ELUEDUP#2 NEWSLETTER

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COLLABORATIVE LEARNING USING ESCAPE DESIGNS AND PEDAGOGIES





Designing Collaborative Learning Activities Training

St George's, University of London hosted a virtual 3- day training event on How to Design Collaborative Learning Activity (CLA), Learning Suites and incorporating escape room games for medical and healthcare education in February 2022.

The aim of the event was to effectively train teaching staff in CLA, pedagogical, approaches and facilitating a collaborative approach to designing relevant game-based escape room (ER) scenarios.

The escape room scenario template requires the completion of:

- learning outcomes
- narrative
- mood board
- story board
- possible puzzles

What are the key characteristics of escape rooms?



CLUEDUP

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Over the three days the training covered:

- topics for collaborative activities
- exploring what an escape room consists of for education
- the importance of narrative
- completing a story board for each scenario
- generating interactivity and puzzles for the scenario
- evaluating and agreeing the facilitator's role

CLUEDUP PRE-TRIALS

One of the key stages in developing an online escape room for education is testing, and each partner tested their scenario with students as a pre-trial. Below are short quotes from each partner on their pre-trial:

Panagiotis Antoniou, postdoctoral researcher, AUTH: "Conducting the pre-pilot trial facilitated the creation of a robust escape room while simultaneously ensuring its functionality and efficiency, and effectiveness. The trainees showed great interest in this new learning approach and praised the further prospects of its inclusion in the healthcare curricula."

Daniel Schwarz, associate professor, Masaryk University: "The main takeaway from the evaluation, which involved the observers - academics in training - along with the students, for our future work is that the content expert and facilitator should not only be prepared to deliver the lesson individually but that they need to function as a team - just as we want our students to function in TBL activities and later in their medical practice."

Sheetal Kavia eProjects Manager, St George's, University of London: "Sessions highlighted the importance of testing the scenario before going live. One of the key changes required before launching our trial was the need for better instructions in the various activities within the scenario to ensure the students understood what they were required to do in the activity and also how it was integrated with the scenario narrative."



Collaborative Learning: Working Together to Make Good Decisions Symposium We're pleased to invite you to attend the symposium, held on Thursday, 23rd February 2023 at Senate House, London, UK.

Collaborative learning is essential for our students to develop skills that align with their professional careers. However, is it time we rethink how we are engaging students in collaborative learning activities? How can things evolve with time and technology? Join the conversations and share ideas.

This is a **FREE** event, register early to avoid disappointment. Register: https://bit.ly/3G6rhvS





Designing and implementing online escape room activities for medical and healthcare education

Want to create an escape room for your collaborative learning activity? Look out for a free course on how to create your own and learn from the lessons learned in this project to develop your own escape room resource. The course will launch in Spring 2023 – keep a look out on the project website for more information.





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