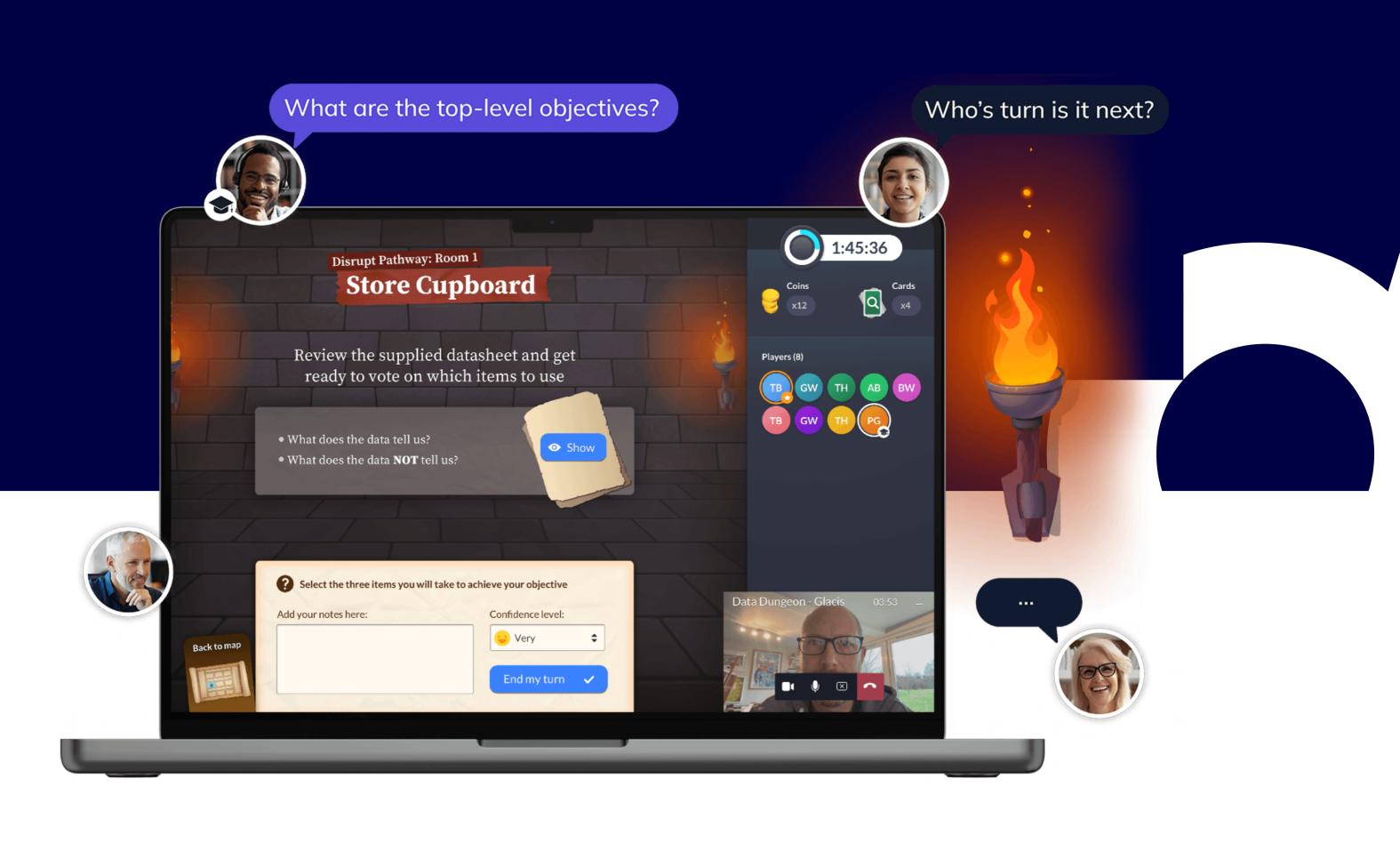


## The Data Escape Room Gamified Learning App

Produced by Aer Studios



## The Data Escape Room project is a leap beyond conventional, corporate eLearning,

innovation.

aiming to disrupt the online learning sector.

Leveraging the popularity of escape rooms, we've replaced mundane, online, training

with an immersive, multiplayer game-based experience. A first-of-its-kind solution for organisations aiming to improve employees' data interpretation and analysis skills, fostering experiential learning theory.

Instead of the standard, multiple-choice eLearning, participants collaborate in a 2 hour, remote session. Using data literacy

skills to solve problems and break free from a variety of imaginative challenges and scenarios.

Participants take turns to be the active player with cursors and screen interactions simultaneously synced on all players screens.

The platform's use of real-time communication technology, facilitated by AWS's API Gateway, allowing a fluid gaming experience for players and facilitators.

