

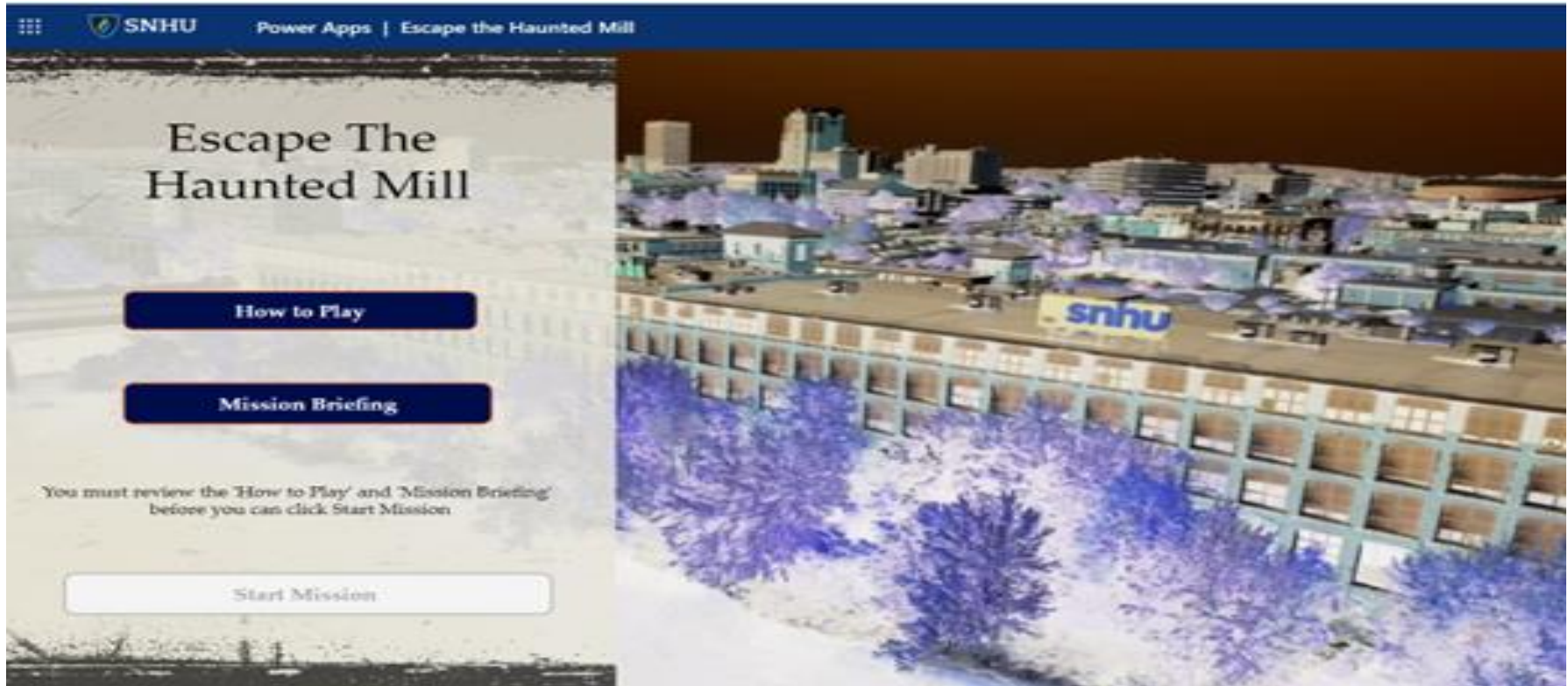


Southern  
New Hampshire  
University

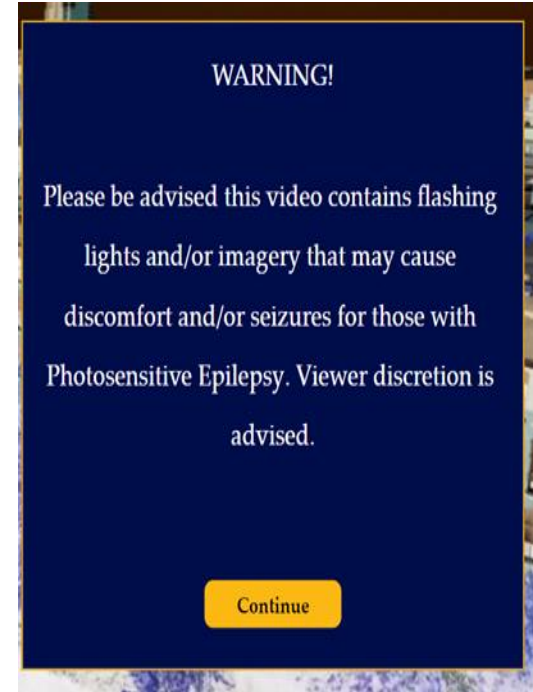
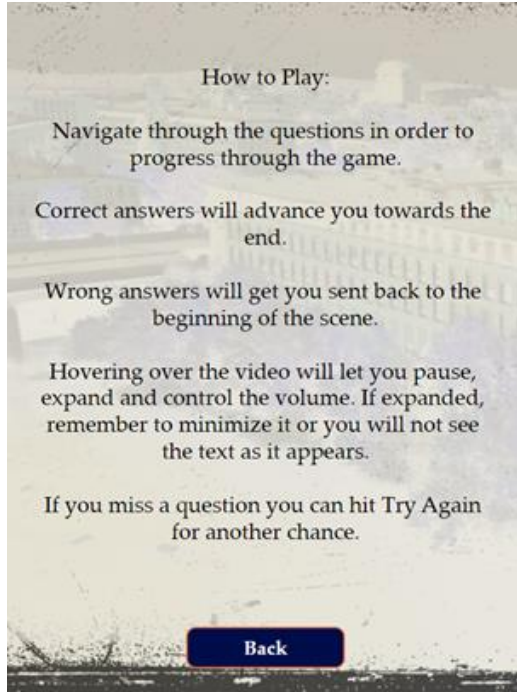
