

An escape room pilot test about multi-wavelength astronomy, EDI and Open Science

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(2) SKA-Spain Team

(3) Cherenkov Telescope Array Observatory (CTAO)

How it started



How it started

A photograph showing the silhouettes of two hands clinking glasses in a toast. The background is a blurred party scene with colorful spotlights in shades of blue, green, and purple. The word 'RESEARCH' is written in white, bold, uppercase letters across the left arm of the person on the left.

RESEARCH

How it started

A conceptual image showing two hands clinking glasses in a toast. The arms are silhouetted against a background of colorful bokeh lights in shades of blue, green, and purple. The word 'RESEARCH' is written in white, bold, uppercase letters along the left arm, and 'COMMUNICATION' is written in white, bold, uppercase letters along the right arm. The glasses are clear and contain a liquid, with some condensation visible.

RESEARCH

COMMUNICATION

How it started

The image features three silhouetted arms raised in a toast, each holding a glass. The background is a bokeh of colorful lights in shades of blue, green, and purple, suggesting a party or social gathering. The text 'RESEARCH', 'COMMUNICATION', and 'YOUTH ACTIVITIES' is written in white, bold, uppercase letters along the length of the arms.

RESEARCH

COMMUNICATION

YOUTH ACTIVITIES

How it started

ESCAPE ROOM !!

RESEARCH

COMMUNICATION

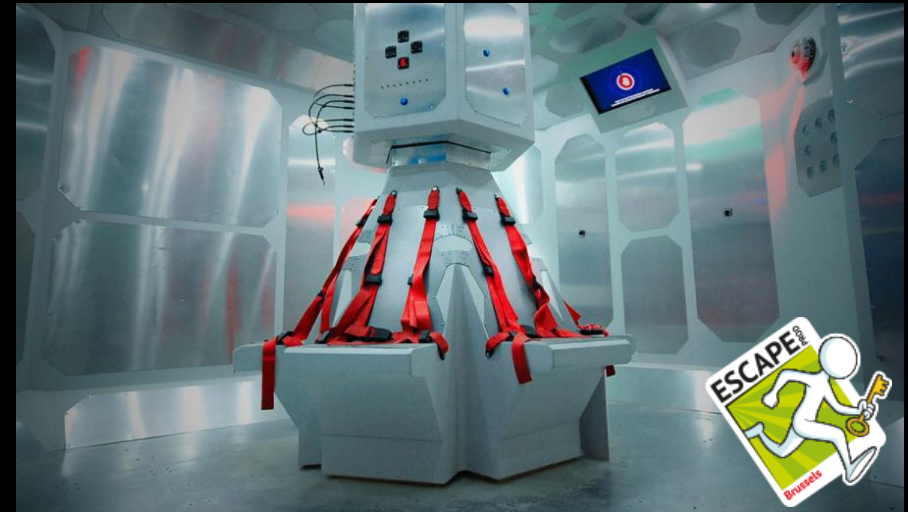
YOUTH ACTIVITIES

Escape rooms

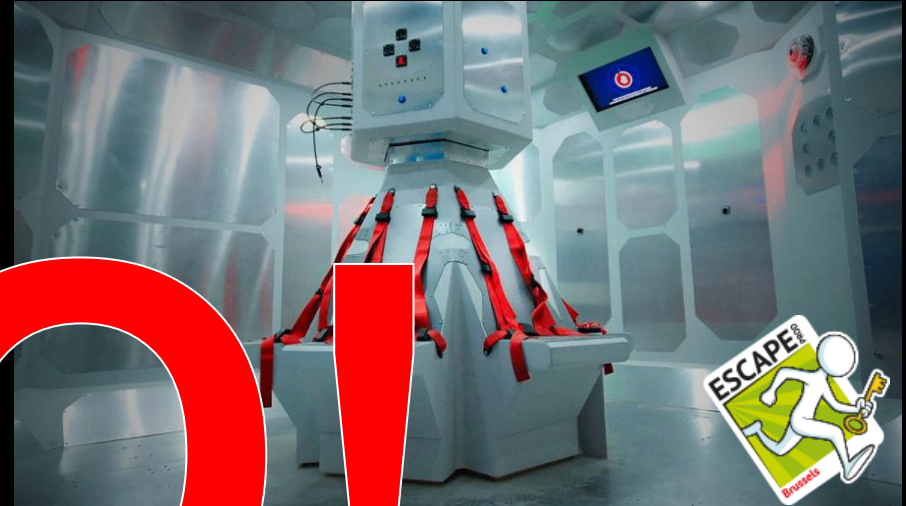
Physical or mental game, in which a group of players must solve riddles and puzzles of all kinds, to unravel a story and escape from a closed room/situation, where they before time runs out

- Fun (attracts other audiences)
- Can cover almost any topic
- Foster teamwork
- Multiple formats (on-line, indoors, outdoors, kits)
- Adjustable level

Just another space escape room?



Just another space escape room?



NO!