The platform supports groups of players and

innovative and flexible learning solution.

remote facilitator, making it a truly

Making it an innovative competitor in the eLearning landscape. The inclusion of a facilitator, who actively guides the game and collects real-time analytics, ensures that The Data Escape Room is not just a game, but an effective training tool, making the Data Escape Room an industry first.

## The creation of the Data Escape Room required a rigorous design approach, a comprehensive UX discovery phase,

craft.

and user journey mapping. This established a clear set of functional and nonfunctional requirements, forming the blueprint for the game.

Our design took inspiration from real-world escape rooms, bringing to life our 'Dungeon' and 'Space' themes to create a unique environment. To replicate an immersive

escape room feel, we employed visual

treatments such as flickering flames, rattling

stakeholder interviews, design workshops

treasure chests, stained maps, futuristic spaceships, and animated airlocks. Careful attention was paid to ensuring the balance of fun and playful, with a professional tone to suit the audience.

The facilitator dashboard, a critical component, allows facilitators to manage the game and track real-time analytics. Additionally it provides group progress and key learning points to review in the post

highly functional and user-centric learning experience, creating a seamless experience for both the facilitator and participants.

1:45:36

Congratulations.

The code is valid and your plan is

game de-brief. These elements ensured a

allowing players to interact in real-time during the game. Powered by a highly secure content management system allowing sessions to be easily managed.

Our project was a great example of how we fuse creative and technology to combine aesthetic appeal, technical execution, and interactivity.

Our cutting edge technology was built with

security, scalability and performance at its

core. The solution combined React, Node.JS,

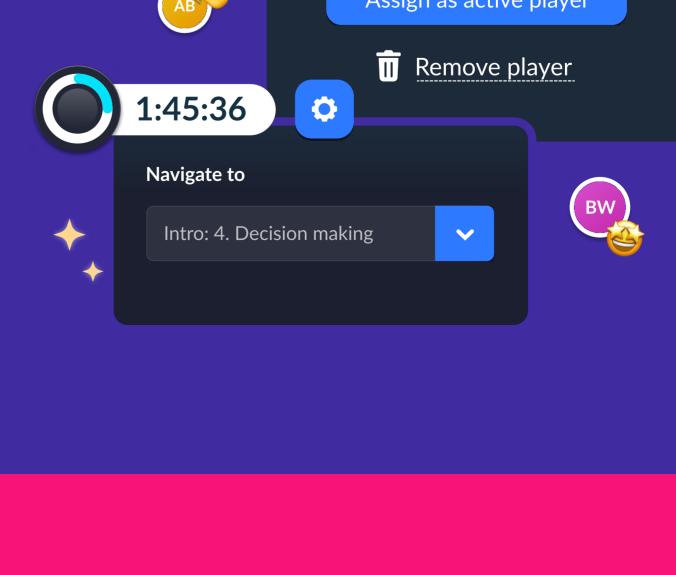
and a serverless AWS architecture The team

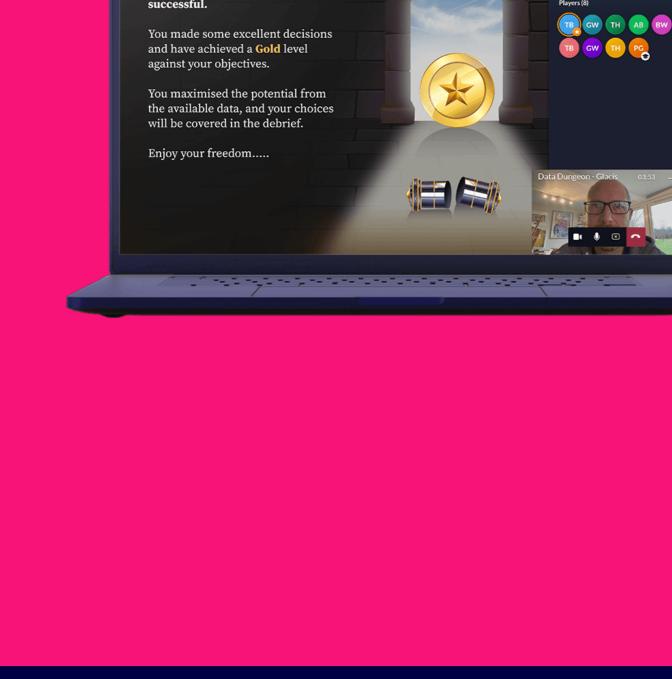
integrated multiplayer real-time websocket

communication using AWS's API Gateway,

Gw Geoff W
Turns as active player: 0

Assign as active player





1:45:36



12 gold coins found!

## promotes collaboration and problemsolving skills that translate into real-world scenarios.

impact.

