Museum Escape Room! A way to learn and play

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Българска фондация
Биоразнообразие

The museum



But....



The Idea

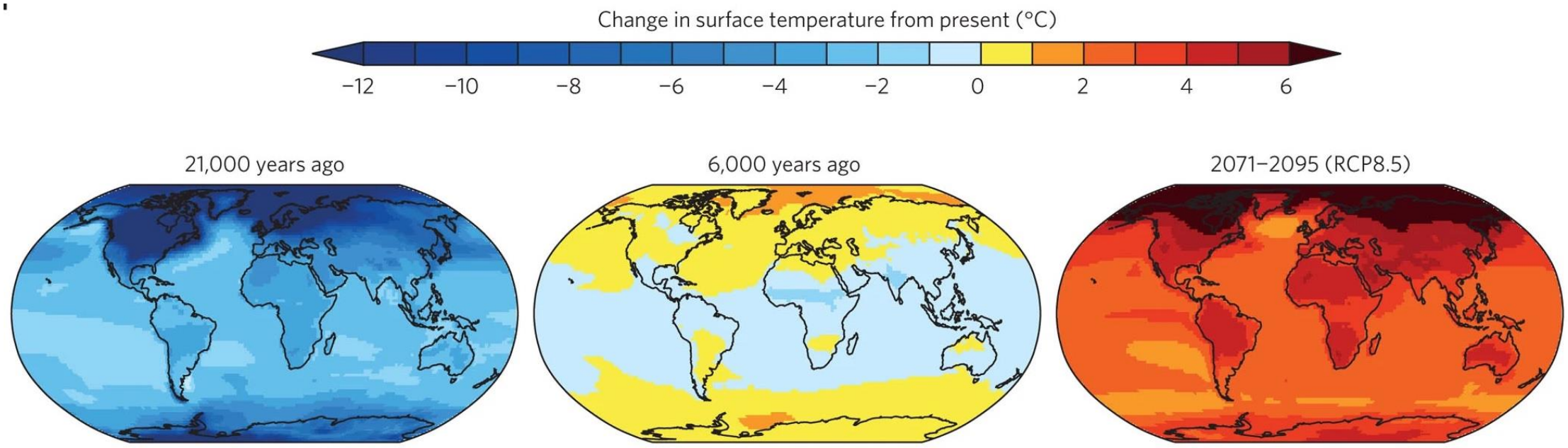
game on | DON'T LET CLIMATE CHANGE END THE GAME!



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Българска фондация Биоразнообразие

