

Building a Framework for Digital Interaction in Escape Rooms

Survey and Analysis Stage, COM3610

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This report is submitted in partial fulfilment of the requirement for the degree of Computer Science with a Year in Industry by Simon Fish.

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Signed Declaration

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Simon Fish

Abstract

Contents

	Signed Declaration	i
	Abstract	ii
1	Introduction	1
	Research Questions	1
2	Literature Survey	3
3	Requirements and Analysis	5
4	Progress	7
5	Conclusions and Project Plan	9

Chapter 1

Introduction

Escape rooms are physical, interactive experiences in which a group of participants must solve puzzles to escape a locked room, solve a mystery, or otherwise meet some goal in a particular timespan. They are a phenomenon that has existed since around 2007 Nicholson (2015), and are a growing industry. Escape rooms are run both by enthusiasts as solo ventures, and as franchises across the country.

The aim of this project is to build tested tools to meet the needs of escape room owners. Research will be focused towards exploring the needs of escape room owners, such that a product can be designed and built to target one or several of these. These needs may be related to issues such as making sure a timer is visible to the group, or to processes that currently take more time than necessary, such as posting photos of teams to social media Liam (2019).

Research Questions

I have identified two research questions, which this stage of the project will be focused towards answering:

1. What do escape room owners consider their biggest timesinks?
2. What would need to be built in order to rectify these problems in a way that serves escape room owners most effectively?

I intend for this stage of the report to decide the scope I intend to tackle with the artifact I will build for this project.

Chapter 2

Literature Survey

There is an absence of relevant research in this area. This could be due to a variety of factors:

- the secrecy and competitiveness of the market Nicholson (2015)
- the focus in existing research on the effects of escape rooms on their participants Wiemker, Elumir, and Clare (2015)

Chapter 3

Requirements and Analysis

Chapter 4

Progress

Chapter 5

Conclusions and Project Plan

Liam. 2019, November.

Nicholson, Scott. 2015. "Peeking Behind the Locked Door: A Survey of Escape Room Facilities." *White Paper Available Online at [Http://Scottnicholson.com/Pubs/Erfawhite.pdf](http://Scottnicholson.com/Pubs/Erfawhite.pdf)*.

Wiemker, Markus, Errol Elumir, and Adam Clare. 2015. "Escape Room Games." *Game Based Learning* 55.