

Section 1

Chapter 2 - Interactive Environments For Involvement And Motivation For Learning

Case Scenario 1

Title: **Breakout Edu**

Description:

Web: <http://www.breakoutedu.com/>

A breakout is an immersive game derived from the popular 60-minute Escape Rooms. In the educational environment, the goal is to open a closed box with different types of locks in a limited time that does not exceed one hour of class. In order to obtain the codes that open the boxes, it is necessary to solve problems and puzzles and answer questionnaires. As in any gamified activity, it is necessary to have a brief narrative that contextualizes and gives meaning to the challenge posed while transforming the students into characters and heroes, and defending one or several values in the service of a noble cause (IDD, 2018).

A breakout must have a powerful narrative that allows the student to immerse himself in the game, so it should relate to the students. There are also different game dynamics such as challenges to open locks, levels that are passed as the player solve puzzles, discount time in exchange for clues, motivational cards with special powers, and so on (Barba, 2018). The narrative may be based on the topic being worked on at the time in class, or it may be the final activity of a project. Challenges have the possibility of referring to multiple areas. For example, opening a lock may require solving a maths puzzle, translating a phrase into another language, singing a song, visual thinking, or exploring the whole classroom for clues.



On the webpage 'Break Out Edu' there is material with which to develop your own breakout or even create a game in digital format, as well as use the mobile application which allows you to quickly and easily scan Breakout EDU tags to play digital games directly on your mobile device.

This is a game which promotes collaborative learning and social skills. It is a learning methodology based on challenges, and is based on establishing real problem situations to be solved by the students. The idea of breakout is so broad that it can be adapted to any curricular content, which allows it to be tailored to any subject and any age group. It is only necessary to adapt the challenges to the specific topic and of course, it promotes fun.

Such is the possibility offered by breakouts that educational projects can be carried out where different subjects are incorporated, such as the project carried out by Negre (2017). In their project, students had to do different things, amongst which were translating words into English, carrying out mathematical operations, constructing sentences in English and answering logical questions.