Gamification of problems

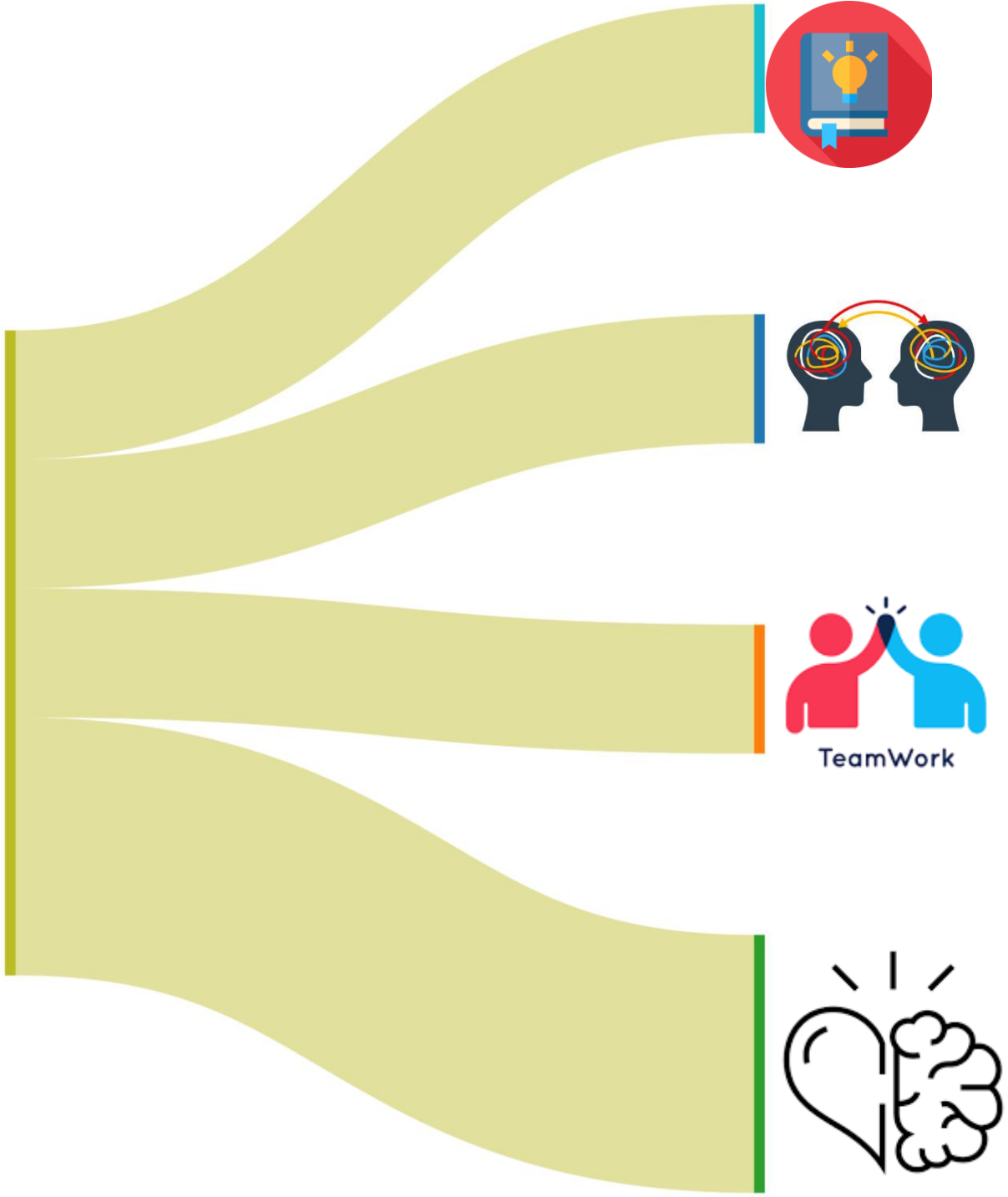


The local context

- **Future communication and education should be interactive and consider socio-cultural contexts**
- **Critical approach to environmental education is necessary for lifestyle change**
- **Our project aims to raise awareness on climate change with an Eastern European approach**
- **Application of recreational escape rooms to educational contexts is increasingly popular**
- **Escape rooms encourage hard and soft skills like collaboration, communication, and leadership**