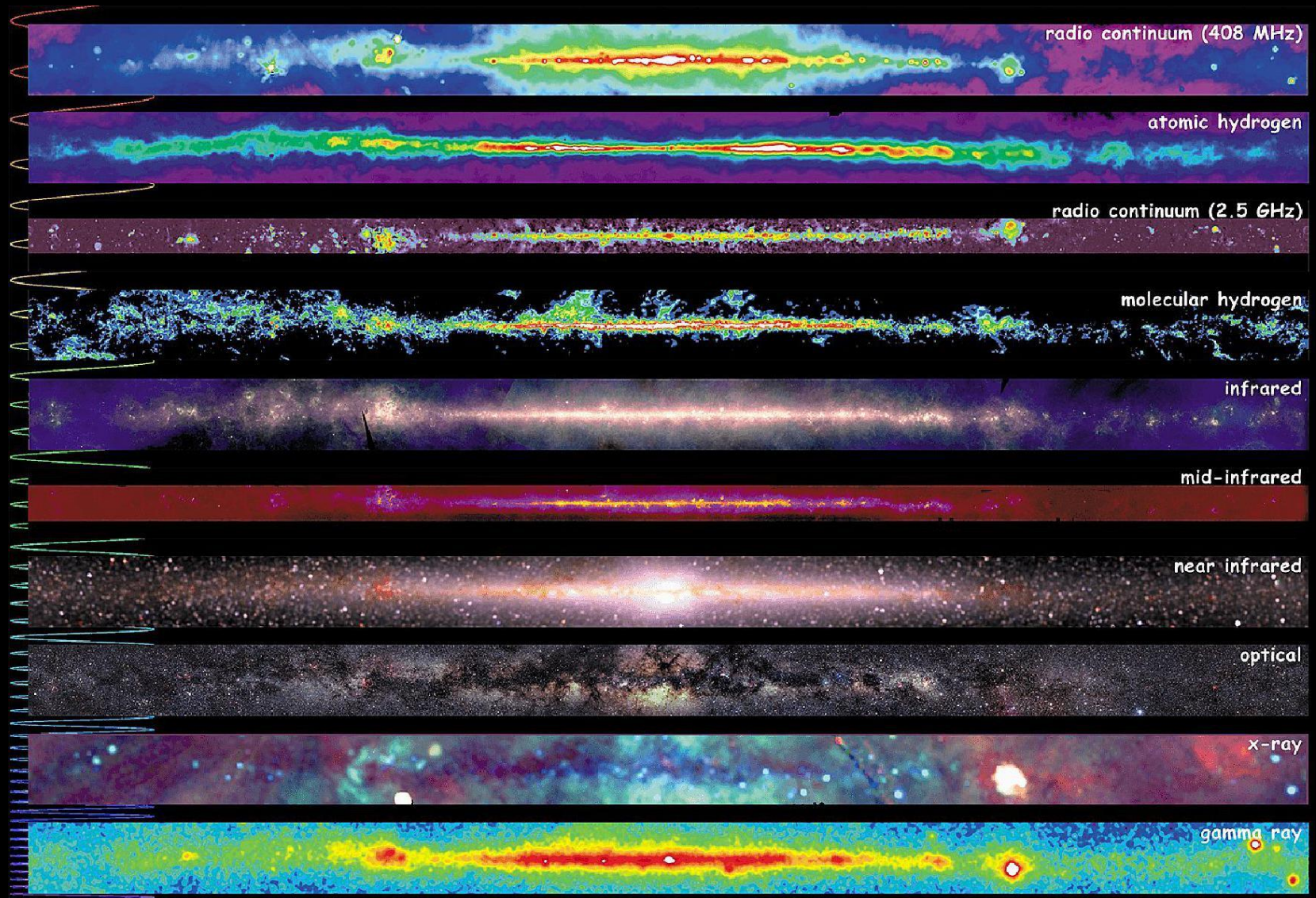
Just another space escape room? **NO!**

Because our goals:

