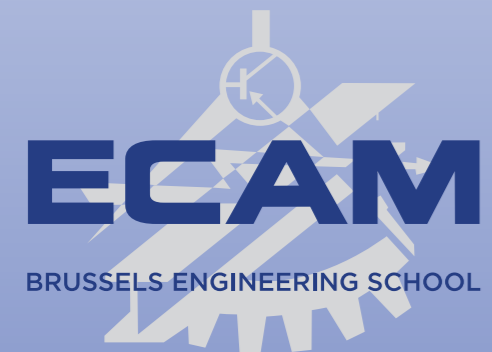


LEARNING COMPUTER SCIENCE AT A FAIR WITH AN ESCAPE GAME

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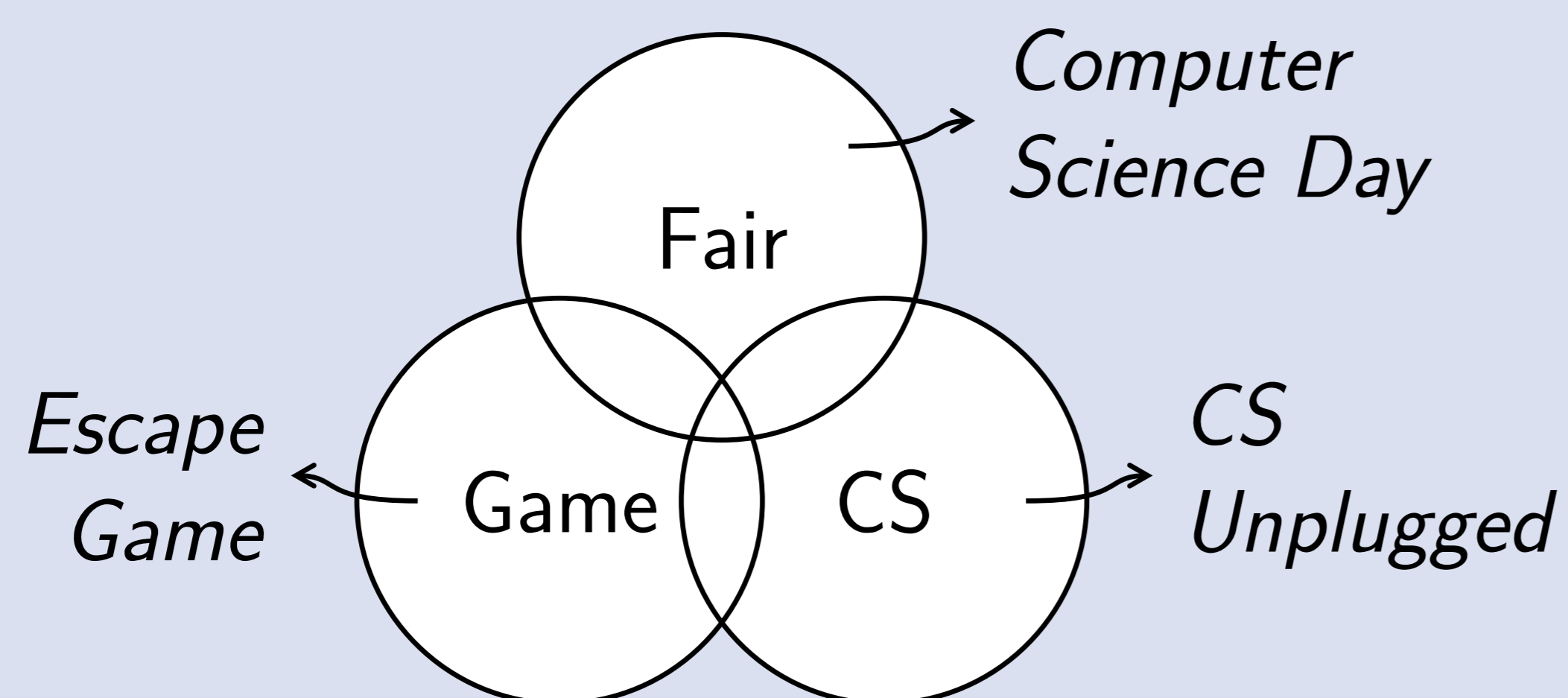
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1. Introduction

The aim of the pedagogical device is to allow attendees of a fair to learn computer science concepts in a motivating way and while having fun.



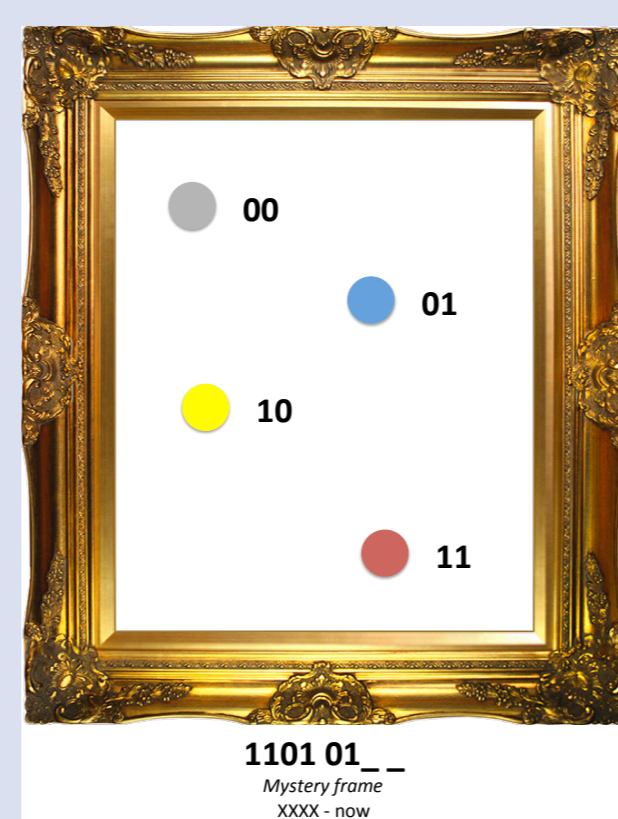
Questions raised when considering teaching CS concepts:

