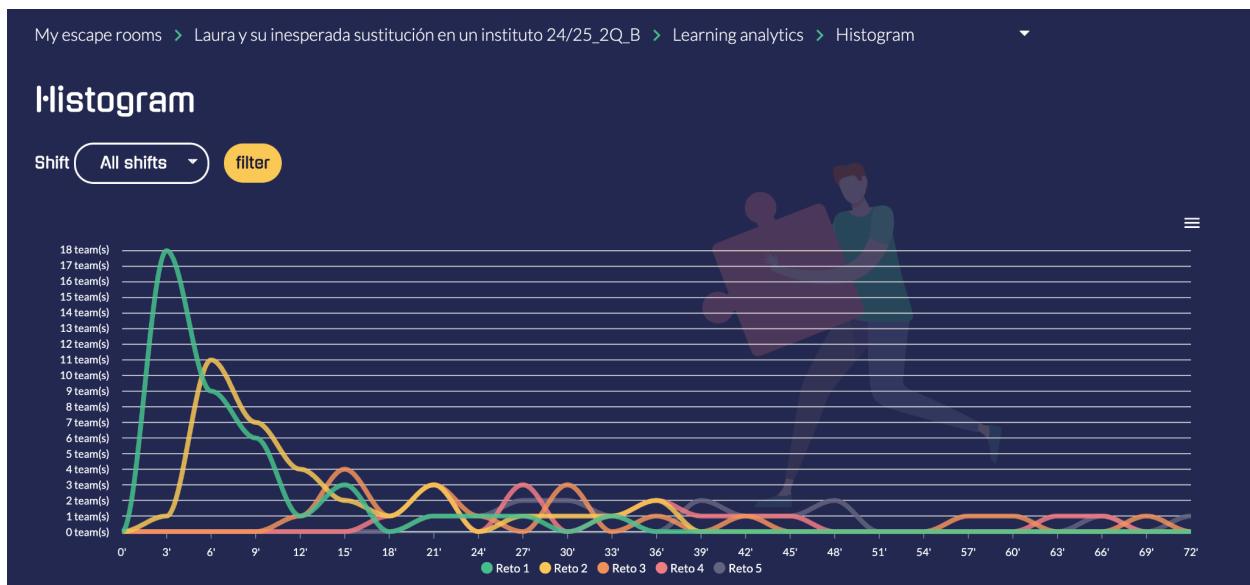
The “Timeline” offers a more detailed visual representation of the activity. It shows each team’s journey through the escape room as a sequence of coloured segments over time, and it can also include markers indicating relevant events (such as attempts or key actions). This view is very helpful to compare strategies: for example, whether teams progressed steadily or spent long periods on specific puzzles. The “x” on the graphs marks the time when the student submitted a wrong answer to the puzzle, showing when and what they wrote, while the green circle indicates the moment when the student requested a hint.



In the “Hints” view, you can track how many hints were requested and who requested them. This information can help you identify puzzles that require clearer instructions and can also serve as a participation indicator (for example, to see which teams relied heavily on hints). If you hover your cursor over the top of the graph, you'll see the total number of hints requested by the student.



The “Histogram” view provides a distribution of performance, typically showing how many teams reached certain time ranges across puzzles (or across the whole escape room). This is useful for understanding overall difficulty and for spotting patterns (for example, whether most teams finish within a short window or whether completion times are widely spread).



Finally, “Grading” brings the analytics together in a format that is especially useful for assessment. It typically includes participant names (or anonymous IDs), shift information,

attendance, puzzle-by-puzzle performance, hints obtained, and a total score or percentage. Teachers can also edit the grading scheme from this screen by clicking on “Edit grading scheme”, which allows results to be aligned with the course's evaluation criteria. You can download the computed grades and upload them to your learning management system.

The screenshot shows a navigation path: My escape rooms > Laura y su inesperada sustitución en un instituto 24/25_2Q_B > Learning analytics > Grading. Below this, the 'Grading' section is displayed with the following interface elements:

- Shift dropdown: All shifts
- Order by dropdown
- filter button
- download button
- Edit grading scheme button

The main table has the following columns: Name, Shift, Attendance, Reto 1, Reto 2, Reto 3, Reto 4, Reto 5, Hints obtained, and Total. The data for six students is as follows:

Name	Shift	Attendance	Reto 1	Reto 2	Reto 3	Reto 4	Reto 5	Hints obtained	Total
anonymous_2113	01-11-2025 11:09	0	0	0	0	0	0	0	0%
anonymous_2087	04-09-2025 12:11	0	0	0	0	0	0	0	0%
anonymous_2092	28-10-2025 14:39	0	0	0	0	0	0	0	0%
anonymous_2097	30-10-2025 09:49	0	0	0	0	0	0	0	0%
anonymous_2098	30-10-2025 12:28	0	0	0	0	0	0	0	0%
anonymous_2103	31-10-2025 06:42	0	0	0	0	0	0	0	0%

2.10. Reusing existing escape rooms

Escapp allows you to reuse an existing escape room without having to build everything from scratch. To do so, go to “My escape rooms” and locate the escape room you want to reuse. In the “Actions” panel, click “Clone”.

When you clone an escape room, Escapp creates a duplicate copy of the original escape room in your account. The cloned version keeps the same structure (puzzles, resources, settings, and general configuration), so you can start from a ready-made template and adapt it to a new group, a different subject, or a new academic year.

This feature is particularly useful when:

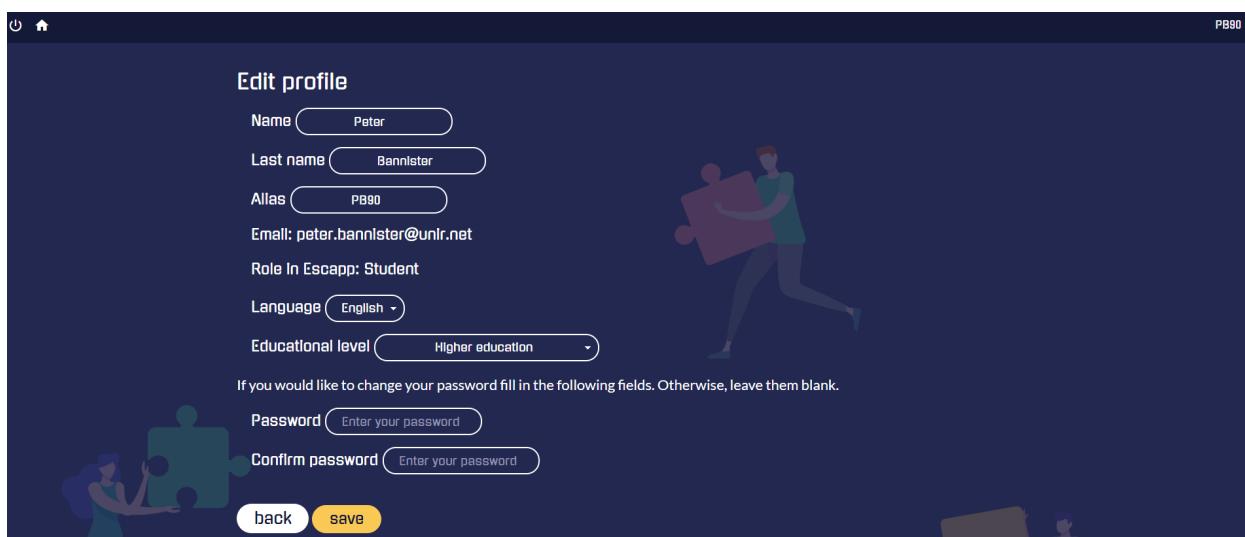
- You want to run the same escape room again with another class.

- You want to create a new version with minor changes (e.g., updated content, new instructions, different timing).
- You want to create different difficulty levels while keeping the same basic design.

After cloning, you can edit the new escape room independently: changing the title, updating puzzles, modifying resources, or adjusting the configuration. Since the clone is a separate copy, any changes you make will not affect the original escape room.

2.11. Other functionalities

In the right-hand corner of the home screen, the alias you provided when you registered will appear. If you click on this, the following screen appears:



Here you have all the information you provided when you registered for an account. You can edit your name, last name, and alias. You can also change the language and modify your educational level if you so wish.

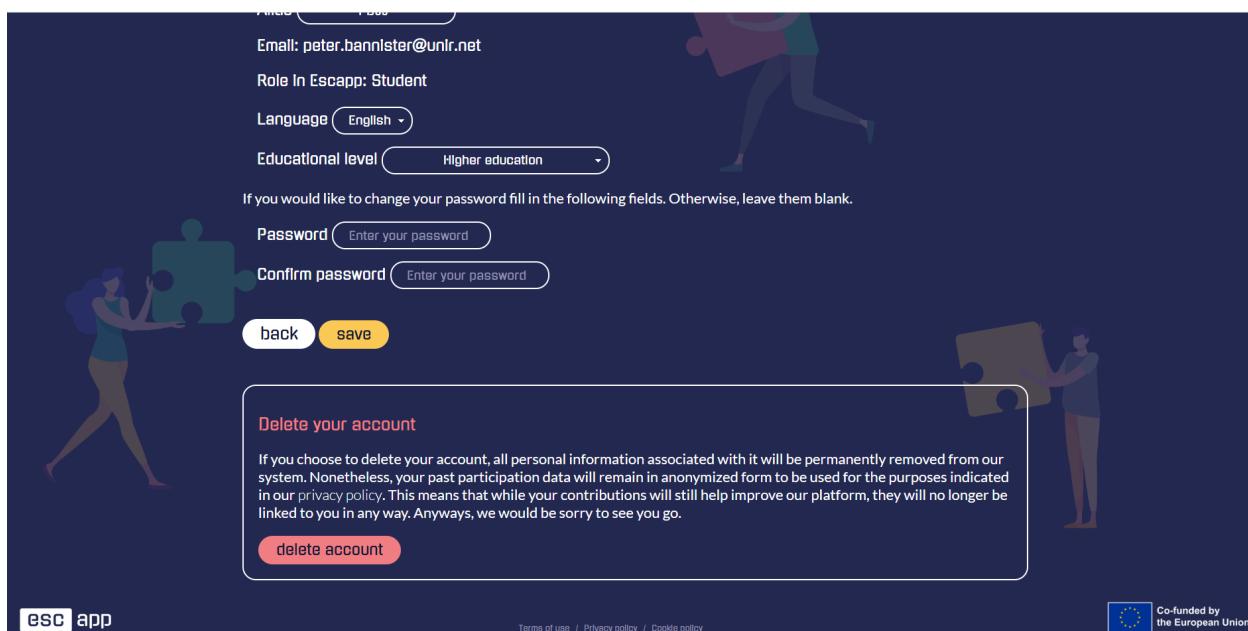
You can do this by simply clicking in the space provided to edit the information or select different options from the corresponding dropdown menus.