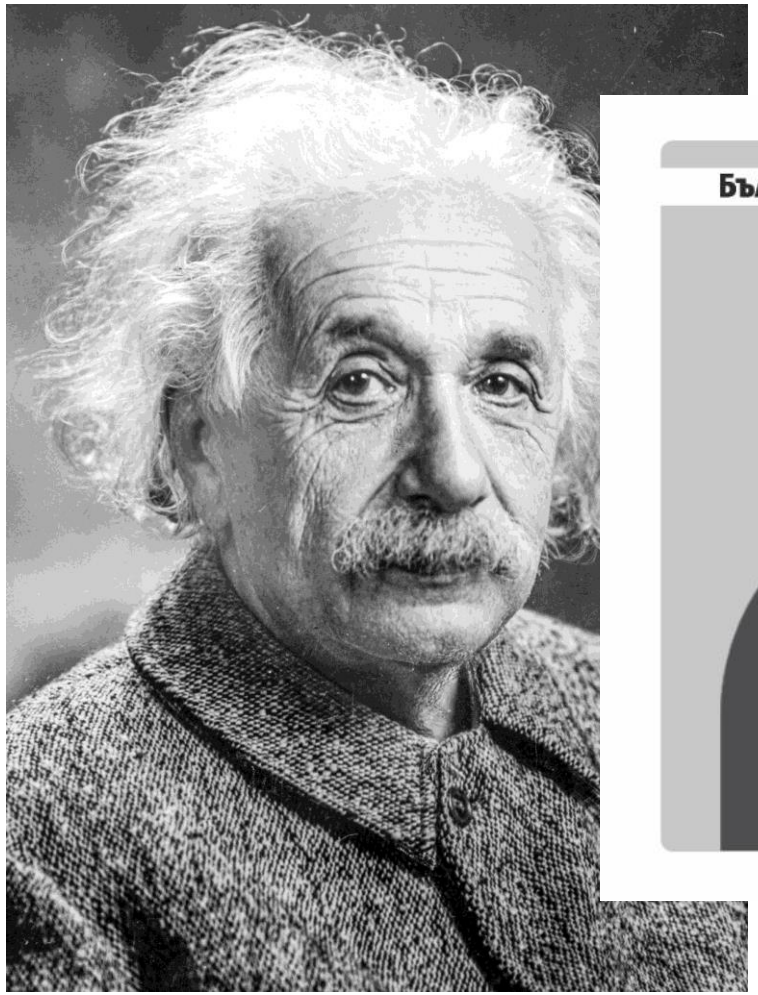


BIO CAPE

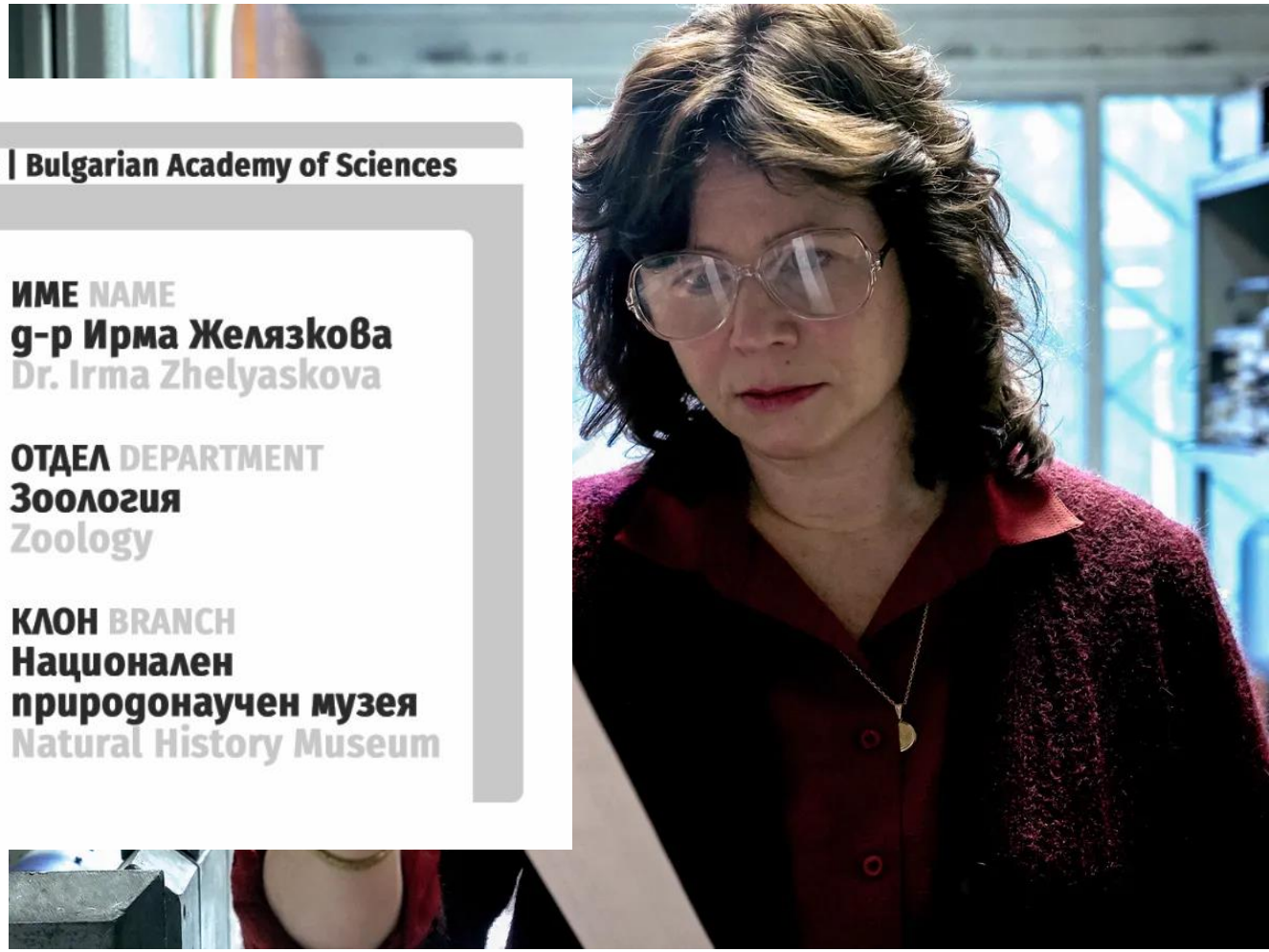


Design

The scientist







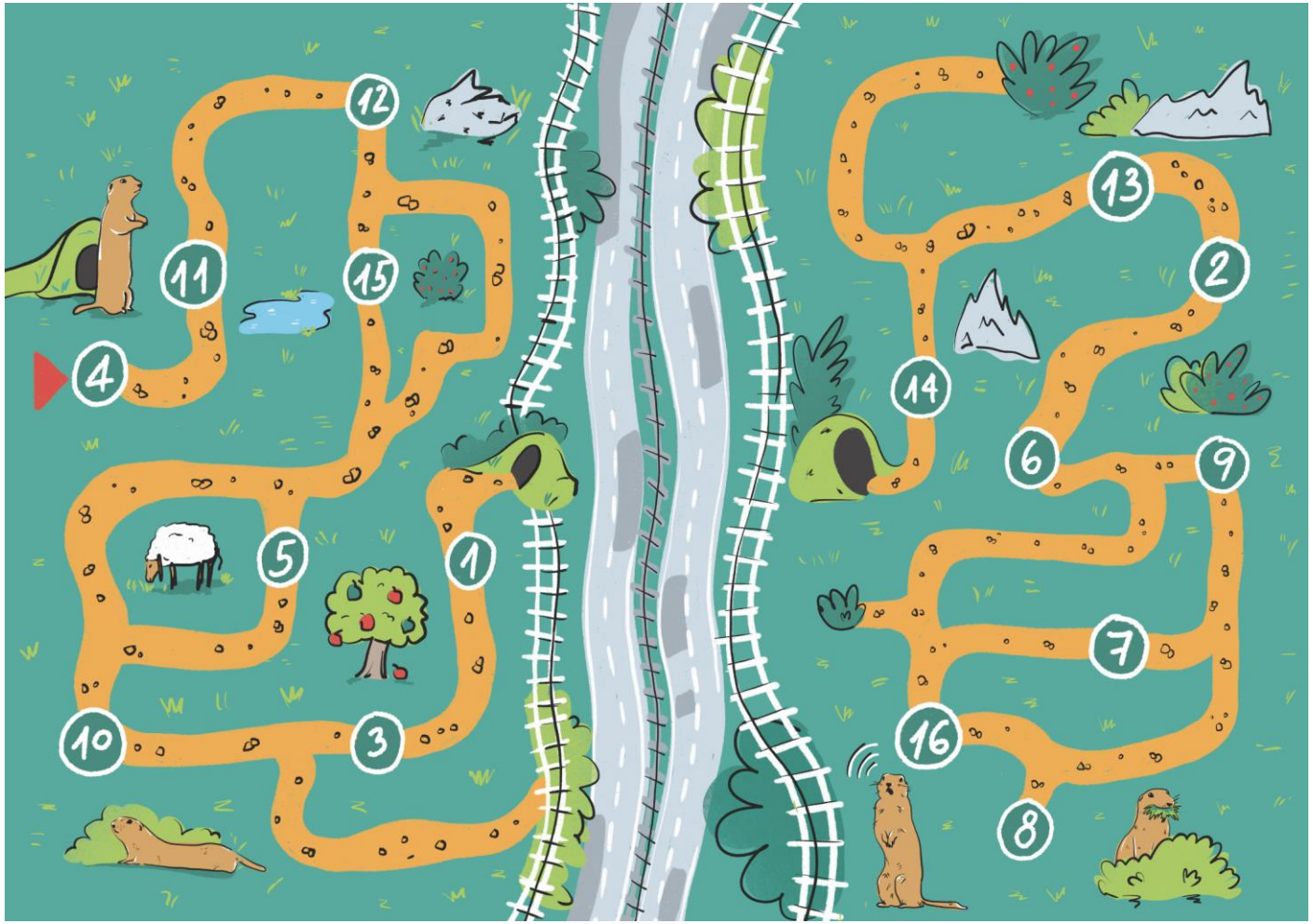
The story



The flow