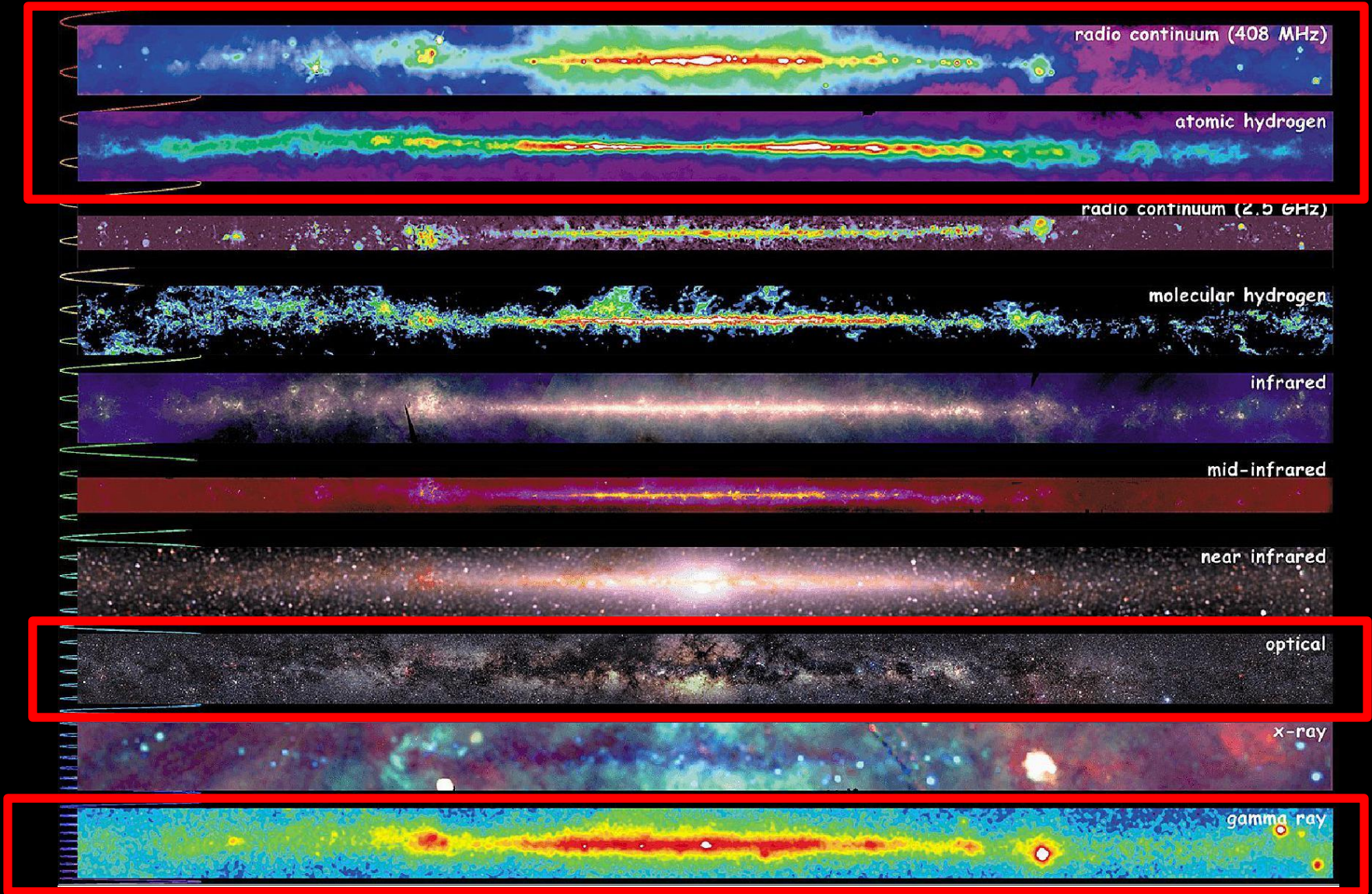
- Engage public with science through a fun activity (target audience: students).
- Topics:
 - multiwavelength astronomy
 - astronomical infrastructures (SKAO, CTAO,...)
 - Open Science
 - International collaboration



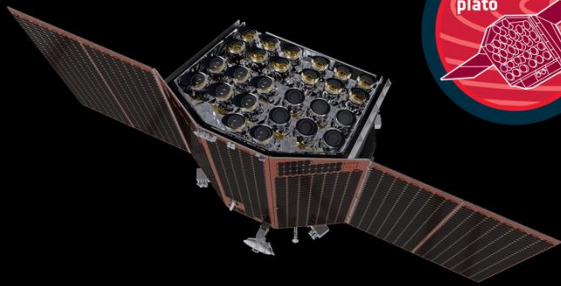
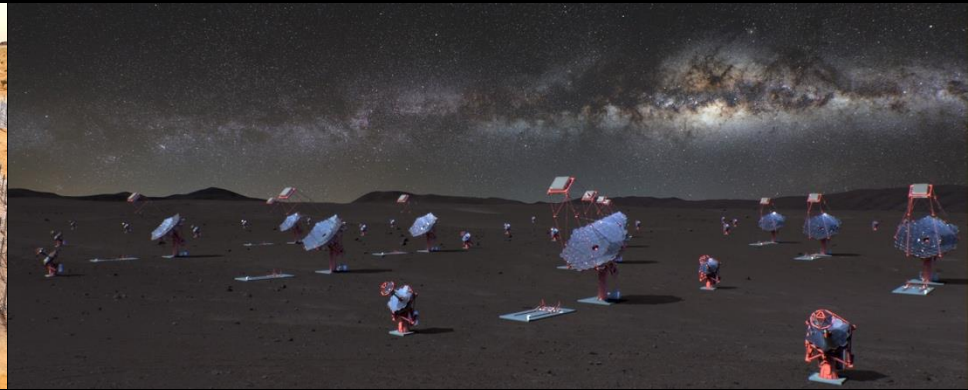
Multiwavelength astronomy



Multiwavelength astronomy



Multiwavelength astronomy



1 Idea

3 Types of Light

3(4) infrastructures / missions

1 Idea

3 Types of Light

3(4) infrastructures / missions



ESPACIO_3

Science, Theater, Improv...And more

Un proyecto coordinado por Sara Cazzoli

LIBERTAD

Abierto por defecto, y ven a contar tus movidas.