Please note that you are not able to edit the email address provided or your assigned role in the ESCAPP platform.

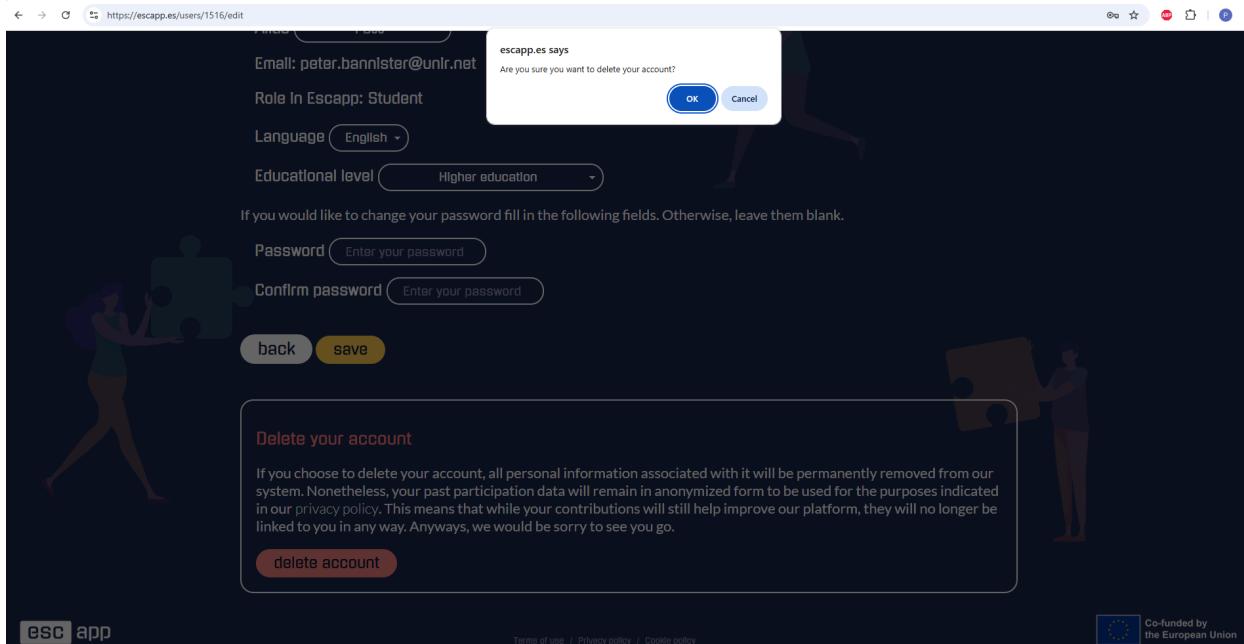
⚠ Please make sure that you press the yellow save button on completing the editing process, otherwise any changes made will not be saved.

💡 The white back button next to save is a great option to return to your previous screen without making any modifications.

Below these buttons on the edit your profile screen, you will see the following section:



By pressing the red button, you can delete your account. On doing so, a new dialogue box appears, and you must confirm your choice by pressing ok, as seen below:



⚠️ If you have pressed the delete account button by mistake, you can undo the process by pressing cancel here, and your account will not be deleted. However, by pressing ok at this point, the deletion process is permanent.

2.12. Q&A

Q1. Why can't I share my escape room with students?

A: In most cases, it's because the escape room is still in "Draft". Before the "Share" option works, you must publish the escape room in the "Publication" section by selecting a license and setting visibility ("Public" or "Unlisted").

Q2. Can I edit an escape room after creating it (or after publishing it)?

A: Yes. You can return to any escape room at any time to edit puzzles, hints, instructions, resources, evaluation, or publication settings. Use the left-hand menu to jump straight to the section you want to update.

Q3. How do I test my escape room before students play it?

A: Open the escape room from “My escape rooms”, then click “Test” in the “Actions” panel. Play through it like a student to check answers, resources, feedback messages, and overall flow. If something doesn’t work, exit the test and adjust the relevant settings.

Q4. How can I quickly see what is missing or incomplete in my escape room configuration?

A: Look at the coloured circles in the left-hand configuration menu: green indicates the section is complete, and grey means something still needs to be defined.

Q5. What is a “shift”, and why do I need it?

A: A shift is an access window (a session) that determines when participants can join and play. Shifts are useful for organising different groups, scheduling classroom sessions, or managing asynchronous completion.

Q6. Can I run my escape room asynchronously (students play at different times)?

A: Yes. When creating a shift, you can enable “Asynchronous”, which means the shift is not tied to one live time slot.

Q7. Do students need an account to play?

A: Not always. In the “Publication” section, Escapp may allow playing without signing up (depending on how you configure the escape room). This can be helpful for quick classroom access.

Q8. How do I control who can access my escape room?

A: In “Publication”, choose visibility:

- Public: anyone can find and play it.
- Unlisted: it won’t appear publicly; students can only access it via a direct link (often best for classes). You can also set a password for extra control.

Q9. How do I keep track of who joined (attendance/participation)?

A: Use the “Participants” section to filter by shift, download participant lists, and confirm attendance. This is especially useful during live sessions.

Q10. Can I reuse the same escape room with a new class without rebuilding it?

A: Yes, use the option “Clone”. Cloning creates a duplicate copy in your account, keeping the same structure (puzzles, resources, and settings). You can then edit the copy without affecting the original.

Q11. Can I collaborate with other teachers on the same escape room?

A: Yes. In “Collaborators”, write a colleague’s email address and click “Add”. Once added, they will appear in the table and will see the escape room on their dashboard so you can co-design it.

Q12. Can I analyse results for one group only (one class/shift)?

A: Yes. Most analytics screens include a “Shift” selector (e.g., “All shifts”) and a “Filter” button so you can view results for one shift or compare groups.

Q13. Do I need to design puzzles in a specific structure?

A: Yes. Escapp supports linear escape rooms, where puzzles follow a set order and each solved puzzle unlocks the next.

Q14. What if my students can’t solve a puzzle, can I provide help?

A: Yes. You can configure hint strategies (no hints, free hints, or hints unlocked via a quiz), plus limits and waiting time between hints. You may also allow “manual hints” so students can request extra support from the teacher after automatic hints are used.

3. Student Features (Playing)

3.1. Why should you use Escapp as a student?

When students talk about educational escape rooms, they hardly ever say “collaborative skills” or “active learning”. What they say is that, for once, learning feels like a game rather than a chore. An escape room turns a normal session into something you do, not something you sit through. You are solving clues, racing against the clock and getting that rush that keeps you hooked.

It changes how you see your classmates. Instead of being in a random group, you feel like a proper team. You swap ideas, laugh at mistakes and celebrate the small wins. With no marks on every answer and no judgment in the room, getting something wrong does not feel embarrassing. It just feels like part of the challenge.

There is also the adrenaline. The timer wakes you up, the mission gives you a reason to care, and suddenly the whole thing feels urgent in a good way. That feeling when you and your team pull something off at the last second is the sort of memory you actually take away.

Escape rooms also make you feel capable. Even in topics that normally seem impossible, there is often a moment when you spot a pattern or crack a clue and think, “I can actually do this”. That moment sticks far more than a page of notes ever will.

Finally, and most simply, they are fun. Escape rooms give you permission to enjoy learning, to be curious and to try things without being judged.

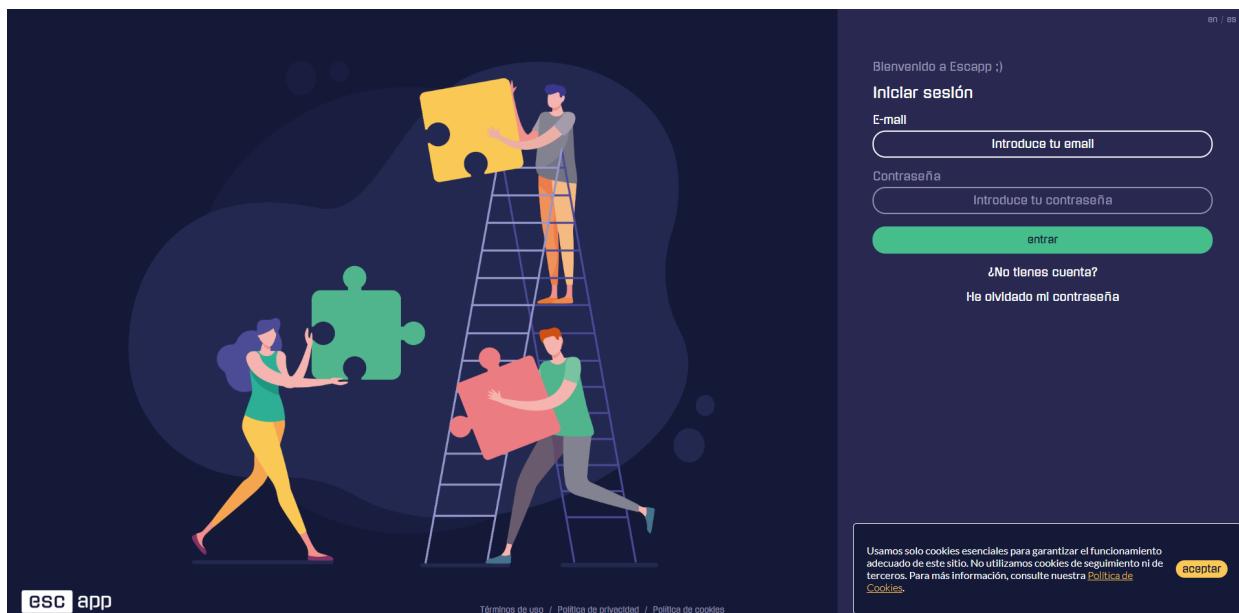
If you are wondering how the whole thing runs, that is where Escapp comes in! Escapp is the platform that brings the experience to life. It is where the clues appear, where your team types in answers and where you can see how close you are to solving the challenge. It keeps everything running quietly in the background so you can focus on the fun part: solving puzzles, arguing over theories and trying to beat the clock. Whether you are in the same room or joining from different places, Escapp makes the escape room feel seamless and easy to join, with no apps to install and no hassle.