Players learn skills in question framing, bias & ethics, data quality, patterns and trends, performance measures, data sampling, machine learning interpretation and more.

The game was launched on time and within budget and has since been embraced by a variety of public sector customers. To date, the platform has facilitated the training of

over 400 people, clocking over 1200 hours of

learning. With participant data indicating a

The Data Escape Room has had a significant

impact on improving data literacy among

substantial increase in data literacy.

Data literacy is expected to be the most in-

demand skill by 2030. We're proud to say our

platform is at the forefront of this revolution.

platform enhances individual learning and

The interactive, multiplayer nature of the

the workforce, seeing participants go from data novices to competent data interpreters, able to question, understand, and challenge data and its uses, within their organisations.

**Phil Greenwood** 

**Head of Product at The Data Escape Room** 

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sessions to be easily managed.



"The strength of this exercise is that you get to experience the issue at hand e.g. uncertainty, overconfidence, contradiction etc."

Anonymous

"Transformation Lead, British Army

"Just brilliant - best training I've done here in 13 years!"

"The Data Escape Room has made a significant

impact for our customers and the way they think

more confident in how they use data and have

challenge. We have also seen learners apply the

lessons from their experience to change the measures

they use to be more outcome-focused and improve

the way they visualise and present data outputs."

demonstrated greater levels of scrutiny and

about and use data. Staff who have taken part are

iscape Dungeon Release Captings System Future 4 Cristing Physis (8)

11 GW TH

10 GW TH

Which door would you like Robin to open first?

Discuss as a group the factors that influence your

revolutionises eLearning by providing a

embracing environmental responsibility.

that promotes data literacy, all while

creative, engaging, and impactful platform

1:45:36

**€** 30m

good at practising looking at

confidence when looking at

may have around data and

**Head of National Security Partners** 

"This is an incredibly engaging

format, we were all involved and

**Unit, Homeland Security Group** 

data and helps reduce fears you

data in a scenario-based

exercise. It builds your

information."

contributing."

