I. HOW TO USE THE PLATFORM/ER GENERATOR?

The STEAMER generator is meant to be as flexible as possible for the teacher, educator or anyone interested in making a pedagogical Escape Room who will use the materials contained on it.

You can visualise the Generator as a database of building blocks that you can choose and assemble at will. There are building blocks of different sizes. They will, however, need your own input, your "glue" to hold them together and help integrate them in your class curriculum.

There are three main ways to use the generator thanks to three main features of the generator.

1. The first feature is a library of ready-made Escape rooms. These are the biggest building blocks as they consist in entire Escape Rooms, ready-made, and ready-to-use. As a first-time user of a pedagogical Escape Room, we would advise beginning through here to create your first ER. The only step to take with these Escape Rooms, would potentially be to adapt the puzzle content a little to stick to your class materials more, and to integrate the ER in your curriculum. The materials are ready-made, easily printable or usable online if needed. Those Escape Rooms include descriptions of the ER in general, of the puzzles, but also instructions on how to set up and how to clean up or reset the ER. We would advise taking the time to peruse all materials well in advance in case you want to add or change something, but also to get acquainted with the puzzles and the setup. A beta test of the ER with a group of friends could be advisable to get you a sense of how it unfolds.

2. The second way to use the Generator is to select the different elements to build your escape room bit-by-bit using the step-by-step building feature. This feature

is advised if you have already had a little bit of experience in doing pedagogical Escape Rooms. The idea is to select a scenario type first, then to select the riddles (format), and the synopsis, (including eventual characters and background elements to enrich your escape room). The idea is to follow the generator's structure and choose the elements you want. You will get a skeleton of your ER on which you can build. Another possibility would be to take one of the ready-made ERs and to build on it or to modify it by using other materials available in the generator.

3. The third way to use the generator is to peruse its library of elements. The idea is to pick and choose what interests you as building blocks and then to create your own escape room using those elements as inspiration. This feature is usually advised for people with more experience in making their own Escape Rooms, but of course, everyone is free to try if they want to.

Of course, it is not mandatory to limit yourself to what is contained in the ER generator. You may very well simply need a little bit of inspiration for the synopsis, or maybe you have a great synopsis idea, but you lack inspiration for the riddles' types. You can also peruse the background materials to enrich your decoration or atmosphere elements if you need to.

The idea behind this generator is really to be able to cater to your needs as well as possible in the most flexible way. There is no right or wrong way to use it, this Is just a database of tools to give you all the cards and inspiration needed to create your own gamified pedagogical experience for your pupils!