3.2. Registering in Escapp

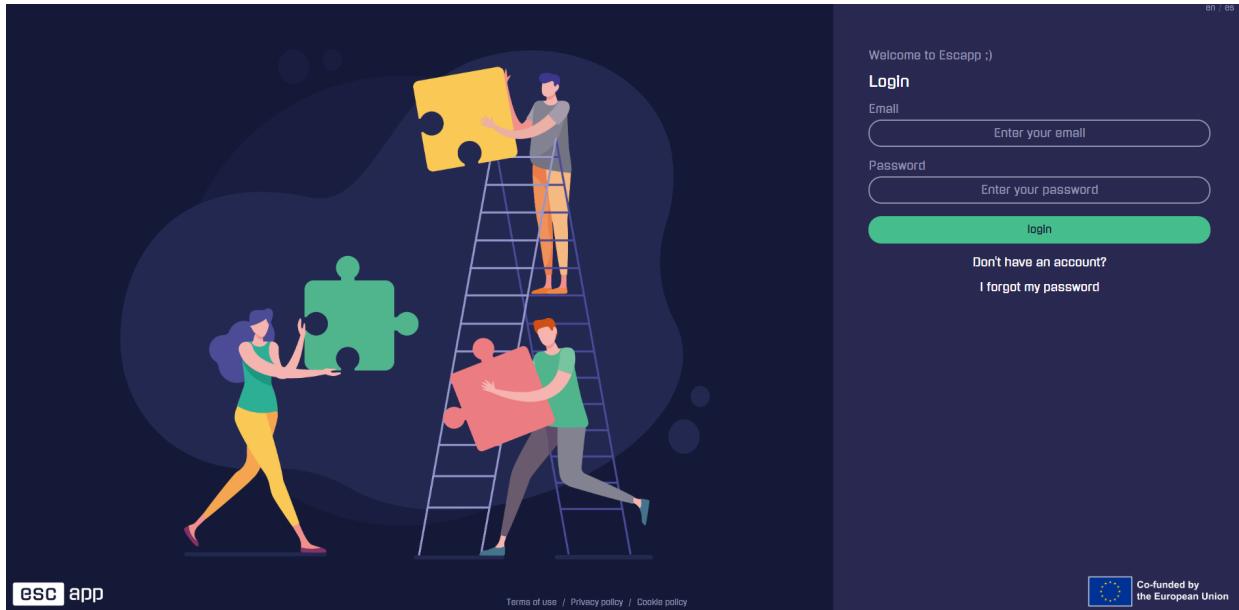
The registration process is the first step on your escape room adventure, and the very good news is that it's very simple: it takes just 3 steps to complete!

1. Firstly, you will need to visit the following link: <https://escapp.es/>

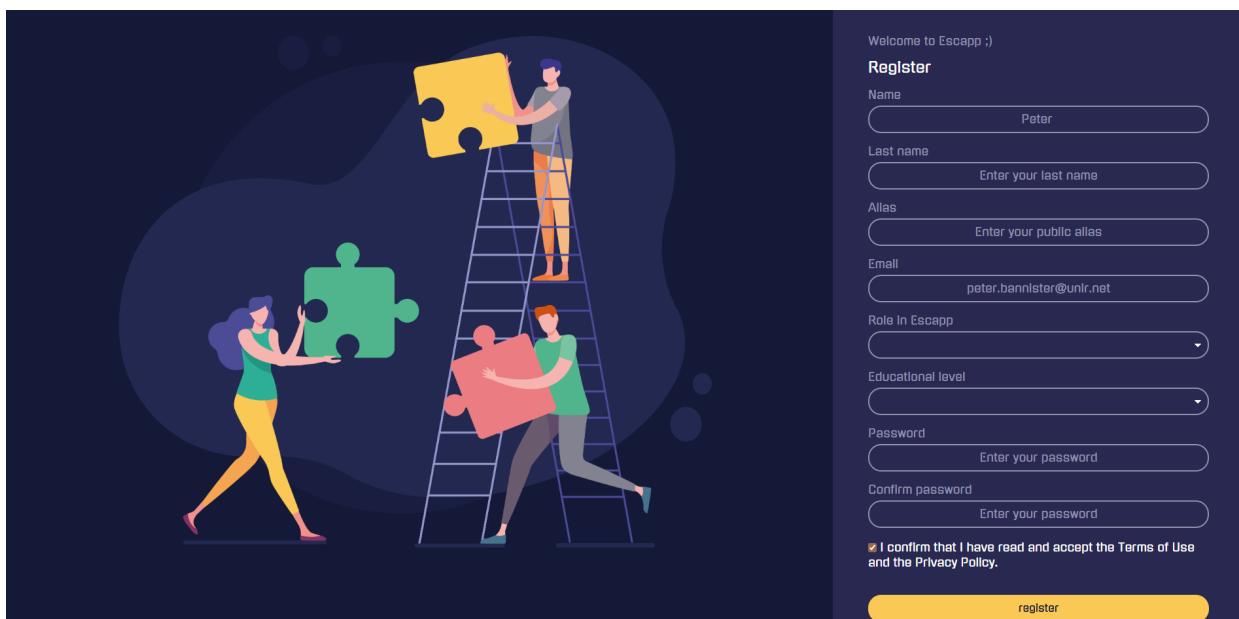
If the page opens up in a language different to the one you use, you can change the language settings in the top right-hand corner, as can be seen below:



So once you have made any necessary language adjustments, you will need to select "Don't have an account?" option under the green login button, as can be seen below:



Once you click "Don't have an account?" option, you will reach the following screen:



2. Here, you will need to fill out the box under each section heading with some basic information. This includes your name, an alias, and an email address.

⚠️ Its very important that you select “student” from the drop-down menu under the Role in Escapp section.

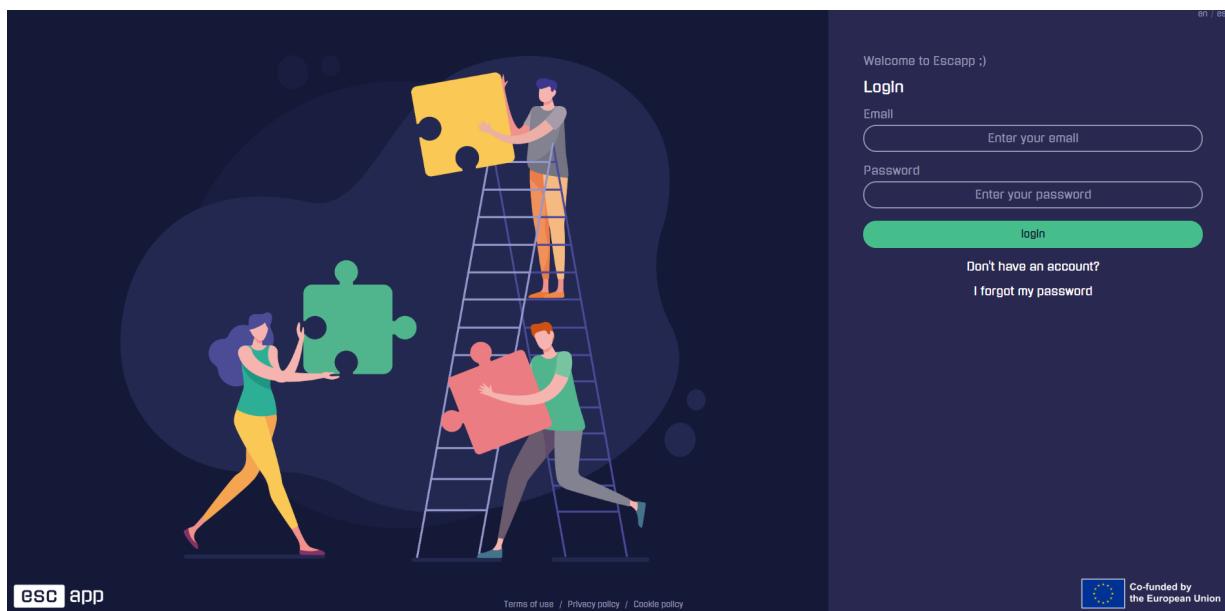
You will also need to state the level of education you are studying at, and finally, you are asked to create a password that must be entered exactly the same in both the “Password” and “Confirm password” sections.

Don't forget to tick the box just above the yellow register button once you have read and accepted the Terms of Use and the Privacy Policy. You can read both of these by clicking on each one. By doing so, you will be taken to a new webpage with all the information.