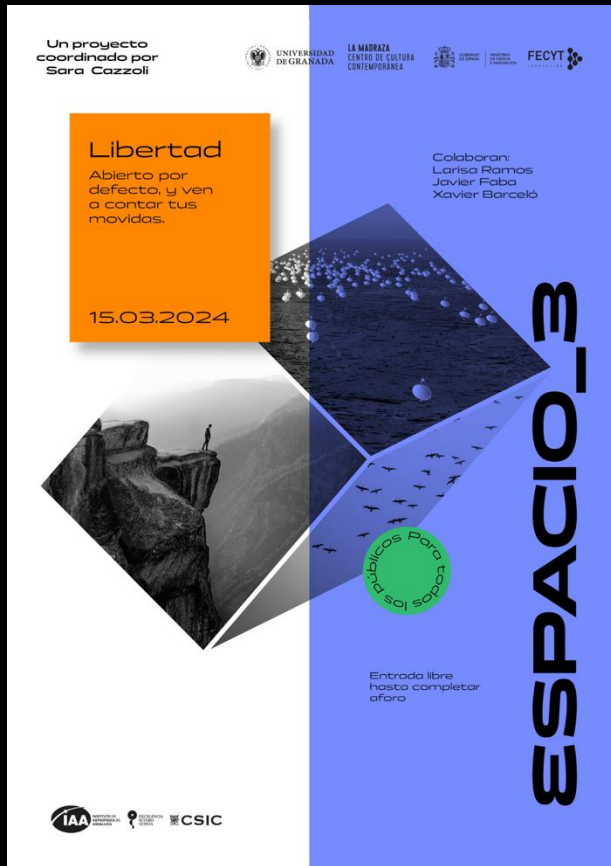
15.03.2024

Colaboran:
Larisa Ramos
Javier Faba
Xavier Barcelo

Los públicos para todos

Entrada libre hasta completar aforo

ESPACIO_3



ESPACIO_3
CIENCIA

El conocimiento nos hará libres... ¿verdad?

Con Susana Sánchez Expósito

LIBERTAD

15 DE MARZO



ESPACIO_3
Teatro | Ciencia | Impro

MICRO ABIE...
DE CIEN...