**Anonymous** 

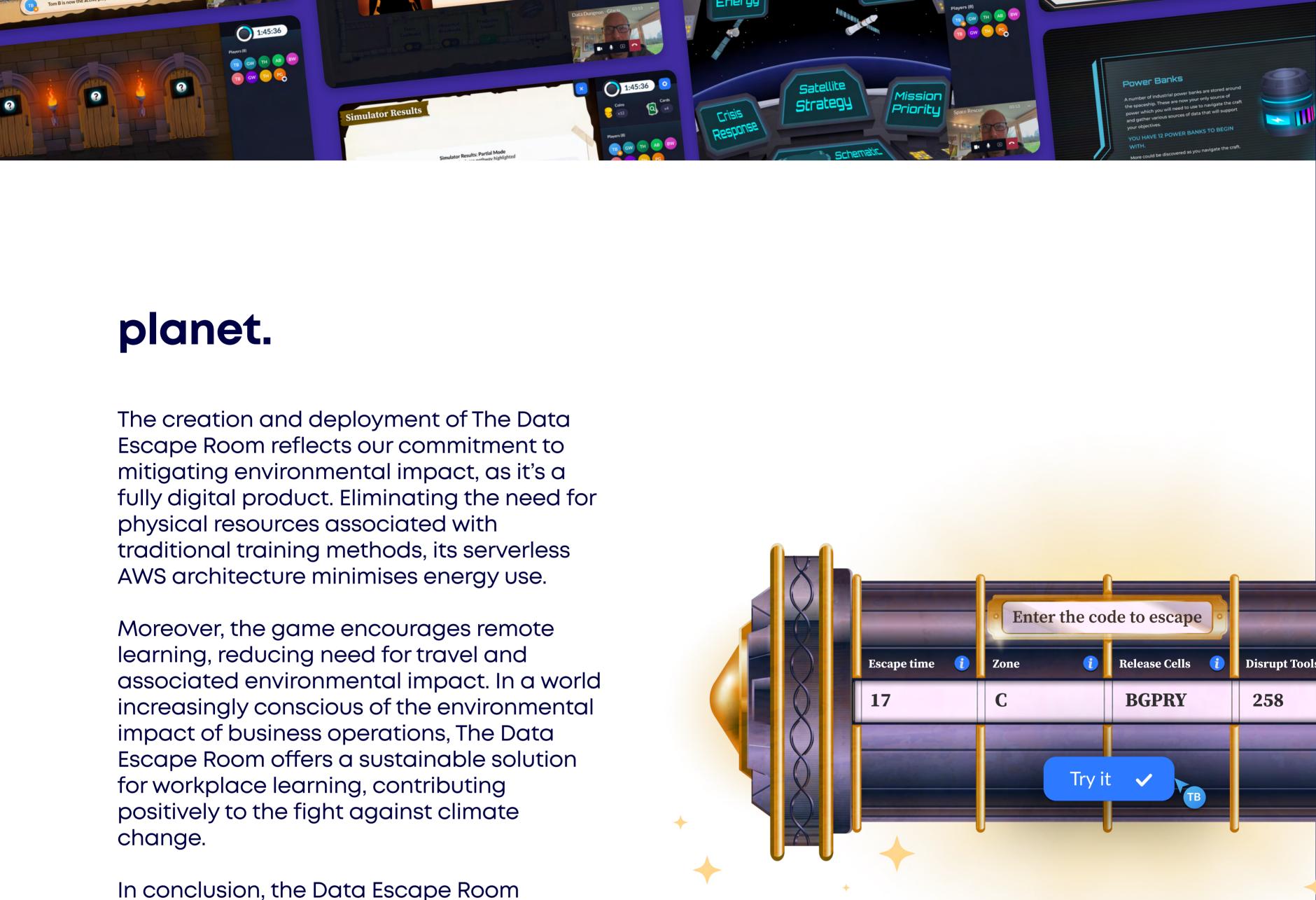
Anonymous

ur freedom...

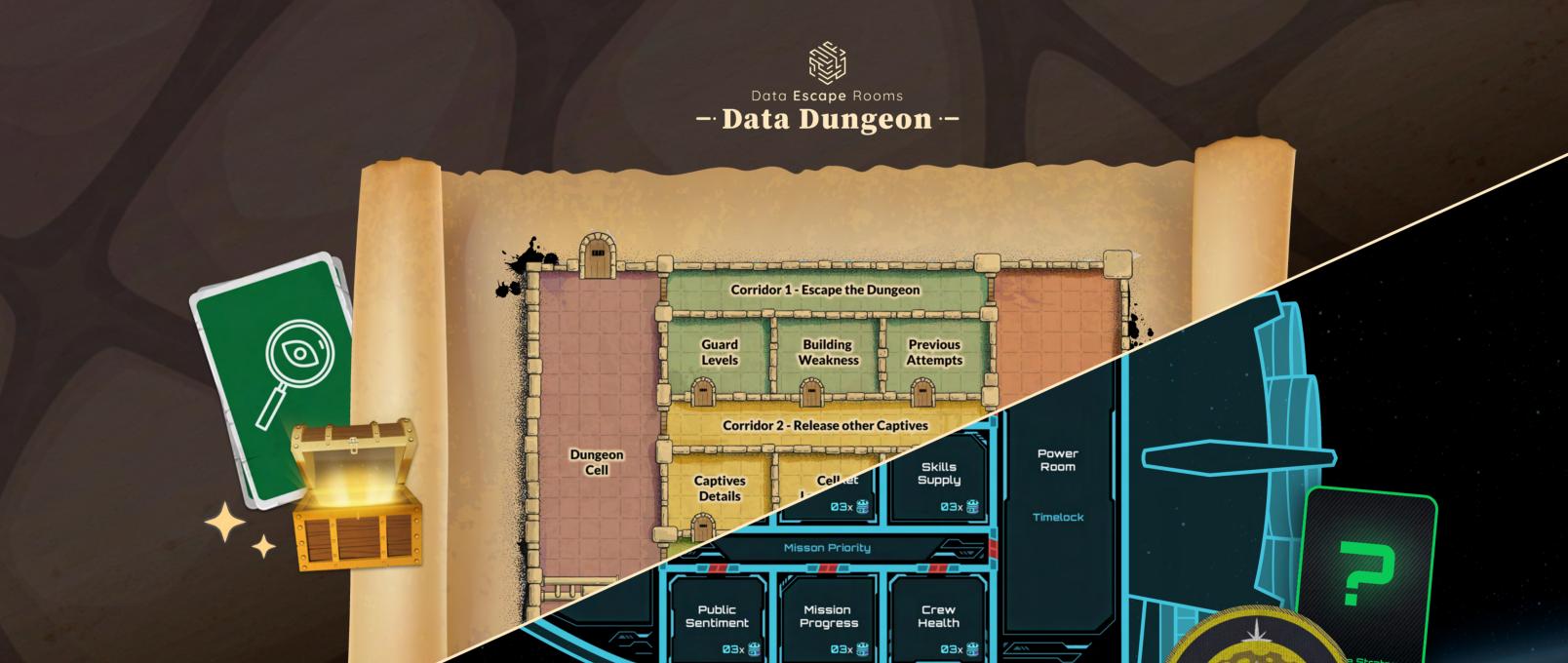
X

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1:45:36





Space Rescue —

Data **Escape** Rooms