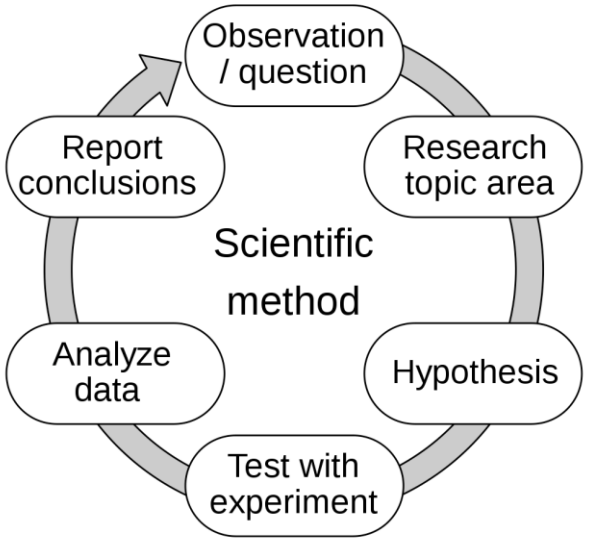


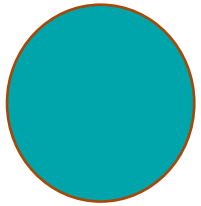
Roads disconnect wildlife

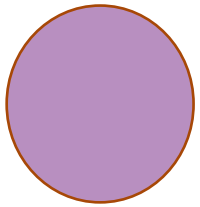


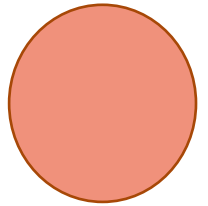