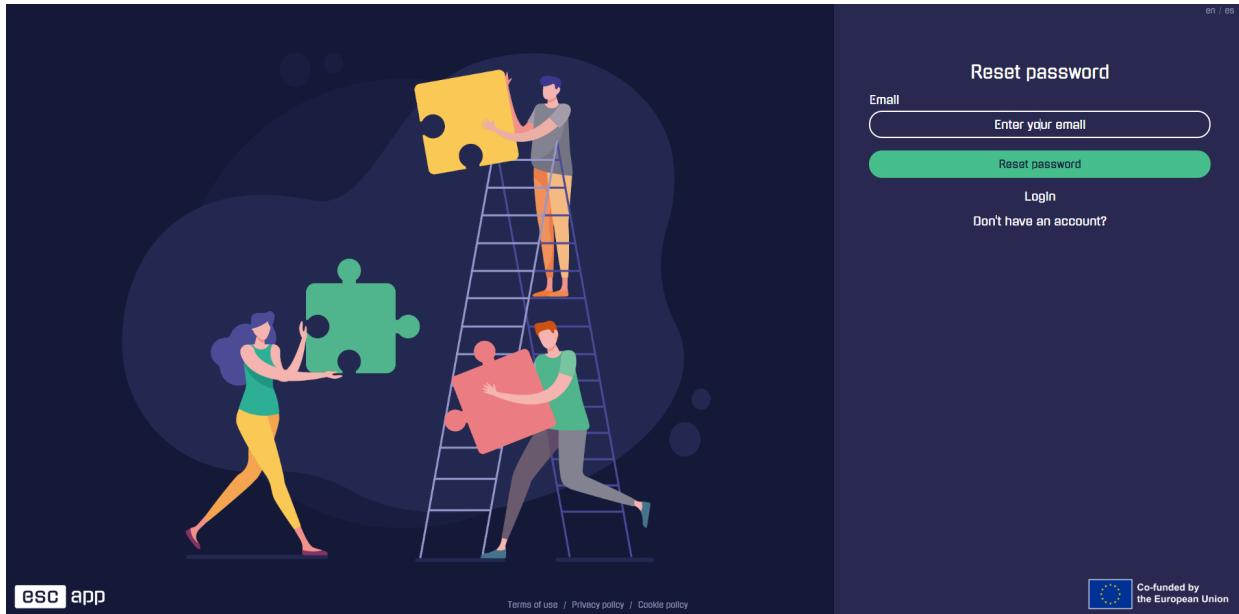
- Finally, double-check that you haven't left any sections blank, and when you are ready, press the yellow register button to complete the process.

 **Pro Tip:** Don't forget to save your login details on your computer for easy access!

If you do, however, forget your password, don't worry, we have you covered. If you return to <https://escapp.es/> you will see the option “I forgot my password” as can be seen below:

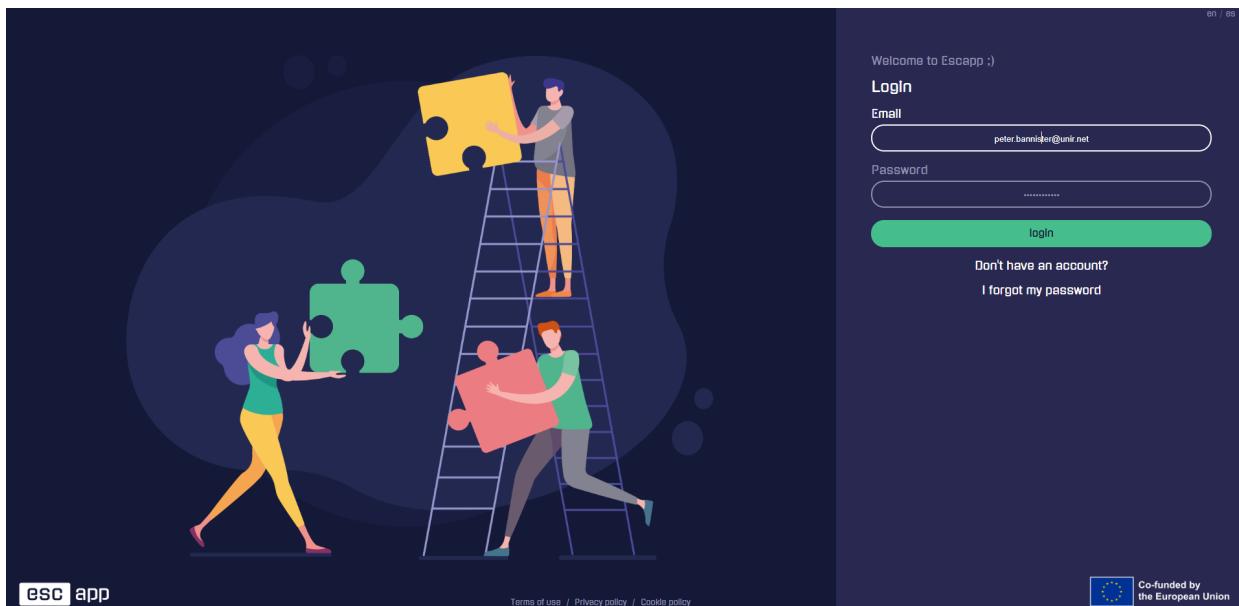


When you click on the “I forgot my password” option, the following screen will appear:



Here, you simply need to enter the email you registered with and press the green "Reset password" button. You will receive an email with further information on how to create a new password. Do make sure, though, that you have entered the correct email, as otherwise it won't work.

Please note that in future, you simply need to log in by entering your registered email and password and clicking the green login button, as can be seen below:



Congratulations, the door is open, and you are now ready for the educational fun to commence. Adventure awaits...

3.3. Dashboard

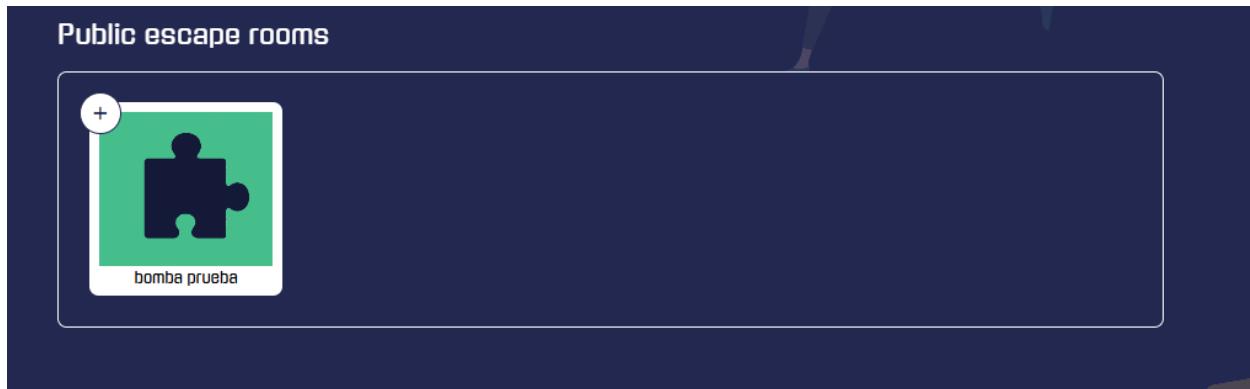
Once you have finished the registration process by following the steps outlined in the previous section, a new screen is going to appear, as can be seen below:



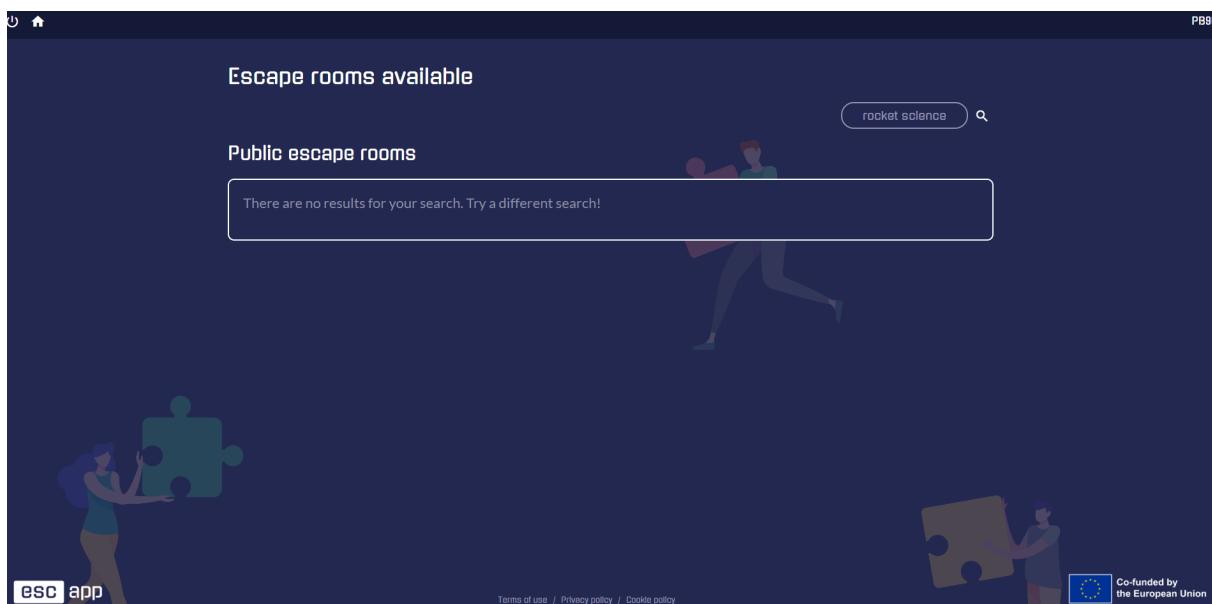
On the home screen, you can choose from a wide variety of publicly available escape rooms to join. Make sure you have a browse through these, as there are some really interesting options which are full of fun. You are greeted with an initial selection of ten, but you can search through more by using the arrows underneath, or you can click directly on the different page numbers if you prefer.

Here, you also have a search bar on the right-hand side above the featured escape rooms, which you can use to look for the specific escape room you are invited to join. Simply fill out the given name and press enter on your keyboard or click on the magnifying glass to the right.

If what you have searched for is a match, you are presented with the results as seen below:



However, if no escape rooms match what you have searched for, you will see a screen like this:



In either case, if you wish to return to the home screen, you can do this by using the house icon, which is at the very top of the screen in the left-hand corner.

⚠ If you are doing this, be careful not to click on the power button, which is next to the home icon, as this will log you out. Don't worry, though, if you do click on the power button by mistake, you can always log in following the steps described at the end of the previous section!

3.4. Enrolling

Now that you are familiar with the general layout of the dashboard, as we addressed in the previous section, it's time to get to work! Joining an educational escape room on ESCAPP is a very straightforward process. There are several options to do this, but don't worry, we cover each of them here, step by step.

