

STRESSCAPE ROOM

WHY

30%

The success rate of difficulty settings in escape room

90%

Of escape rooms use a old method of delivering hints

102.9%

Predicted annual market growth 2020-2025

PROJECT TIMELINE



AI BENEFITS

AI USES



Helps **optimise user experience**

Measures **individual** stress levels



Monitor user safety in case stress levels reach unhealthy limits

Measures **group** stress levels



Boost automisation and implement **data supported decision** making

Can **flag when stress levels** are either too low/high



Helps make escape rooms more **sustainable** as room **reusability** increases

Indicates when **Escape Room operator** needs to **change difficulties**

