



# Creating Online Escape Games with Google Forms

REGIS



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LIBRARY



# Warmup

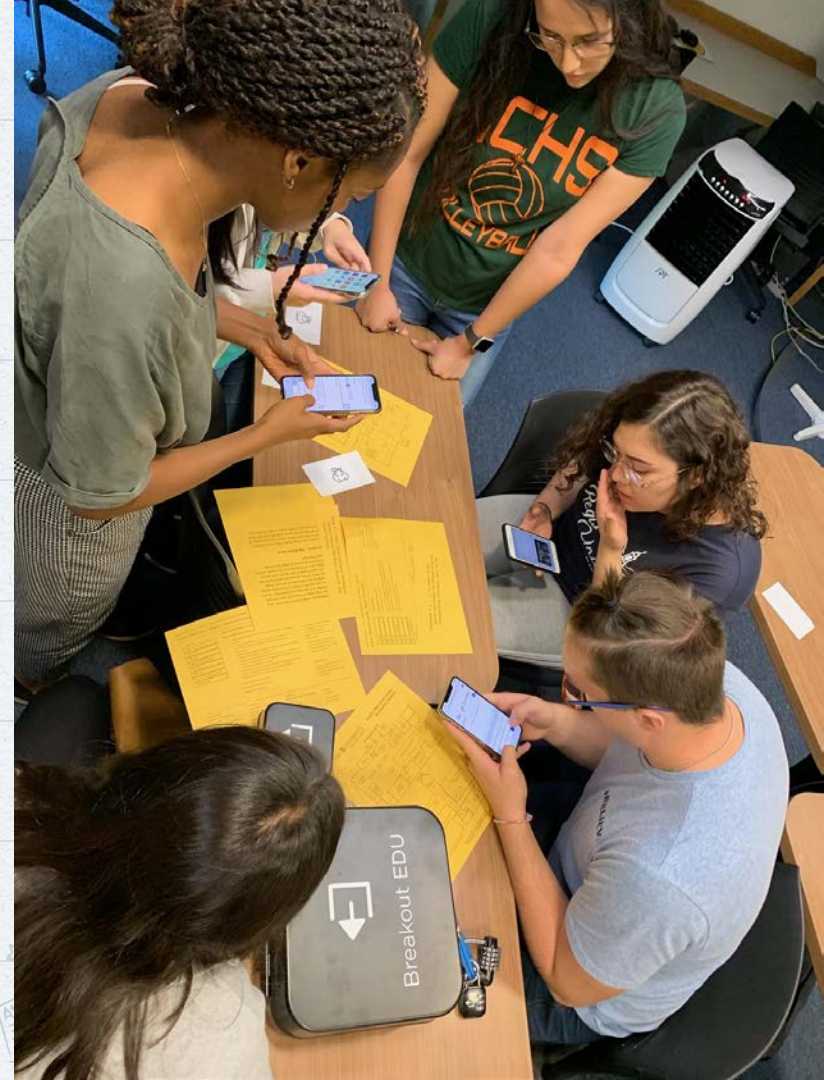
Share your experience with escape/breakout games in the chat! Have you been to an escape room? Made one at your library? Interested in making one?

# Library Orientation Before



# Library Orientation Using Breakout EDU kits

An interactive escape game  
activity for first year  
students in the library  
building



# Creating an Escape/Breakout Game

- X Start with outcomes
  - X What will participants know or be able to do at the end of the game?
- X Choose where participants will gather the information
  - X For me, it was the library website!
  - X For you, it could be your website or something you create



# Creating an Escape/Breakout Game

X Create questions

X Also record the answers to questions

X Create materials

X Graphics

X Links

X etc.