From the dashboard, as we have seen, you can access a number of publicly available escape rooms in the centre panel, or use the search bar at the top right. From here, once you have chosen the escape room you would like to join, you can simply click on the plus sign on the top left-hand corner of the escape room you wish to complete, as can be seen below:

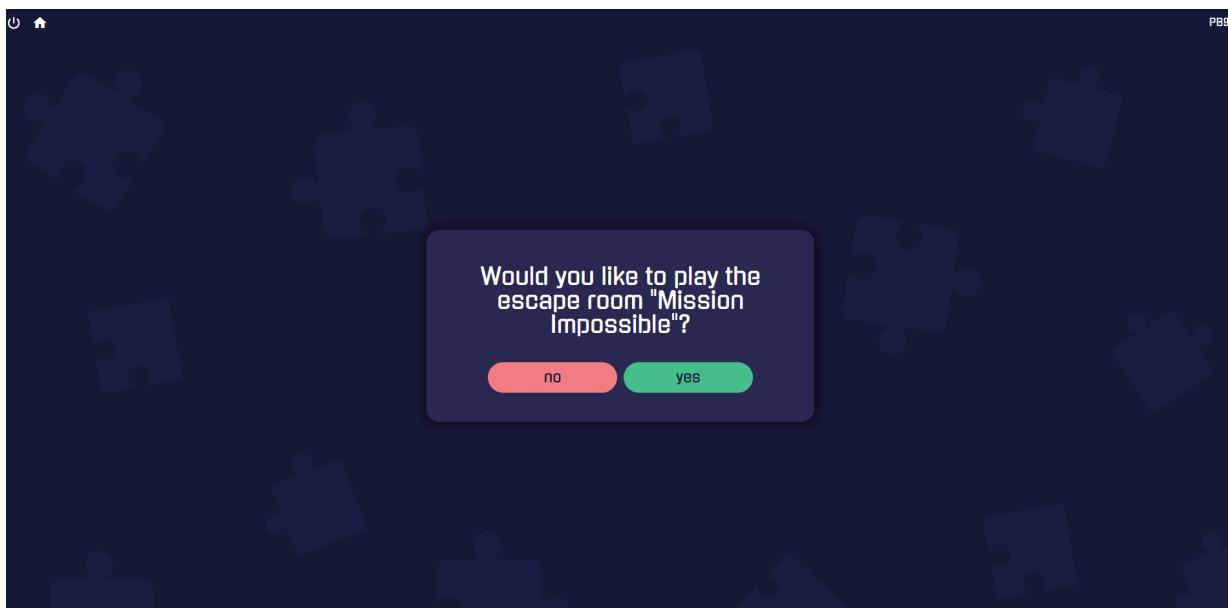


Once you have clicked on the plus sign, you will be taken to a screen like this:

The screenshot shows a digital interface for an escape room titled "Mission Impossible". At the top, there are navigation icons and the text "Escape rooms > Mission Impossible". Below the title, it says "by anonymous_1007". To the right is a large orange square containing a dark blue jigsaw puzzle piece. There are several metadata fields: "Knowledge area" (Education), "Duration (minutes)" (1 min.), "Language" (English), "License" (CC BY NC), "Format" (Virtual), and "Educational level" (Higher education). A green "Play" button is located at the bottom center.

And now, all you need to do is hit the green play button in the centre at the very bottom of the screen.

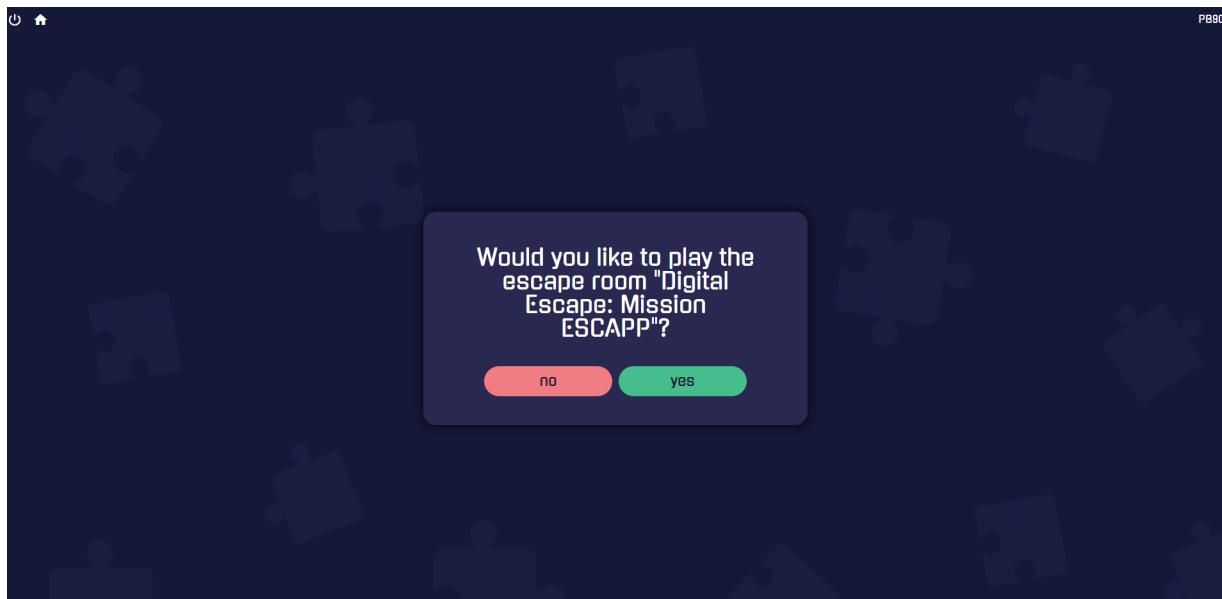
From there, you will be presented with one final screen, as shown below, where you need to press the green "Yes" button on the right-hand side to begin the fun and learning!



⚠️ If, for any reason, you do not wish to join the escape room, you can simply press the red no button on the left of the dialogue box, and you will return to the home screen.

💡 Please note that not all the escape rooms on Escapp are public. You might be lucky enough to be given access to a bespoke educational escape room tailored specifically by your teacher for you and your classmates to use.

In these cases, you will be provided with a specific joining link. Once you open the link, you will see a screen like this:



Again, here you simply need to press the green “Yes” button on the left-hand side of the dialogue box, or if you do not wish to join, you can click on the red “No” button.

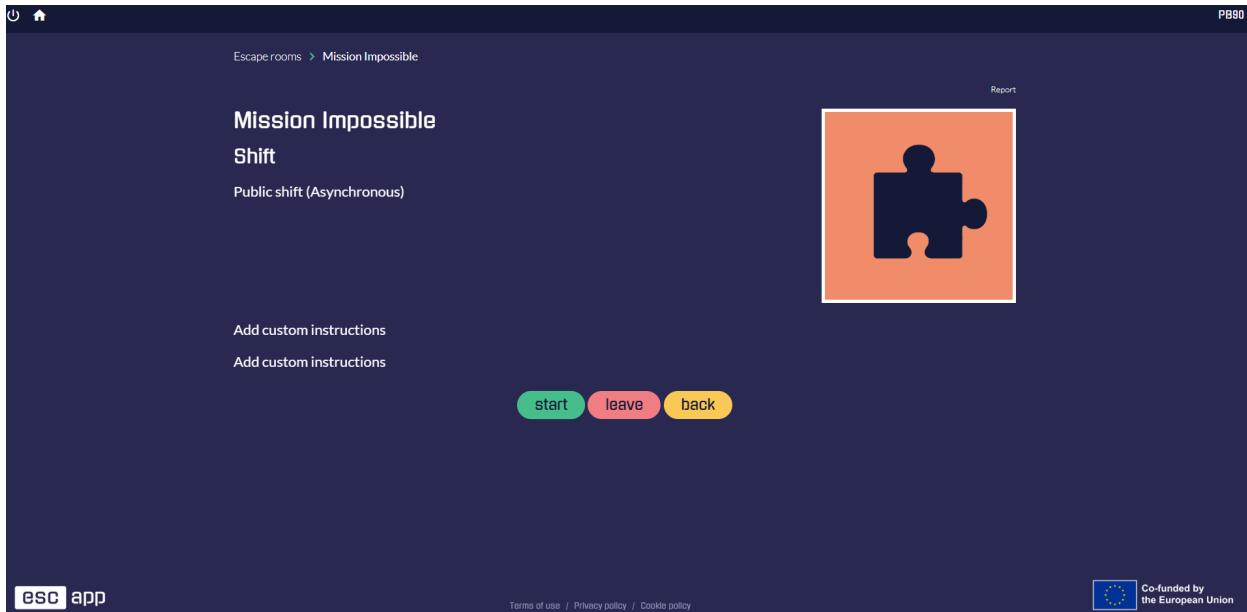
So, with enrollment now complete, we are sure you’re wondering what it’s like to actually play an educational escape room. The next section has all you need to know, so please do read on!

3.5. Playing

In this section, we are going to look at specific escape room examples to show you the fantastic features you might encounter. Please do remember, though, that the design of

each escape room is different, and the specific order of the challenges you may face in the escape room you have enrolled in may vary. Don't worry, though, the following information will have you prepared to face the fun ahead in no time at all!

