ESCAPE FROM REALITY: REACHING YOUR STUDENTS WITH VIRTUAL INSTRUCTION AND FUN

Jenny Bruxvoort (George Fox University)
Kate Wimer (George Fox University)
Amanda Mattheyse (Calvin University)
WELCOME TO OUR VIRTUAL PRESENTATION/ADVENTURE!

Flight Plan:
- Discuss Theory and Tips on Virtual Programming (Presentation)
- Question Break
- Explore Our Programs (Demos)
- Final Questions

BRACE YOURSELVES: SPACE ADVENTURES ON THE HORIZON
(but really - play along! It’s more fun that way!)
Matthysse, Amanda
Captain - Science | Student Learning Librarian

Specializations: Storytelling, Google Forms, Instagram & Social Media, Video Design, Morale Officer

Current Assignment: Calvin University
Location: Grand Rapids, MI, N. America, Earth

Previous Assignments: Western Theological Seminary
University of Michigan
Bruxvoort, Jenny
Captain - Operations | Research & Instruction Librarian

Specializations: First-Year Experience, Puzzle-making, TWINE, Storytelling, Logistics, Octopus Wrangler

Current Assignment: George Fox University
Location: Newberg, OR, N. America, Earth

Previous Assignments: University of Illinois at Urbana-Champaign
University of North Carolina at Charlotte
Wimer, Kate E.
Captain - Engineering | Research & Instruction Librarian

Specializations: Outreach & Engagement, Programming Languages, TWINE, Graphic Design, Labyrinth Management

Current Assignment: George Fox University
Location: Newberg, OR, N. America, Earth

Previous Assignments: BCS Public Library System
University of Denver (AAC)
It's our first space voyage together on the SS Libra, and we're approaching an uncharted nebula; looks like we're also receiving a space SOS a few systems over. Let's choose a heading together - respond in the poll whether we should...
LET'S PROCEED TO THE NEBULA AND BEGIN OUR INVESTIGATION!
PROGRAMMING DURING THE PANDEMIC

BENEFITS OF ASYNCHRONOUS PROGRAMMING FOR STUDENTS
- Flexibility
- Autonomy
- Approachability
- Fun and/or educational
- Opportunity to explore

NOT JUST FOR THE PANDEMIC!
Instructional design is that branch of knowledge concerned with theory and practice, related to instructional strategies and systematic procedures for developing and implementing those strategies. (from Encyclopedia of Cognitive Science)
TIPS FOR GETTING STARTED

BACKWARD DESIGN

1. Identify desired results
2. Determine acceptable evidence
3. Plan learning experiences and instruction


- Make your learning outcomes your scaffold
- Puzzles and story are tools, not the purpose
- Chunk your content
Mysteries of Murdock

New Student Orientation
Sasquatch Themed
Small Christian Liberal Arts University (~4000)

Primary System: TWINE
Method: Choose-Your-Own Adventure

Personnel:
Capt. Jenny Bruxvoort - Operations
Capt. Kate Wimer - Engineering
Cdre. Julia James - Academic Resource Center
Escape From Hekman Library

New Student Orientation
Fantasy Quest for the Mythical "Golden Calvin"
Small Christian Liberal Arts University (~3,500)

Primary System: Google Forms
Method: Online Escape Room

Personnel
Capt. Amanda Matthesse - Science
Lt. Comm. Rebecca Palomino - Art Division
MISSION OBJECTIVES

Calvin University - M0bs
Provide orientation basics for incoming freshmen online
Try a search in the library catalog
Discover the LiveChat to talk to a librarian
Introduce special collections
Introduce Rhetoric Center
Highlight scholarly values (wonder, persistence, wisdom, etc)
Encourage fun view of the library

George Fox - M0bs
Break down stereotypes about the library
Have some fun!
Students will find and use an eBook
Develop argumentation/communication skills
Practice close reading
Use actual help systems (LibAnswers, DSO, ARC Consultants)
Demonstrate welcome and model the help-seeking process
Consider authority and credibility
You notice a pair of sticky notes on the back of the laptop.

Your clever professor, they must have gotten their password from a book!

Maybe the library has an ebook copy?

Search for the book in Primo

Guess the password
You walk into the library and it is bustling with activity. A few of your classmates are here too, one of them finishing their lunch, but nobody seems to know where to go.
EXPLORE THE SPECIAL COLLECTIONS (HYBRID)

The Hall of Heritage

You are surprised to find yourself in an elegant reading hall that seems to be full of historical books and artifacts. The low light of the wall sconces and the trail of dust which hover in the air give the space a feeling as though time has collected here, like the subtle smell of old paper.