# Escaping the Mundane: Gamifying Cyber Education with Escape Rooms

Jonathan Kamyck, Senior Associate Dean

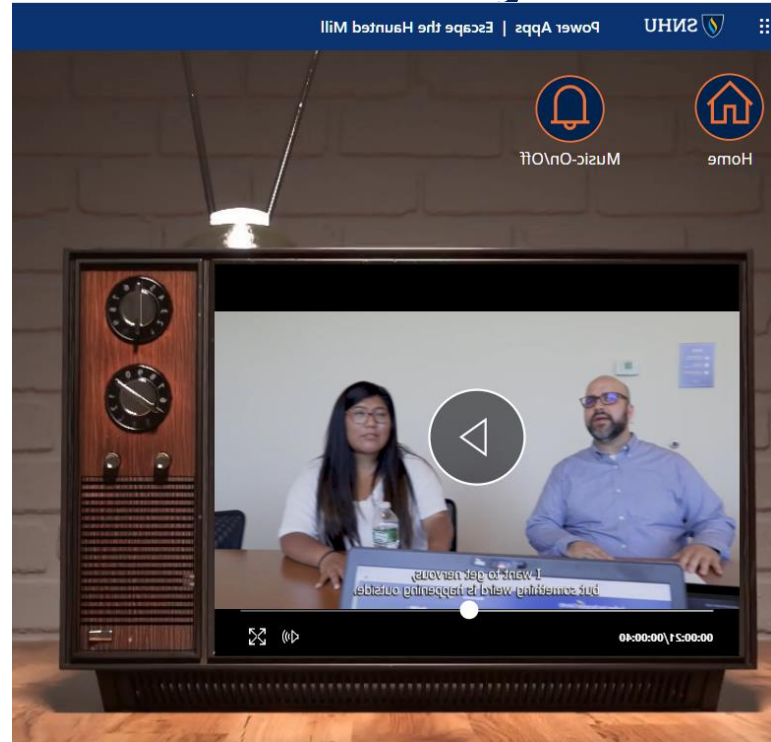
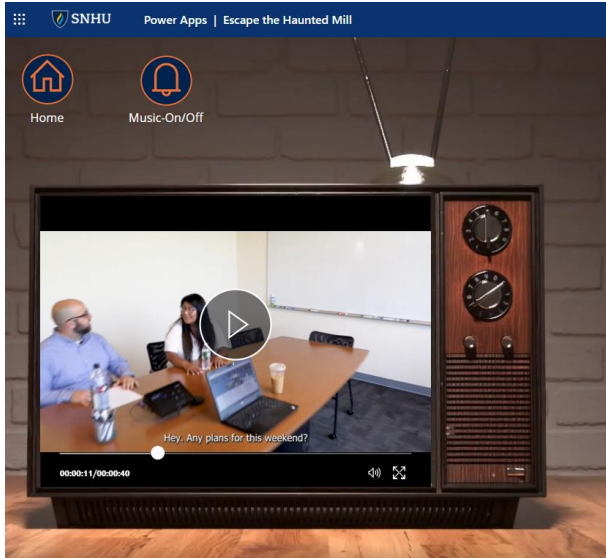
# Example Escape Room