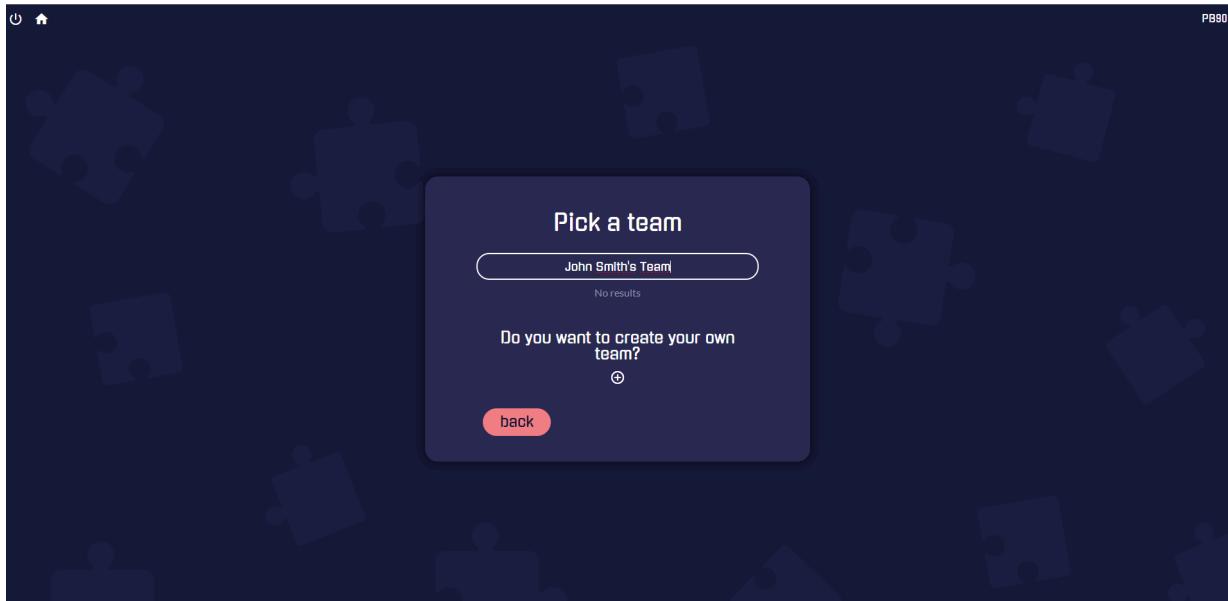
Once you have completed the enrollment process by following the steps in the previous section, you will be taken to a screen like this one below:



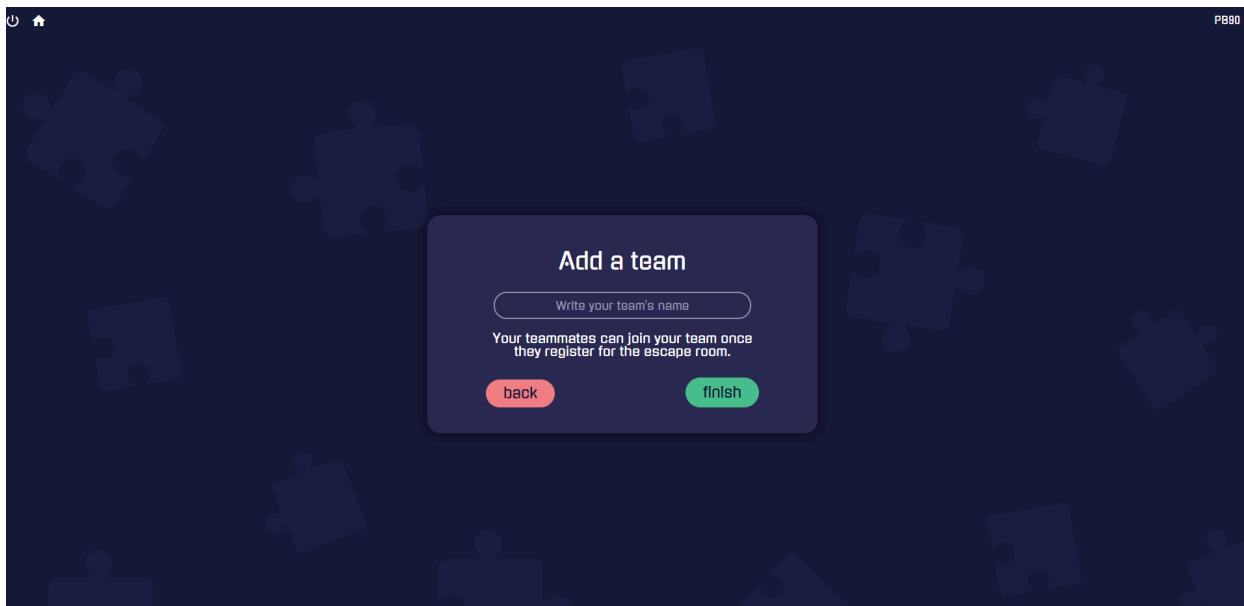
To begin, simply press the green “Start” button to the left of centre. Here you can also use the yellow “Back” button centre right to return to the previous screen or even exit by clicking on the red “Leave” button in the very middle.

Learning, like many things in life, is much more fun when it's done together with others. Escapp gives you the opportunity to create teams to do the escape room together. Although not all escape rooms are created for team play, if the dialogue box seen below does not appear, don't worry, you are playing an escape room configured for individual use.

When you see the pick your team dialogue box, which might appear after joining, you can search for created teams to join by using the search bar, as seen below:



Perhaps you might like to create your own team, even. You can do this by clicking the plus symbol under the “Do you want to create a team?” question, as seen above. Once you click on the plus sign, a new dialogue box will appear, as seen below:



Here you can create a new team, and you are asked to write a name for the team in the box. You complete the process by pressing the green “Finish” button.

 Don't forget that your classmates will be able to join the team once they have completed the registration and enrollment processes.

 Not every escape room has this functionality enabled. Please discuss any queries regarding team configurations with your teacher.

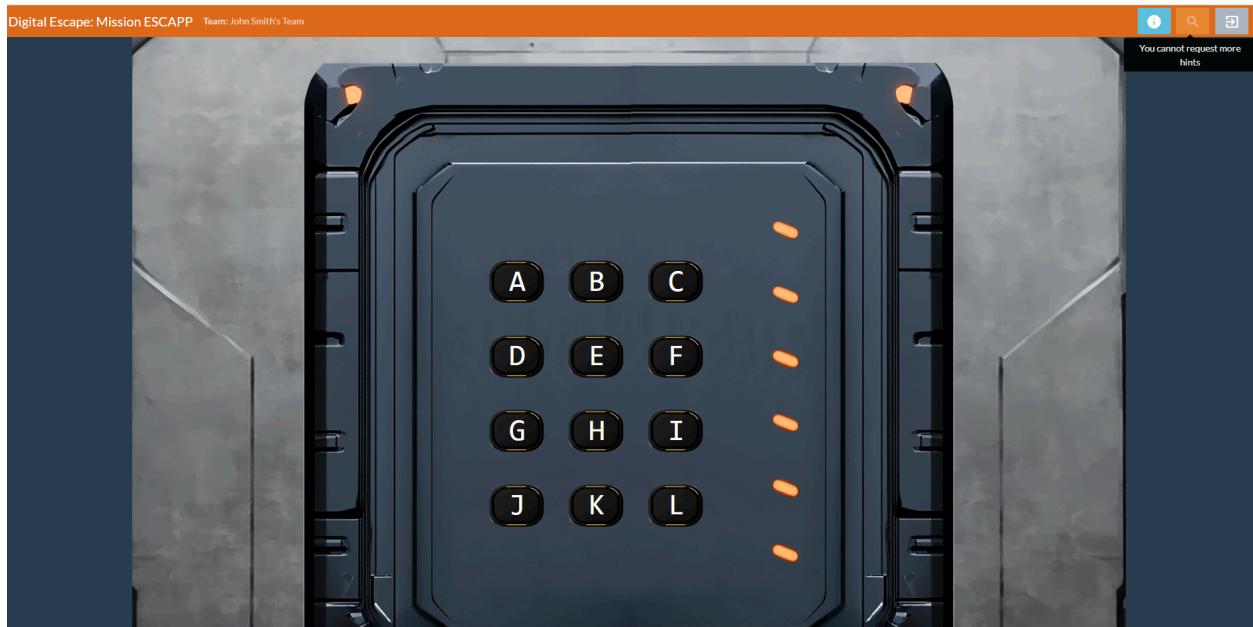
Once you have finished, you will be met with the start screen illustrated at the beginning of this section. As mentioned previously, to begin, use the green "Start" button, to return you can use the yellow "Back" button, or the red "Leave" button to unsubscribe.

When you do begin, you might encounter a countdown timer like the one seen below:



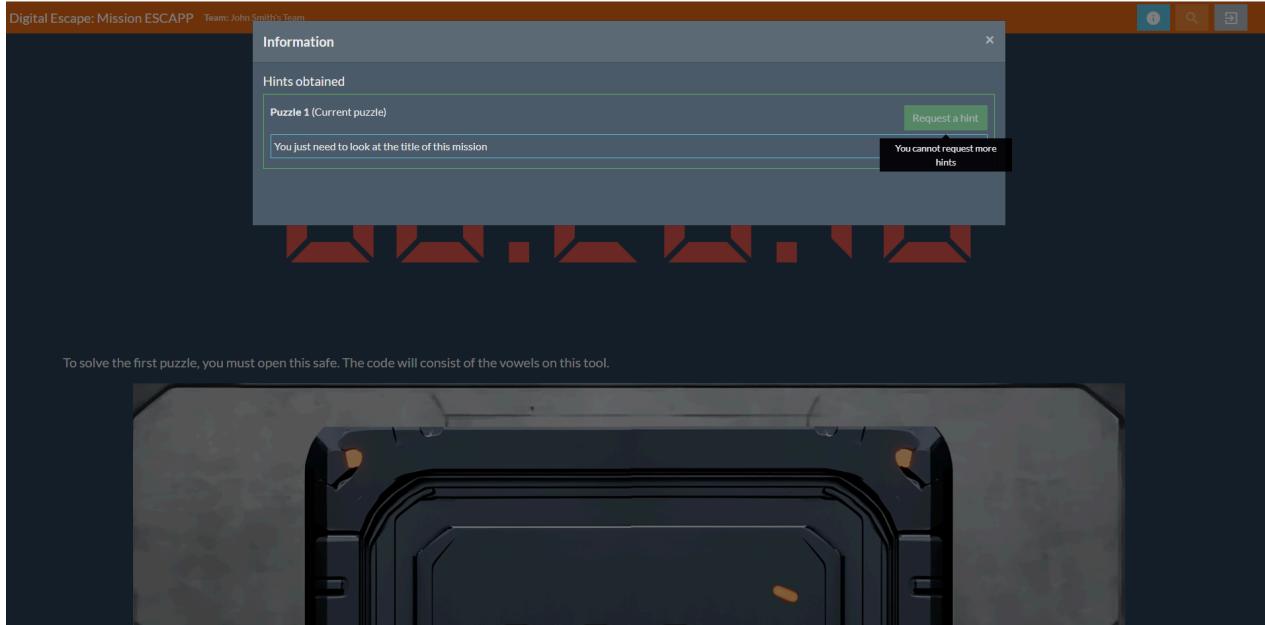
If you do see this, it means that you will be working against the clock, so time is of the essence to complete the challenges. Make sure you have found the solution before the clock reaches 0! Not all escape rooms are set up identically, so the designer might not have included the countdown resource, and as a result, you won't see it.