15 DE MARZO

LIBERTAD

Sala Aliatar
21:00h



ESPACIO_3
Teatro | Ciencia | Impro

ESCAPE ROOM
Escape hacia las estrellas

15 DE MARZO

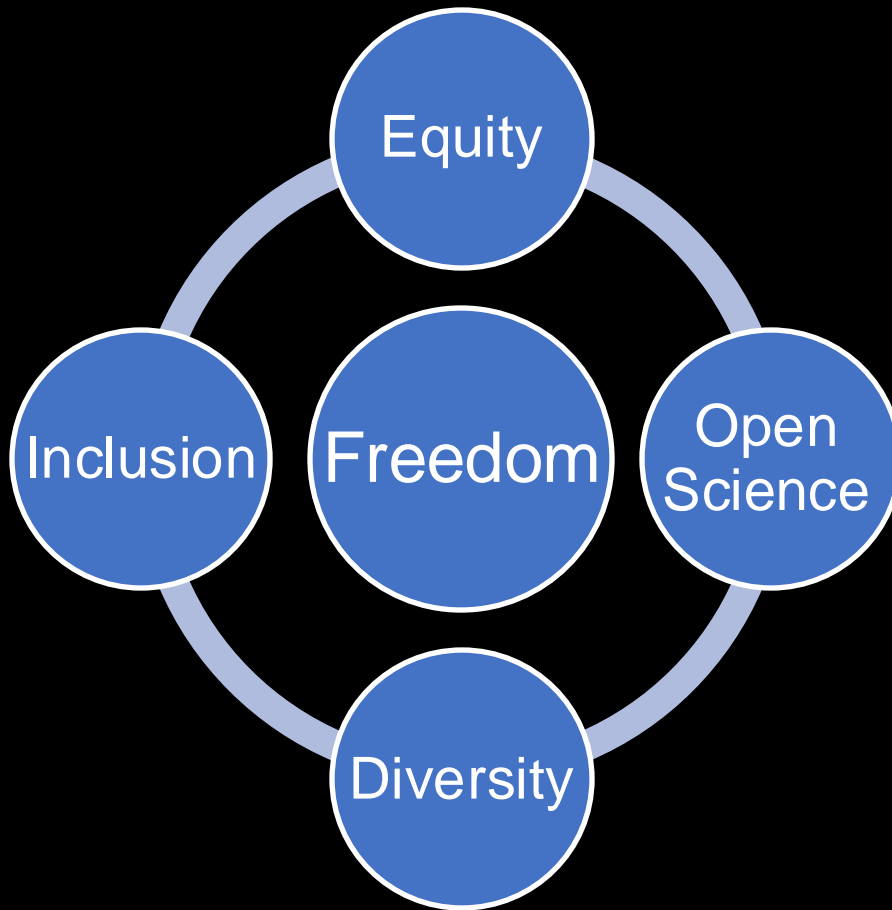
LIBERTAD

Palacio del Almirante, Alcaicín
19:30h
2 PASES DE 30 PERSONAS

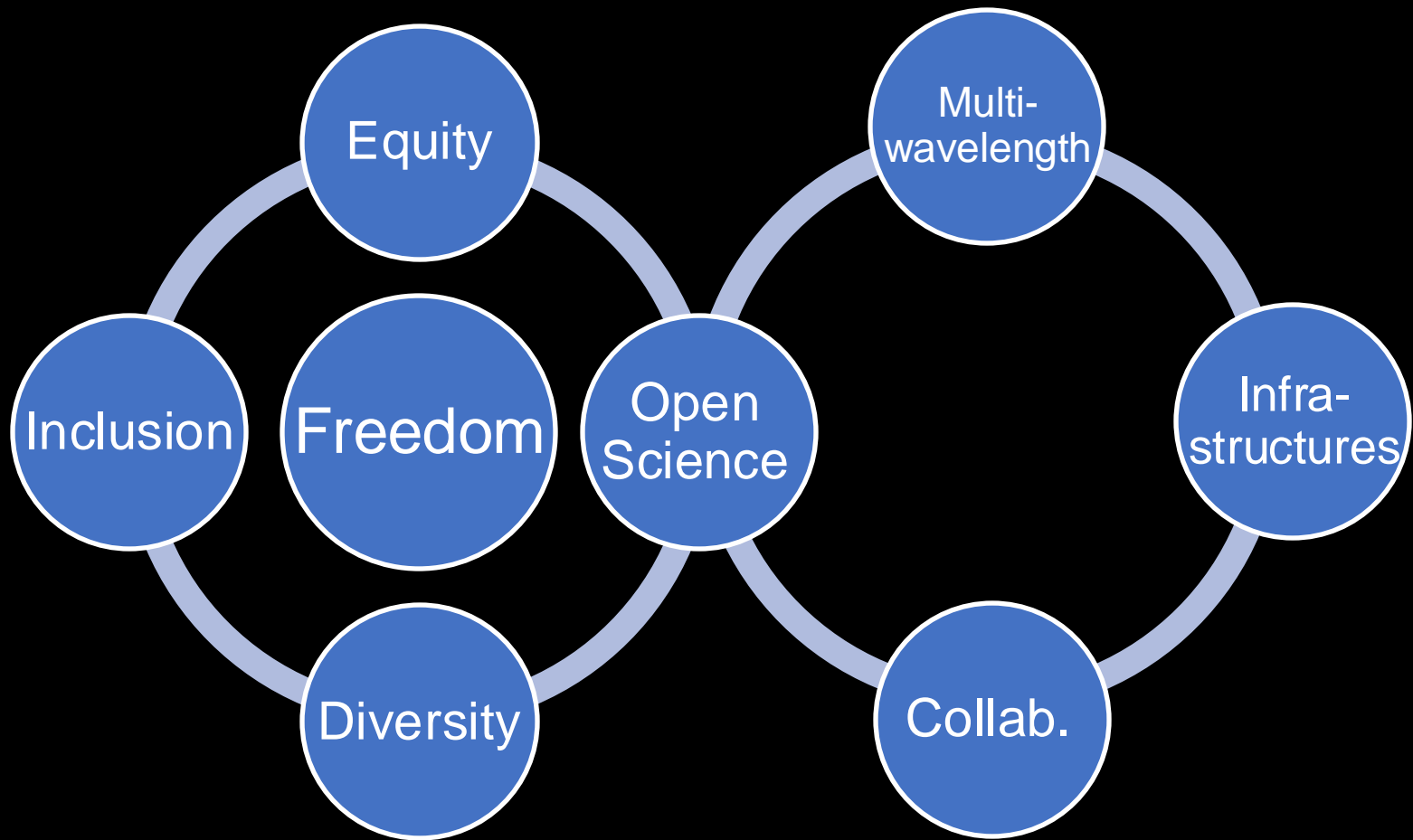