Drawn to the window wall filled with paintings and pictures, you realize that many of the faces here are part of the University’s history, students and professors of the past, as well as the church community’s history, preachers and congregations of the Christian Reformed Church. Most prominently is a portrait of John Calvin, Reformation leader and inspirational founder of Calvin University, not to mention the Golden Calvin.

Something catches your eye in the corner of the painting, leaning in close, you can faintly pick out a sketch in the corner that looks like the legendary icon you are seeking, along with a puzzling inscription:

“Count the years to drop a line - you’ll find the right words with time”

You search the Hall of Heritage carefully for something that might help you decipher the clue, and you notice... “For this question, pick any option and explore.”

- The oversized bookcase
- The beautiful grandmother clock in the corner
- The old postcards spread out across the study table
- You’ve been through all this, and you know there’s a connection...

Back  Next
Can you put the correct number word in the blanks to retrieve our numerical command code?

W **EIGHT** Y
There is no need to make your escape room extremely this. It can be lighthearted and fun.

M _ _ _ Y
Thankfully you can make a virtual escape room without any of this. It just takes time.

Z A _ _ _ S S
Some of the fun of escape rooms is this. You get to see students’ joy and creativity.

N E _ _ R K
In the next section of this presentation we will remind you to tap into this & existing resources.
Enter Command Code

8192

All Systems Online
Leverage Your Existing Resources and Tools

What resources are on-campus for you?
- Ex. Designers, Marketing, IT Support, coworkers, students, etc.

Take time to explore what’s readily available to you!

My experience:
- Solo mission
- Outsourcing artwork (though willing fam!)
- Google Forms comfort zone
Use Timing to Increase Relevance

Creating hype with social media

- Tells you when to market
- Connect it to other things happening on campus
- Pre-puzzles

Bounding within a certain time period (like a week)

- The program could run forever but you don’t have energy to sustain that
- Can send reminders throughout

Synchronous components to asynchronous program

- When to give out prizes
- Make it have a definitive finish that is fun and engaging
Document EVERYTHING

Storylines
Decisions and Justifications
Citations
Code

A note on nomenclature:
Use nomenclature for your passages or sections that will make sense out of context. Naming for puzzles or decision points is especially useful.

Check out our documentation: bit.ly/EscapeLOEX21
We’ve completed our journey and brought the SS Libra safely home! The higher ups at headquarters are waiting for our mission report...

Comment in chat one take-away from our mission today that you might apply in your next learning adventure.
THANKS FOR JOINING US ON THIS MISSION!

We'd love to chat with you more about escape rooms!
Time to debrief - Questions?

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Wimer, Kate E.
Specializations: Programming Languages, TWINE, Graphic Design, Labyrinth Management
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Matthysse, Amanda
Specializations: Storytelling, Google Forms, Social Media, Video Design, Morale Officer
Contact: arp23@calvin.edu
WE’RE OFF TO FIND THAT SOS - PREPARE TO ENGAGE!
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## MISSION OBJECTIVES

### Calvin University • Goals

- Provide orientation basics for incoming freshmen online
- Try a search in the library catalog
- Discover the LiveChat to talk to a librarian
- **Introduce special collections**
- Introduce Rhetoric Center
- Highlight scholarly values (wonder, persistence, wisdom, etc)
- Encourage fun view of the library

### George Fox • Goals

- **Break down stereotypes about the library**
- Have some fun!
- **Students will find and use an eBook**
- Develop argumentation/communication skills
- Practice close reading
- Use actual help systems (LibAnswers, DSO, ARC Consultants)
- Demonstrate welcome and model the help-seeking process
- Consider authority and credibility
USE AN EBOOK (EXPLICITLY MEETING A GOAL)

You notice a pair of sticky notes on the back of the laptop.

The Land of Open Doors
(Bickermann)

Your clever professor, they must have gotten their password from a book!

Maybe the library has an ebook copy?

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Back  Next
SELF DESTRUCT!
We encountered an alien ship whose computer core is locked into an automated self-destruct! The numerical command code has gotten mixed up in our presentation!

Can you put the correct number word in the blanks to retrieve the numerical command code?

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There is no need to make your escape room extremely this. It can be lighthearted and fun.

**M _ _ _ Y**
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**Z A _ _ _ S S**
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**N E _ _ _ R K**
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8 1 9 2

Self-Destruct Aborted