Perhaps you might be asked to solve a puzzle which involves the use of the interactive Keypad resource as seen below:

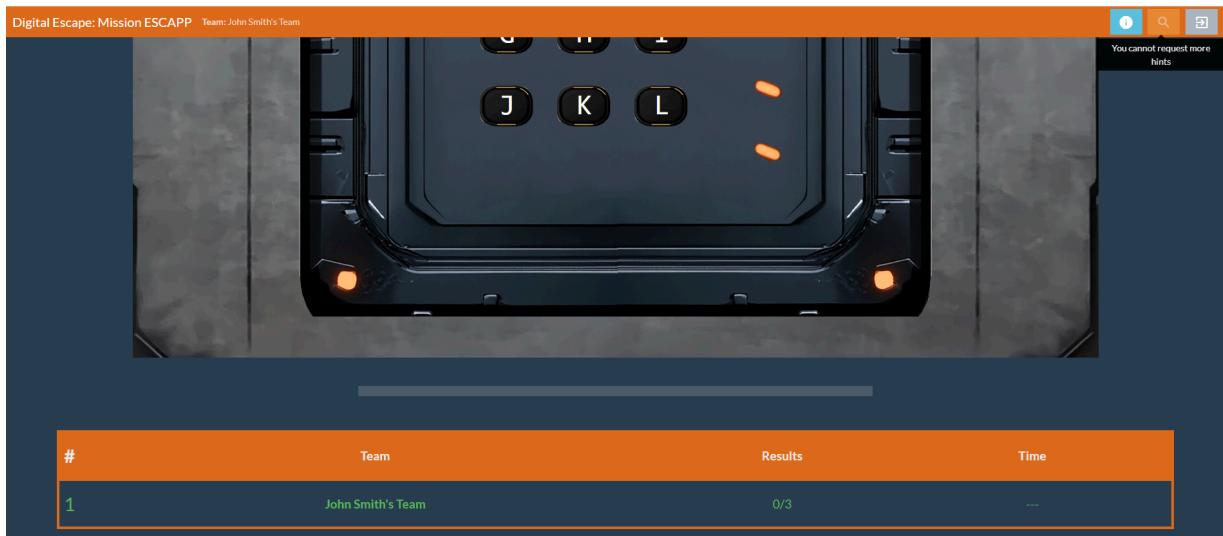


Only the correct sequence will turn those lights next to the keypad green and allow you to move on to the next challenge.

 If you do become stuck at any point, you can use the light blue information icon at the very top on the right-hand side. Here you can find handy hints and clues which will help you find the correct solution. As can be seen below, though, these are in short supply, so make sure you use them wisely!



At the very bottom of the screen, you can keep an eye on your progress by using the progress bar, as per the image below:



This is a really handy feature, especially when used together with the timer we saw earlier. In both cases, as mentioned earlier, the designer may not have included the leaderboard resource, which is why you don't see it.

When you do complete the challenge at hand, you will see a message like the one below. You simply need to press the continue button in order to move on to the next challenge. Don't rest on your laurels, though, the clock might still be ticking!

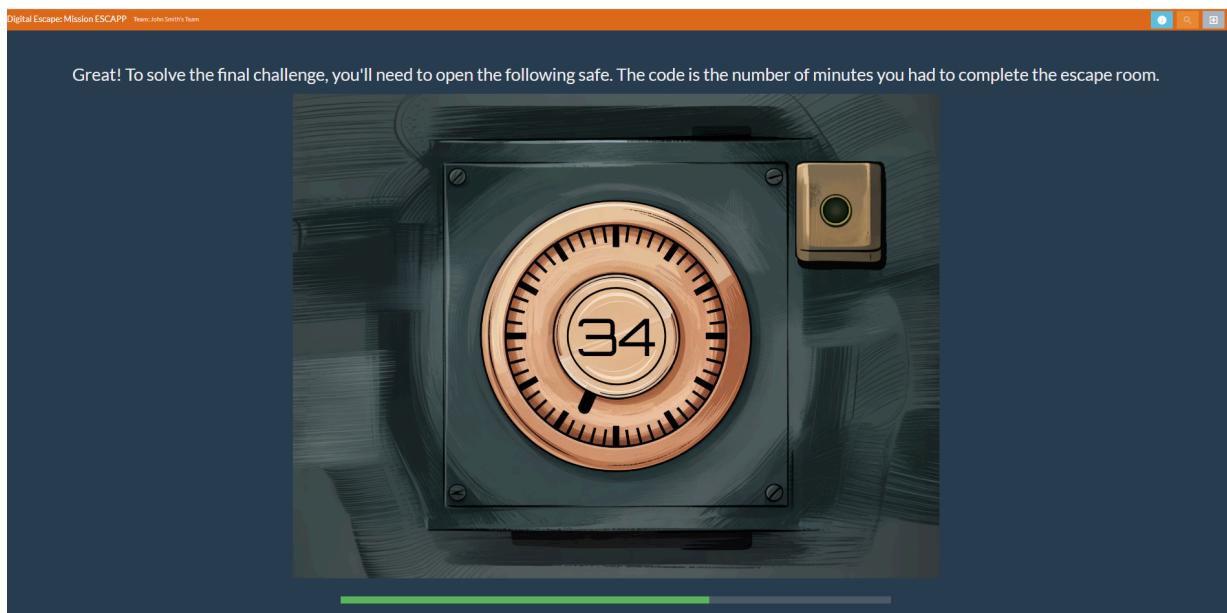


Other types of challenge you may encounter might be like this one, seen below:

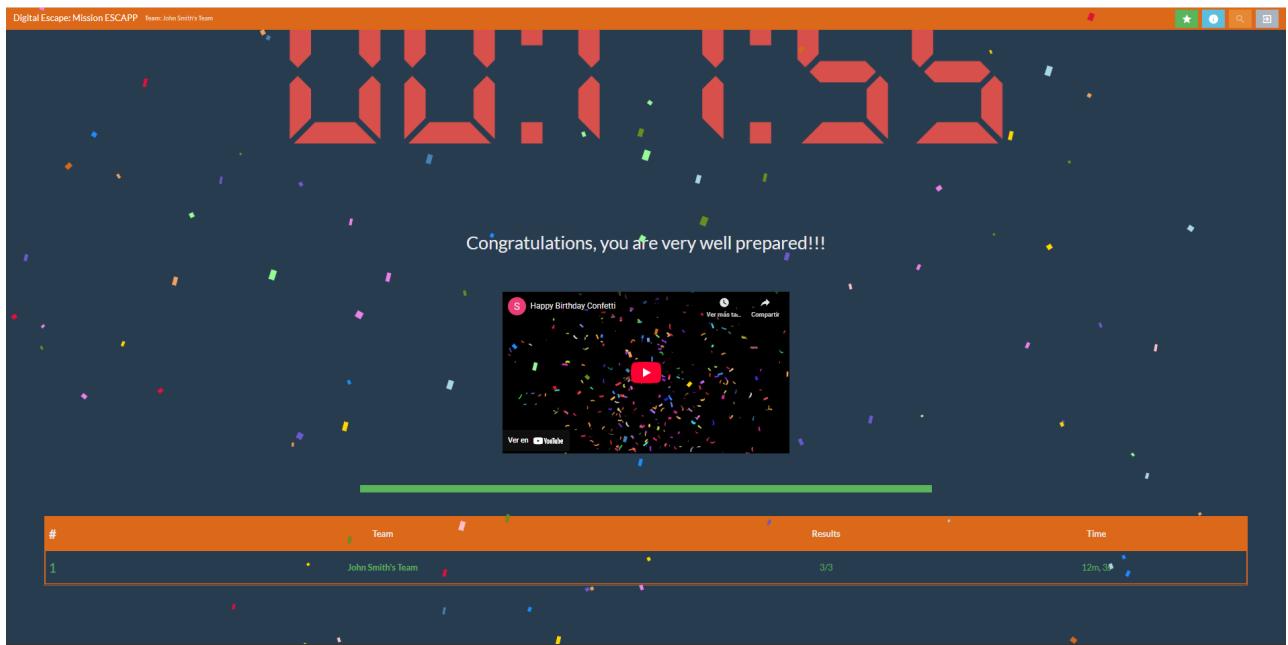
A screenshot from a digital escape room titled "Digital Escape: Mission ESCAPP" under the team "John Smith's Team". The central feature is a large digital timer displaying "00:23:06" in red. Below the timer, there is a riddle: "Well done. To solve this puzzle, you must answer this riddle. 'How many letters are in the second part of the tool's name?' Write the solution in the puzzle's answer box." A progress bar is visible below the riddle. At the bottom, there is a table with columns for "#", "Team", "Results", and "Time". The table shows one entry: "# 1 John Smith's Team 1/3 ---". The top of the screen has an orange header bar with various icons.

Use the space at the very top on the right-hand side to fill out your answer. You can press enter (or the green tick right next to it) to submit your answer!

