

Summer School 2024 | Programme

**"Beyond the Lock: Innovative Approaches to Escape Rooms in Education, Culture, and Organisational Development"**

3<sup>rd</sup> – 5<sup>th</sup> July 2024 | University for Continuing Education Krems

**Book of Abstracts:**

<https://www.donau-uni.ac.at/escape-rooms-summer-school-2024>



## Wednesday, 3rd July 2024

10:00 - 10:30	Opening and Introduction	<p><b>Natalie Denk, Anja Grebe, Helmut Neundlinger</b> University for Continuing Education Krems, Department for Arts and Cultural Studies, Austria</p> <p><b>Klaus Neundlinger</b> in scope GmbH, Austria</p>
10:30 - 11:10	The thin line between facts and fiction. Presenting "Mission: Golden Panther" at Schallaburg Castle (2024–2025)	<p><b>Dominik Heher</b> Freelancer (for Schallaburg Exhibition Centre), Austria</p>
11:10 - 11:50	A Shared Secret – developing the Clock Museum's AR Escape Game	<p><b>Christine Koblitz Tabea Rude</b> Wien Museum, Austria</p> <p><b>Franco Lanfur</b> VARS, Austria</p>
11:50 - 12:05	Coffee Break	
12:05 - 12:45	A night in the museum: A museum exhibition that turns into an escape room by night	<p><b>Ran Peleg</b> University of Southampton, United Kingdom</p>
12:45 - 14:00	Lunch Break	
14:00 - 14:40	Ocean Eye - inside the Escapebox	<p><b>Hansjörg Mikesch</b> Mental Home e.U., Austria</p>
14:40 - 15:20	Escape games in Education for Sustainable Development for schools and extracurricular educational institutions	<p><b>Hanna de Maizière</b> ECOMOVE International, Germany</p>
15:20 - 15:30	Workshop Introduction	
15:30 - 17:00	<p>Workshop 1: <b>Digital Escape Room as a way to learn about social media, AI and information overload</b> Zuzka Masárová (Grow Trails / ISTA &amp; Josef Tkadlec (Charles University)</p>	<p>Workshop 2: <b>Virtual Escape Room as a tool for e-learning courses</b> Larissa Neuburger &amp; Ilona Pezenka (FH Wien der WKW / University of Applied Sciences for Management &amp; Communication)</p>
17:00 - 17:30	Wrap-up, and Reflection	
17:30 - 18:30	Free time - Explore, Discuss & Play	
19:00 - open end	Dinner at a local "Heuriger Hamböck"	Steiner Kellergasse 31, 3500 Krems an der Donau

## Thursday, 4th July 2024

09:30 – 10:10	<b>On your marks, get set, go: research on an educational escape game</b>	<b>Inga Specht</b> Leibniz-Institute for the Analysis of Biodiversity Change, Museum Koenig, Bonn, Germany	
10:10 – 10:50	<b>Strategies in Solving and Talking about an Educational Science Escape Room Game</b>	<b>Ran Peleg</b> University of Southampton, United Kingdom	
10:50 – 11:05	Coffee Break		
11:05 - 11:45	<b>Participatory Design of an Educational Escape Game about Alcohol and Partying – Lessons Learned from “Working Sober”</b>	<b>Mirjam Duvivié</b> University of Vienna, Centre for Teacher Education, Austria	
11:45 – 12:25	<b>TimeShift – A perspective-shifting Escape Room experience in complete darkness</b>	<b>Anna Sieroslowski</b> Dialogue Social Enterprise GmbH, Germany	
12:25 – 13:45	Lunch Break		
13:45 – 14:05	<b>Controversy Cabinets – experiencing democracy playfully</b>	<b>Lara Langner</b> New Design University, Austria	
14:05 – 14:45	<b>Unravelled: a framework for the development of educational escape games</b>	<b>Cèline Neubig</b> Zürcher Hochschule der Künste & Enigma Immersive GmbH, Switzerland	
14:45 – 15:25	<b>Exploring Professional Noticing for Escape Rooms</b>	<b>Isabell Grundschober</b> Centre for Learning Systems Design and Transformation, Department for Continuing Education Research and Educational Technologies, University for Continuing Education, Austria	
15:25 – 15:40	Coffee Break		
15:40 – 15:50	Workshop Introduction		
15:50 – 17:30	<b>Workshop 1:</b> <b>How to value an object - stories and riddles behind a tomato can</b> Klaus Neundlinger (institute for cultural excellence research) & Ines Häufner (story Consultant)	<b>Workshop 2:</b> <b>Play Session: Mobile Escape Box for up to 20 players</b> Michael Wiktora (independent game designer)	<b>Workshop 3:</b> <b>Access to Escape - An Immersive Virtual Reality Escape Room for Accessibility Education</b> Paula Wiesemüller & Saba Mateen, studiumdigitale - Goethe University Frankfurt
17:30 – 18:00	Wrap-up, and Reflection		

## Friday, 5th July 2024

09:30 – 10:10	<b>"The Archivist's Dream" – A Live Escape Room at the Archives of Contemporary Arts</b>	<b>Hanna Prandstätter</b> <b>Birgitta Potz</b> Archives of Contemporary Arts <b>Natalie Denk</b> Center for Applied Game Studies  Department for Arts and Cultural Studies, Austria University for Continuing Education, Austria
10:10 – 10:50	<b>Exploring Archival Practices: Unveiling Cultural Heritage Through a Live Escape Room Experience</b>	<b>Hanna Brinkmann</b> Center for Cultures and Technologies of Collecting Department for Arts and Cultural Studies, University for Continuing Education, Austria
10:50 – 11:05	Coffee Break	
11:05 – 16:30  Lunch Break: 12:30 – 13:00	<b>Escaping IN- or OUTdoors: A Workshop on Creating Location-Based Games</b>	<b>Michaela Kempter</b> Nie Ohne Seife Waschen, Austria  <b>Natalie Denk</b> Center for Applied Game Studies, University for Continuing Education Krems, Austria
16:30 – 17:00	Wrap-up and Reflection Summer School Closing	