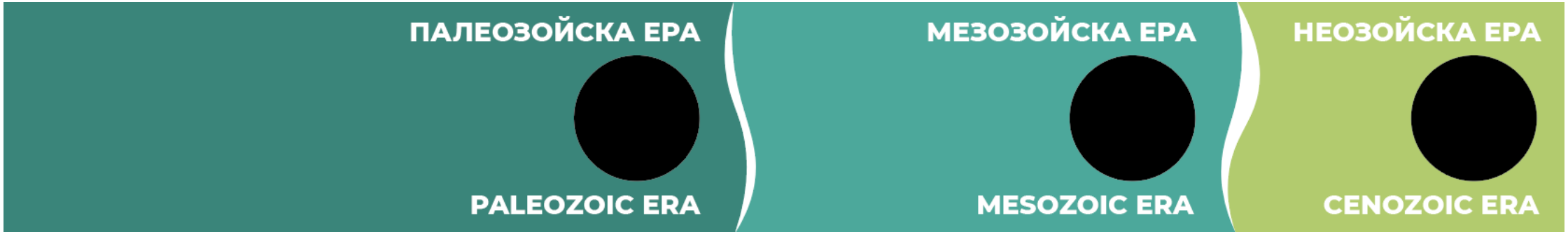
The time


Observation / question
Research topic area
Hypothesis
Test with experiment
Analyze data
Report conclusions
Scientific method