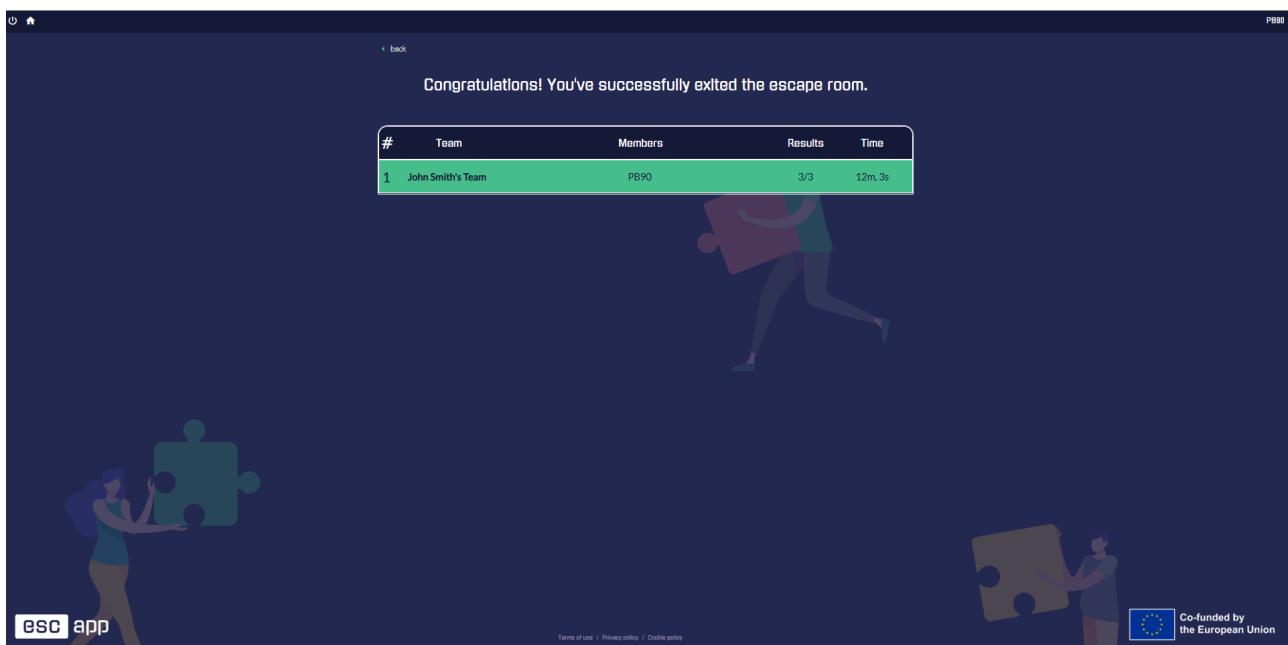
Another type of challenge that you might come across in your escape room is the dial lock, as can be seen below:



When you complete the very last challenge in the escape room, you will be taken to a final screen as seen below:



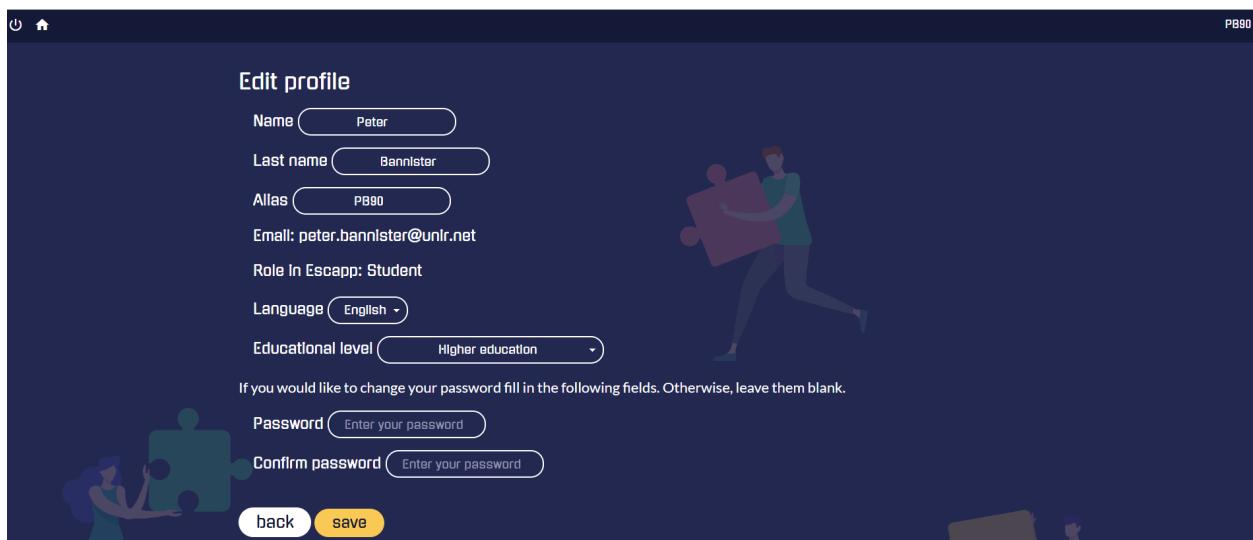
And, finally, if you click on the green star icon at the very top of your screen on the right-hand side you will be able to access the leaderboard to see where you have ranked against other players. The screen you will see is as seen below:



⚠️ Don't forget that the challenges, the resources and the sequence you encounter may vary!

3.6. Other functionalities

In the top-right corner of the home screen, the alias you provided during registration will appear. If you click on this, the following screen appears:



Here you have all the information you provided when you registered for an account. You can edit your name, last name, and alias. You can also change the language and modify your educational level if you so wish.

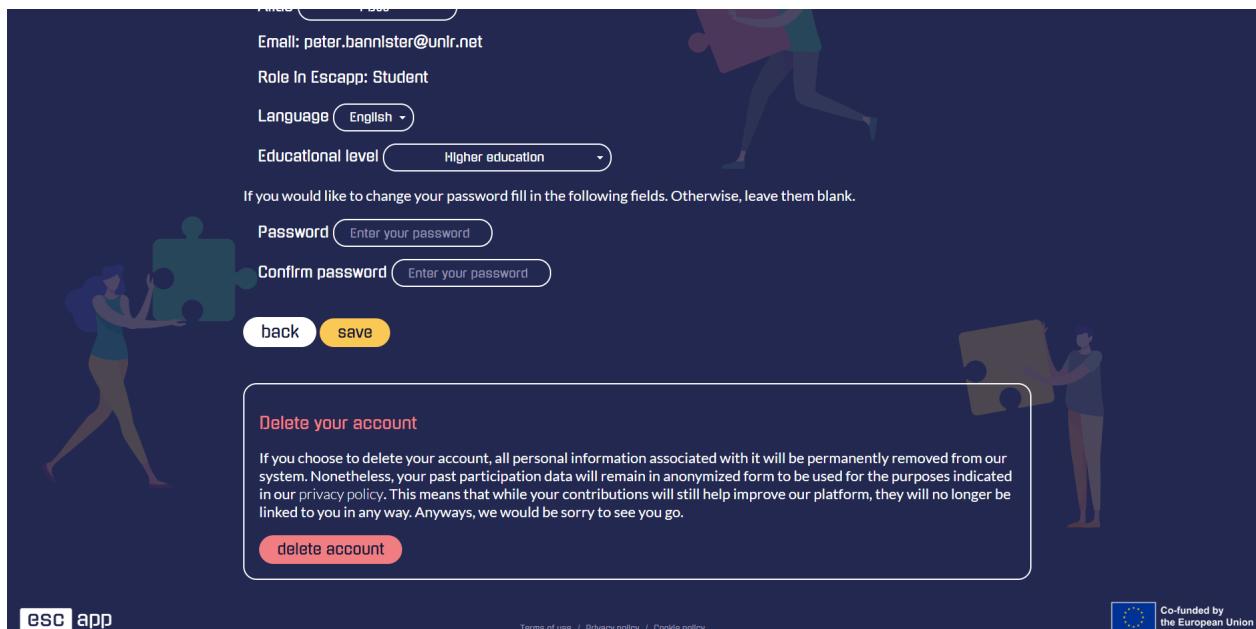
You can do this by simply clicking the space provided to edit the information, or by selecting different options from the corresponding dropdown menus.

Please note that you are not able to edit the email address provided or your assigned role in the Escapp platform.

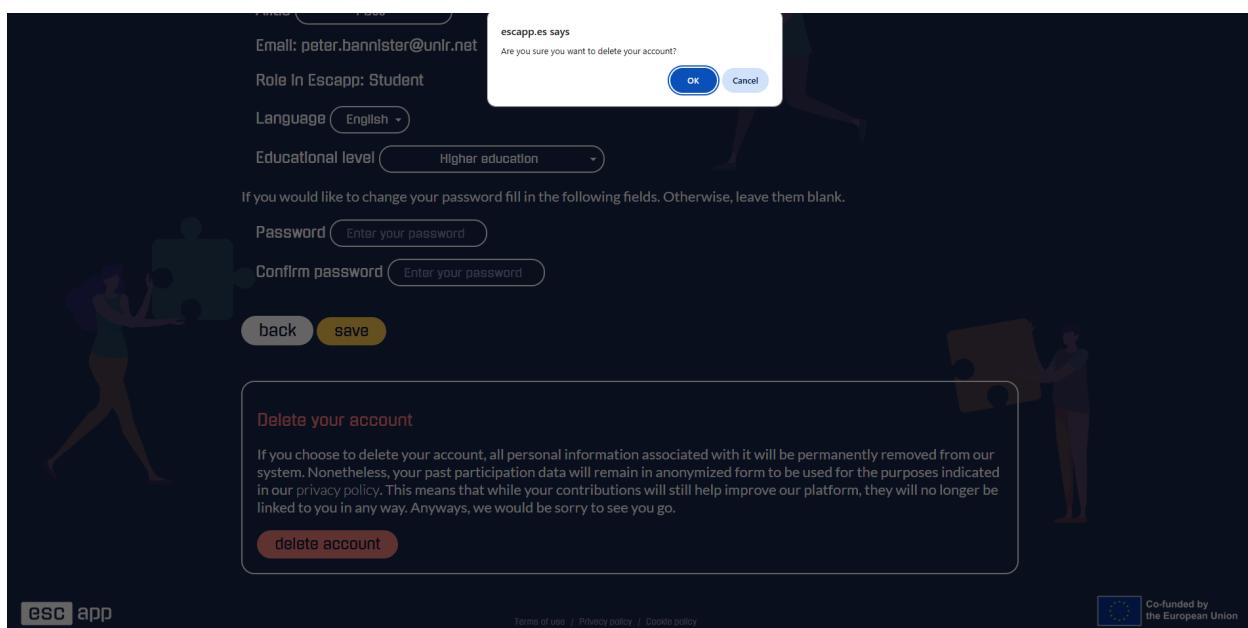
⚠️ Please make sure that you press the yellow "Save" button after completing the editing process, otherwise any changes made will not be saved.

💡 The white "Back" button next to save is a great option to return to your previous screen without making any modifications.

Below these buttons on the edit your profile screen, you will see the following section:



By pressing the red “Delete account” button, you can delete your account. On doing so, a new dialogue box appears, and you must confirm your choice by pressing “OK”, as seen below:



 If you have pressed the “Delete account” button by mistake, you can undo the process by pressing cancel here, and your account will not be deleted. However, by pressing “OK” at this point, the deletion process is permanent.