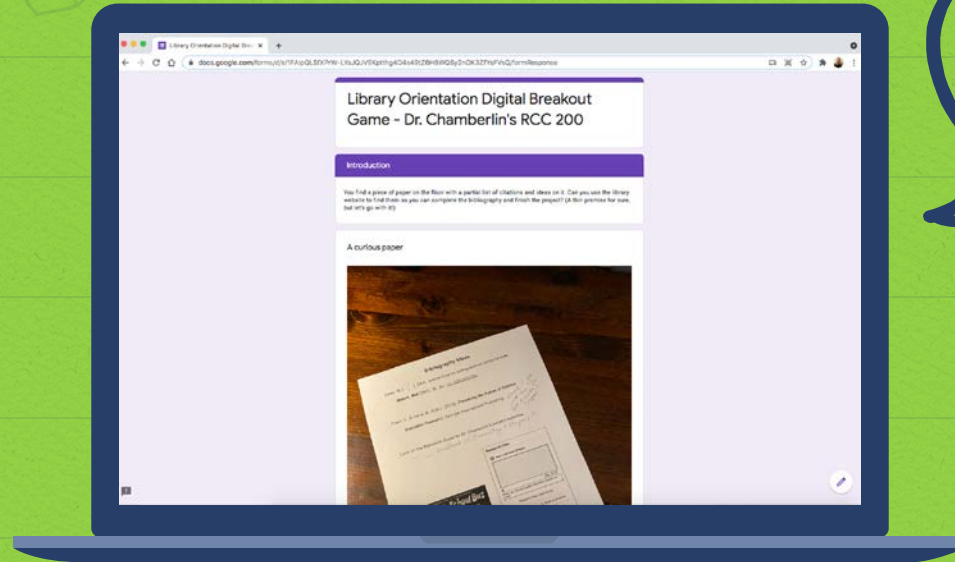
# Shifting the Game Online

- X Start with the same/similar outcomes
- X Plan a path through the game
- X Write questions and answers
- X Create Google Form with validated answers
- X Play!
- X Modify based on student experience
- X Play again!





**Let's Play!**



## Shift to Digital in Fall 2020

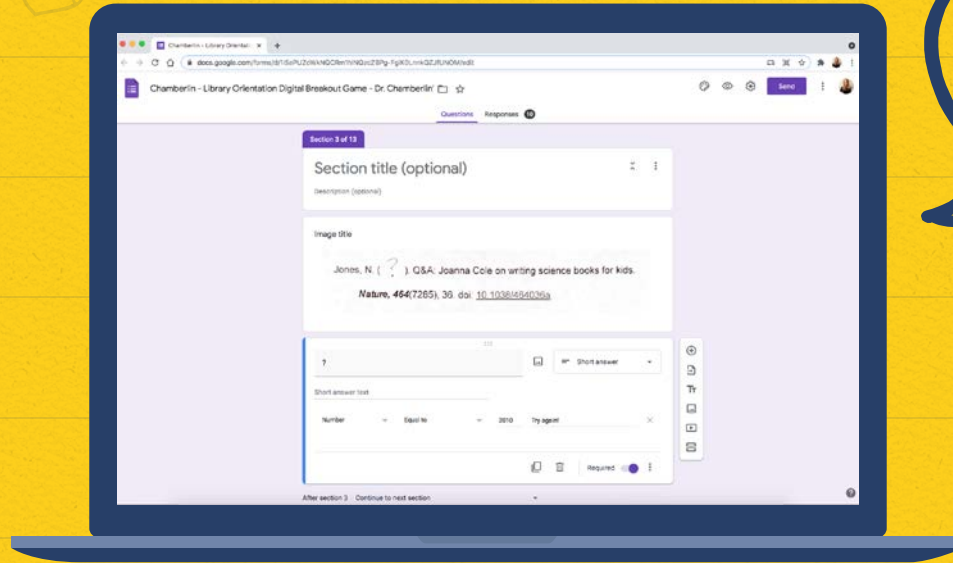
Using the same outcomes for the in-person game, I created a digital escape/breakout game for students to play during library orientation sessions.

# Process Time

What kind of game do you want to build?

Are you starting from scratch or moving an existing game  
online?

Let's Build



## Google Forms Backend Creation

The entire game lives on Google forms, but students used information from the library website to answer the questions. Validated answers help them move through the game.



# RESOURCES

## Creating Escape Activities

- X [BreakoutEDU](#)
- X [Escaping Library Orientation](#)
- X [The Clock Is Ticking: Library Orientation as Puzzle Room](#)

## Using Google Forms

- X [Bespoke Classroom - How to Build a Digital Escape Room on Google Forms](#)
- X [Vestal's 21st Century Classroom YouTube video](#)

## Previous Presentation from CALCON 2019

- X [Engage, Interact, Escape!](#)

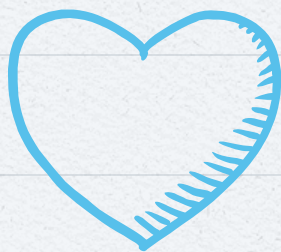


# Brainstorm Time

How could you use this at your library?

Who could you partner with?

What would make it fun for you and your patrons?



# THANKS!

**Courtney Drysdale**

[cdrysdale@regis.edu](mailto:cdrysdale@regis.edu) or [@courtbrarian](https://twitter.com/courtbrarian) on Twitter

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