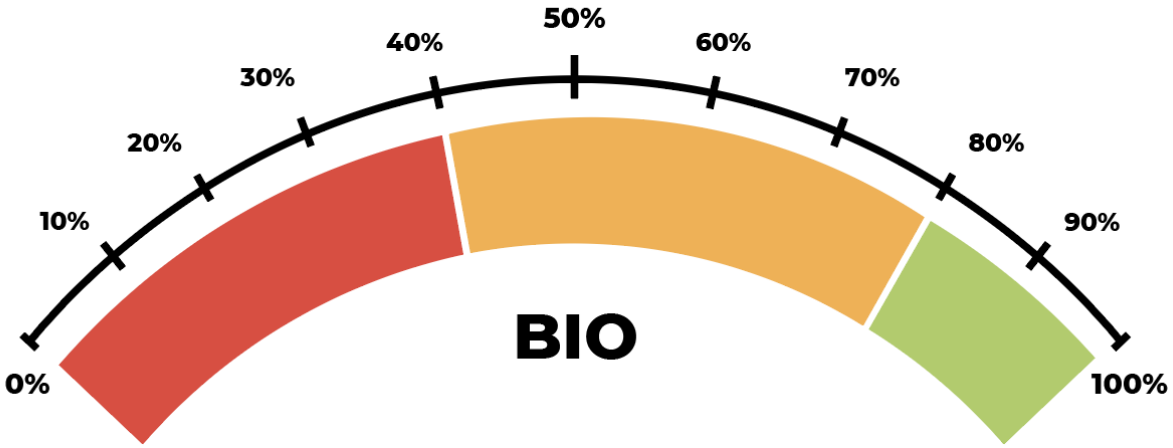





ПАЛЕОЗОЙСКА ЕРА
PALEOZOIC ERA
МЕЗОЗОЙСКА ЕРА
MESOZOIC ERA
НЕОЗОЙСКА ЕРА
CENOZOIC ERA

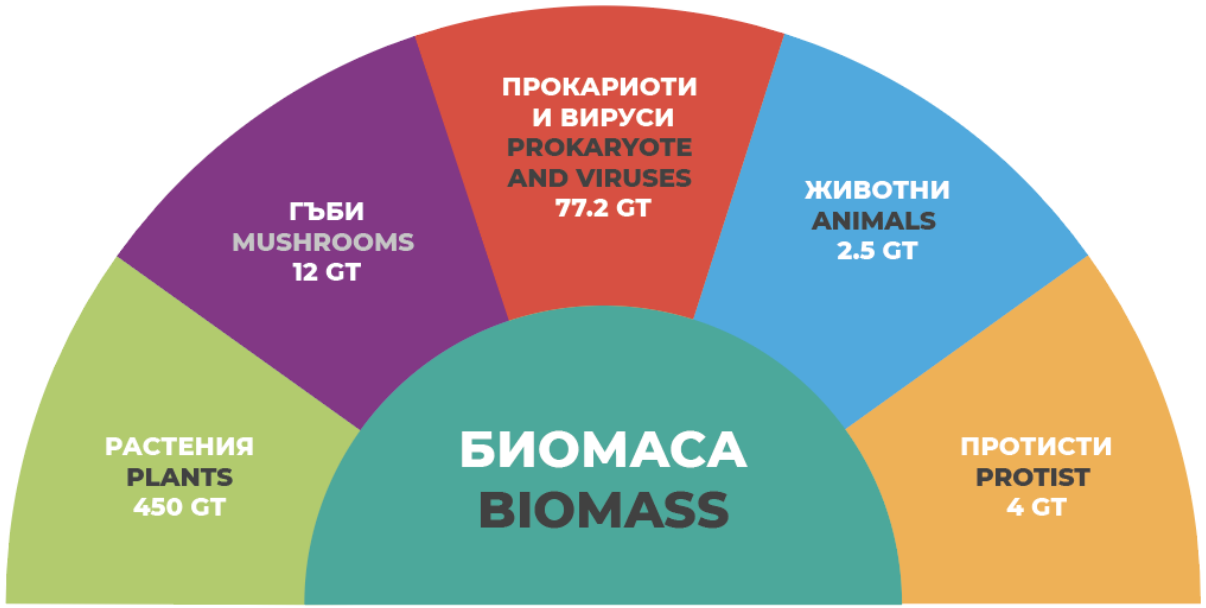
Soil problems and solution



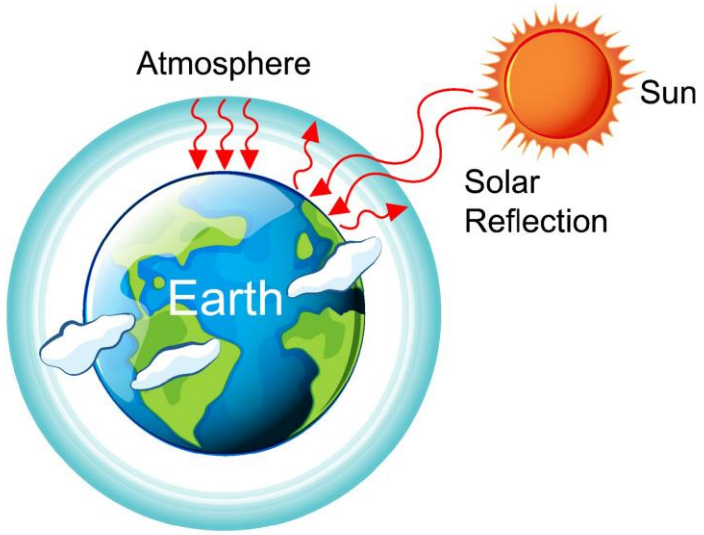




The weight of things







BIO CAPE

H																	He
Li	Be											B	C	N	O	F	Ne
Na	Mg											Al	Si	P	S	Cl	Ar
K	Ca	Sc	Ti	V	Cr	Mn	Fe	Co	Ni	Cu	Zn	Ga	Ge	As	Se	Br	Kr
Rb	Sr	Y	Zr	Nb	Mo	Tc	Ru	Rh	Pd	Ag	Cd	In	Sn	Sb	Te	I	Xe
Cs	Ba	La	Hf	Ta	W	Re	Os	Ir	Pt	Au	Hg	Tl	Pb	Bi	Po	At	Rn
Fr	Ra	Ac	Rf	Db	Sg	Bh	Hs	Mt	Ds	Rg	Cn	Nh	Fl	Mc	Lv	Ts	Og

Ce	Pr	Nd	Pm	Sm	Eu	Gd	Tb	Dy	Ho	Er	Tm	Yb	Lu
Th	Pa	U	Np	Pu	Am	Cm	Bk	Cf	Es	Fm	Md	No	Lr



The Wall...





Tips and hacks

Story

Science

Art

Escape room experts

Adapt

Who, What, Why, Where?



Questions?



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