AFORO:
PRIMERAS 60 PERSONAS



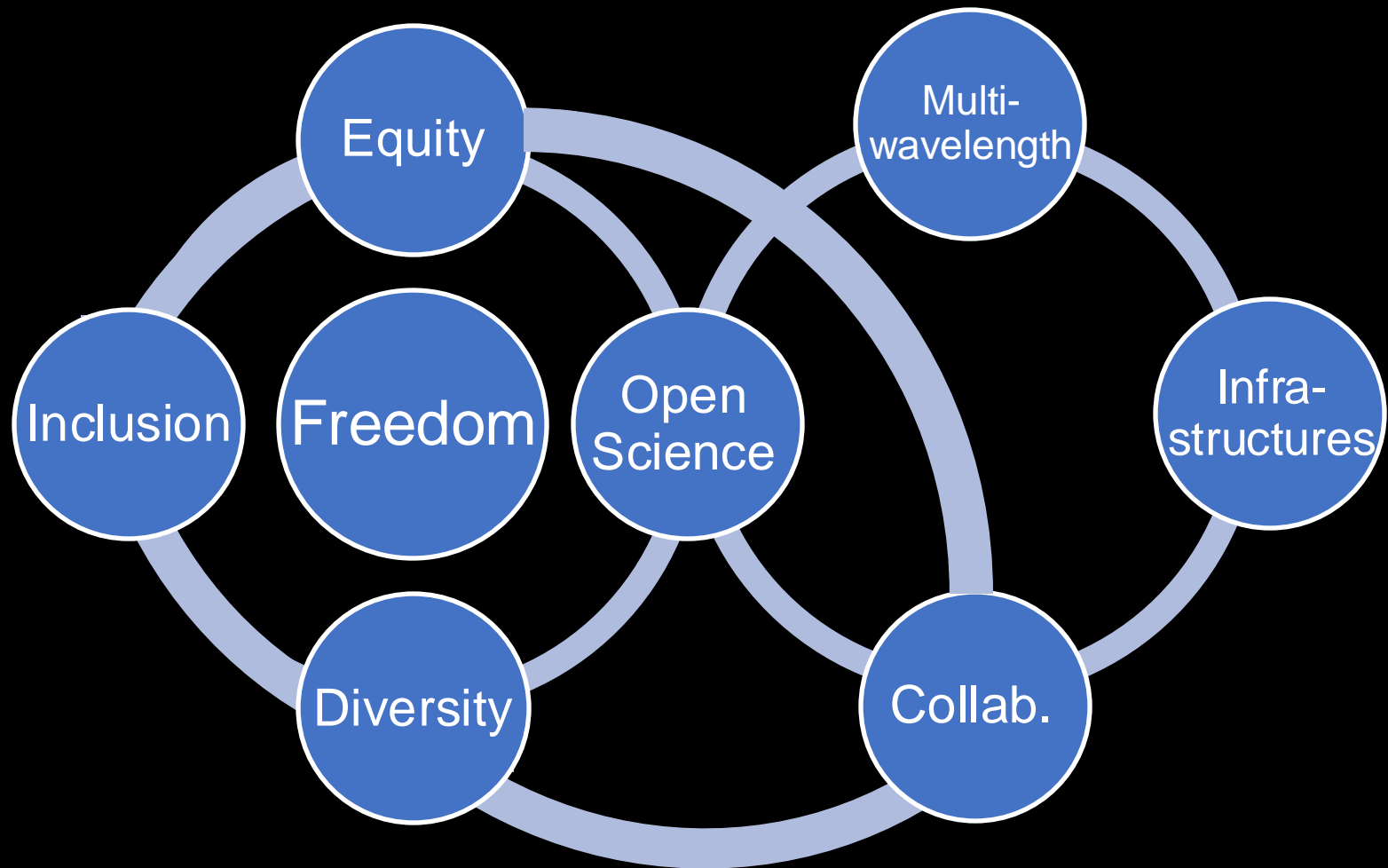
ESPACIO_3 ESCAPE ROOM



ESPACIO_3 ESCAPE ROOM

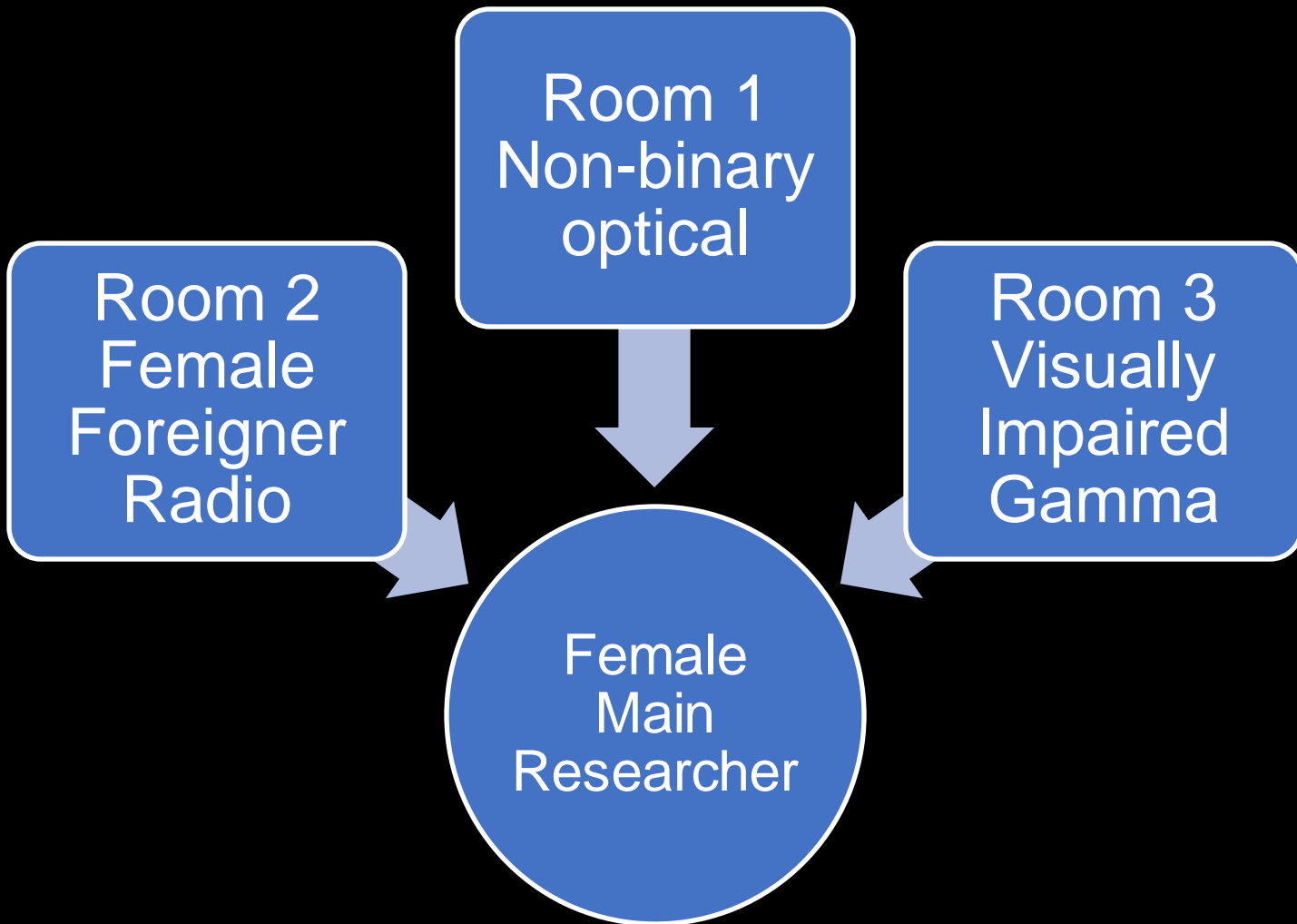


ESPACIO_3 ESCAPE ROOM



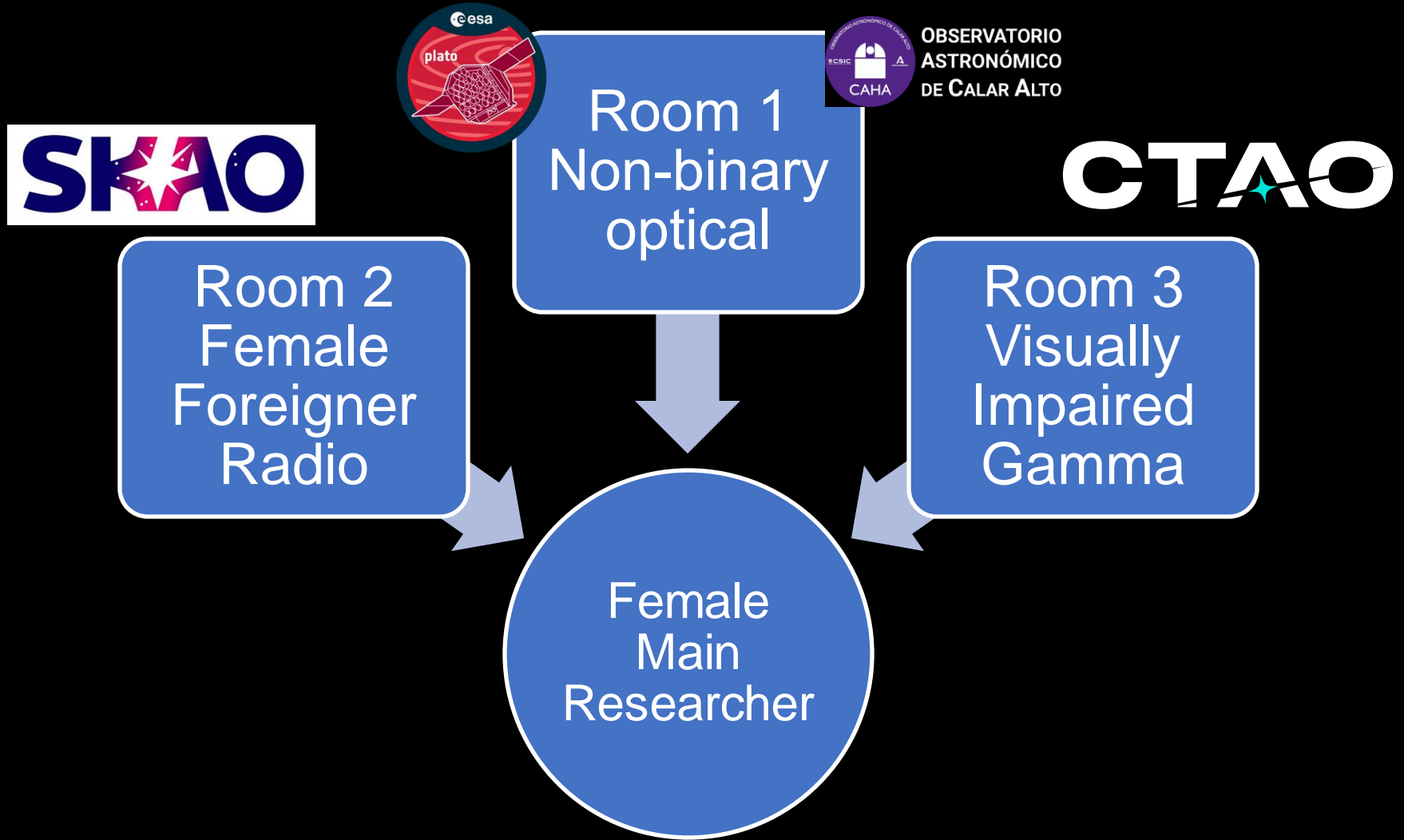
Design

INTERNATIONAL MULTIWAVELENGTH PROJECT



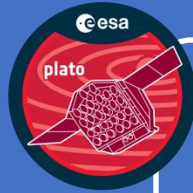
Design

INTERNATIONAL MULTIWAVELENGTH PROJECT



Design

INTERNATIONAL MULTIWAVELENGTH PROJECT



Room 1
Non-binary
optical

Room 2
Female
Foreigner
Radio

Room 3
Visually
Impaired
Gamma

Female
Main
Researcher

TEAM WORK
COLLABORATION

OPEN
SCIENCE
(Talk)