- **What** are the concepts being taught?
- **To who** are they taught and what is the background of the audience?
- **How** are they taught and with which pedagogical device?
- **In which context** are they taught?

2. CS Escape Game Design

A. Riddle:

- Solving riddles to collect clues to escape
- Learning CS concepts to solve riddles



B. Activity:

- Teaching CS concepts with CS Unplugged activities
- Practicing and experimenting with available material

C. Group colour:

- Spreading people between the activities
- Avoiding (in)voluntary cheating



D. Checkpoint:

- Receiving new logbook pages
- Checking progress with group tag and RFID device



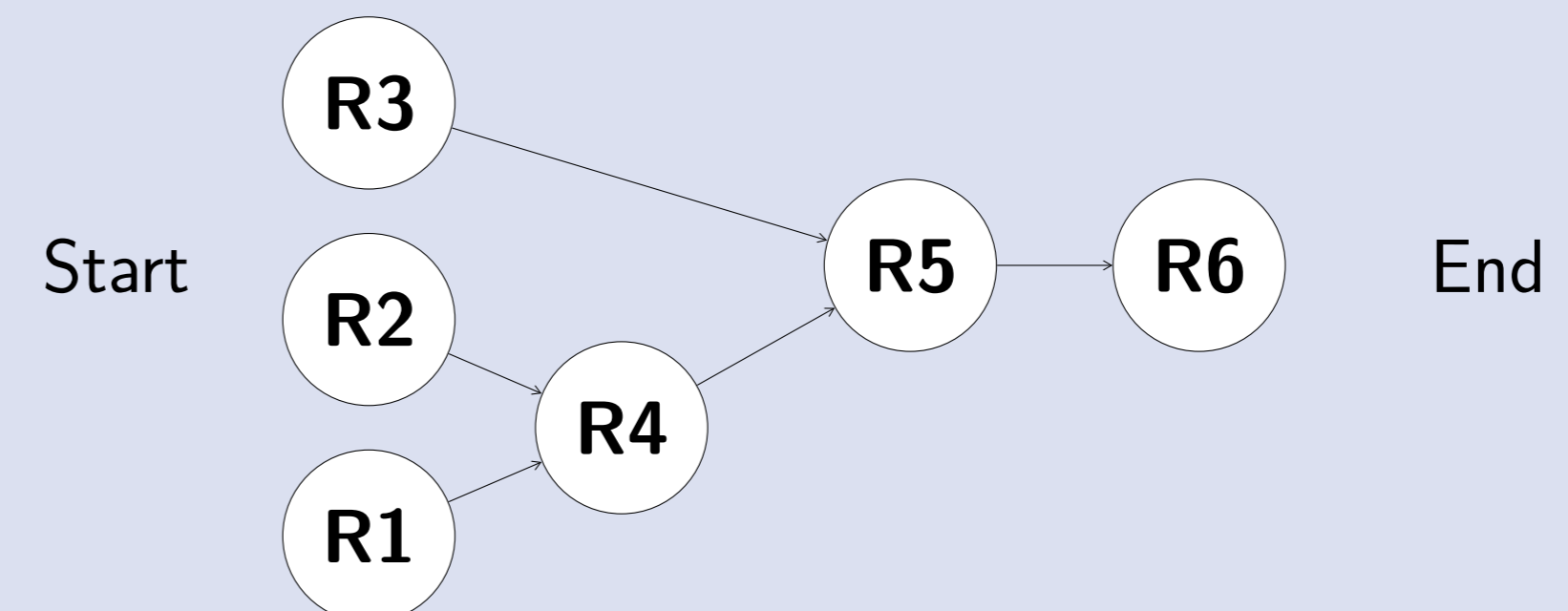
E. Quest:

- Challenging visitors about the learned CS concepts
- Determining a winner for the escape game



3. Course

The escape game is organised following a tree structure with several independent starting points and riddles unlocked during the course of the game.



4. Logbook

The pages of the logbook contain riddles to be solved, thanks to CS concepts, in order to make progress in the game and escape it.

Part 010

"It is strange, I do not feel like I'm alone here... It's scary, it's like someone was watching me and taking note of all my actions..."

"It looks like **keyboard** sounds in fact, a very old keyboard... all old keyboard... the sound resonates at the end of a **corridor**... I must find it, to silence it, I will become completely insane if not!"

#2



5. Activity

The activities proposed during the fair are used to learn CS concepts and practice them, in order to be able to solve the riddles.



6. Conclusion

- Participants went through all the stands to learn CS concepts
- They were interested and involved in their learning by practicing
- They had a good time with a fun activity