III. HOW TO WRITE A GOOD ER STEAM SYNOPSIS

When the task, to write an ER STEAM synopsis, appeared on the schedule, it was a challenging test for most of STEAM project partners. The participants were given an example, a template, and a Zoom presentation, which were as guiding directions. However, the advice didn't appear as ready to follow instructions because writing an Escape Room synopsis is far from an easy-to-go step by step process as it is rather demanding of ideas and knowledge. The process is so creative so that the word "creating" rather than writing a synopsis may be alternatively used. This short article deals with the tips and pieces of advice to facilitate the process. So, to start creating an inspiring and grasping ER synopsis you will need to know the potential **characters** of the room, to know the STEAM **topics**, and to be if not a writer but at least a good reader to create some plot, twist, and culmination for **the escape.**

First, try to visualize the character(s), that you have chosen, for which you may need to do some **research**. It would be ideal to know not only the character's connection to STEAM but also their **habits, traits and features, appearance, and hobbies.** Even though you will not use all the information for your character, it will be easier to think of a more natural Escape situation for the concrete hero/es. Rosalind Franklin, a dark lady of DNK… Why dark? Most of her pictures available portrait her in black and she would spend most of her working hours in the laboratory working with films in darkness… Moreover, the mysterious story of the stolen famous photo makes the story a perfect crime Escape Room backstory. Almost as a rule, the famous people, throughout history would give outstanding and inspirational stories to be used in Escape Rooms.

Secondly, a STEAM **topic/theme** should be used to add **educational value** to the method. The majority of the characters that were used in STEAMER project and Escape Rooms represented one or several STEAM subjects, as they were closely connected to STEAM. Even though in most cases it is obvious and predictable, which subjects, topics to be used, it may still be possible to twist and change the subjects and put the

characters into unusual for them backgrounds and situations. Indeed, it is all up to the level and needs of the STEAM subjects and teaching plans.

Lastly, and maybe, the most important (and, could be the most challenging!) to find the **necessity for escape and within a time limit**. Here, where all your imagination and writing/reading/film-watching experience will be the essentials. A ticking bomb is an integral tool but maybe not with ancient times and not that often! Crime stories/films/news may give you a lot of ideas. Literature, classics, legends, detectives- it is one of the greatest sources for inventing a synopsis. If not enough, mix all the sources. For instance, put your STEAM hero into Robinson Crusoe shoes and "give" the schedule of the ship going by the seacoast... Not possible to get through within 60 min? Put it all onto a different planet, where one day equals Earth minute (from Interstellar, 2014). Furthermore, it is not a big thing and sin "to cheat" a bit from the film or book synopsis on the mighty net. Let's take Albert Einstein, as the most popular STEM representative. Then Google search: Albert Einstein film synopsis. There you will find a film, a short description and a couple of ideas for a perfect escape. This method may come useful to create/invent/write an ER synopsis when having not enough time for a meticulous research, and as an optional tool to have plenty of the ideas ready to use.

It is important to understand, that no one expects from you a new thriller, yet, just a gripping story for your students to follow, play, learn about and...remember the **lesson taught, the story, the character, and their influence on STEAM**.