Planning



Planning



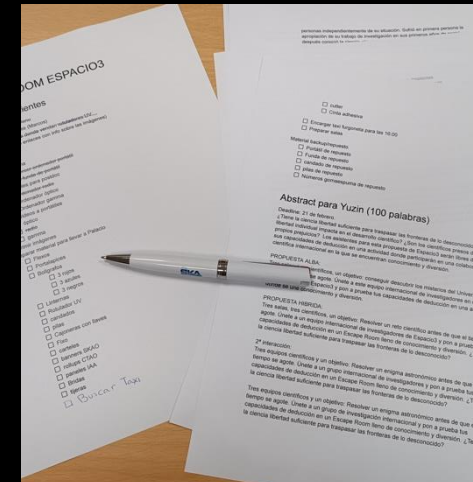
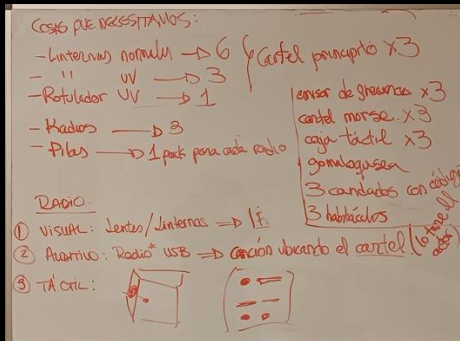
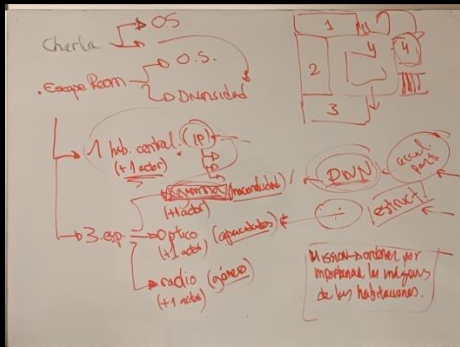
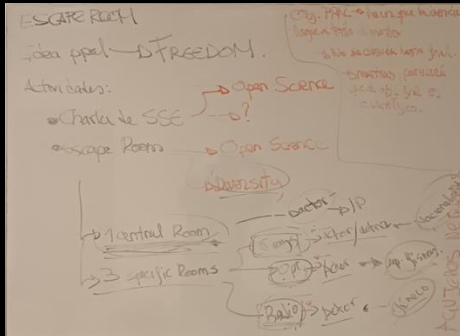
Planning



1. Look for rooms



Planning



1. Look for rooms
2. Meetings
 - Define story
 - Logistic and timing
 - Design games based in different senses
 - Define the characters in order to be respectful.
3. Write documents including scripts

Production



Production



Production



Production



Production



Production



Production



Lights, ~~camera~~ public, action!



Lights, ~~camera~~ public, action!



Lights, camera public, action!



Lights, ~~camera~~ public, action!



Lights, ~~camera~~ public, action!



Lights, ~~camera~~ public, action!



Lights, ~~camera~~ public, action!



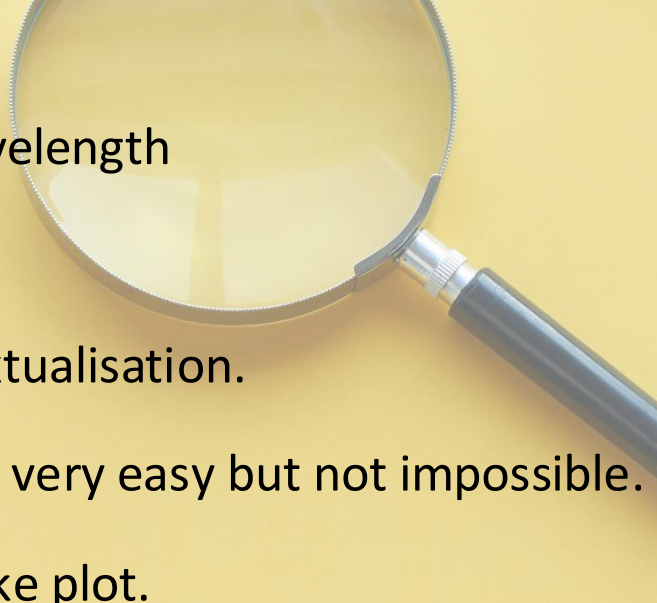
Evaluation



Evaluation or something like that



Evaluation or something like that

- 😄 “Scientific ambush”
 - 😄 3 teams links directly with multiwavelength astronomy.
 - 😄 They liked the story used for contextualisation.
 - 😄 Typical Escape room situations. Not very easy but not impossible.
 - 😞 They would like a more detective-like plot.
 - 😞 Problems: timing, groups of people unknown to each other.
 - 😞 Final message about Open Science was not totally clear.
 - 😞 Some people expected a Grand Finale.
- 



Take away tips

- Involve actors/actresses & escape room designers/players.
- Avoid scientific or technical games (except for students, researchers or technicians groups)
- Make the rules clear at the starting
- Think of solutions to fit the time
- Try to control kids & parents
- Find a good place and repeat it.

To be continued...

- Version for high-schools.
- More games related to the infrastructures.
- Co-creation of new challenges and games.
- Involve teachers & students in all the phases.
- Offer the activity to other groups.
- Look for funding.



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BACK ←
IN THE
FUTURE

Acknowledgments

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DE CIENCIA
E INNOVACIÓN



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Summary

- Escape rooms can bring science through gamification to a wider public than other activities.
- But they need to be adapted to a specific target audience.
- Need a lot of time for planning (story, games, scripts), production (places, materials, decoration), testing (actors, groups) and setting up. (€€)
- Include: actors, a stress factor, surprises and a "Grand Finale"
- Test it as much as possible

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