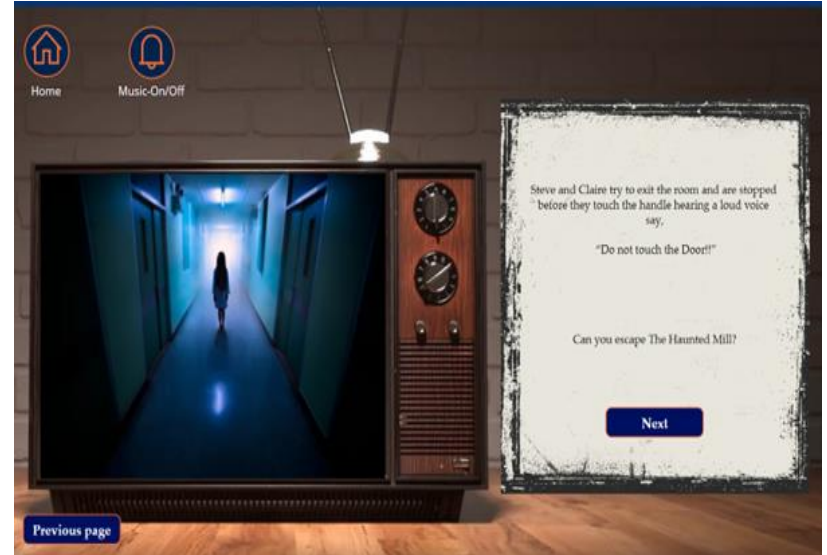
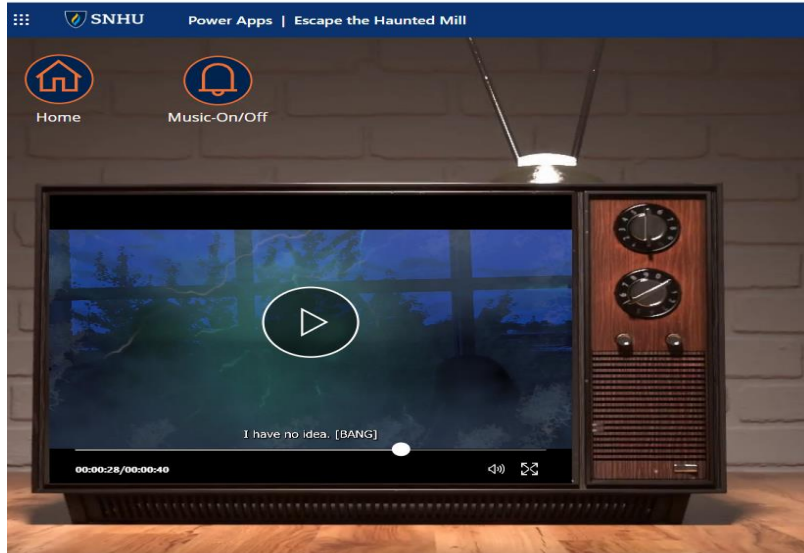
# Instructions and Context



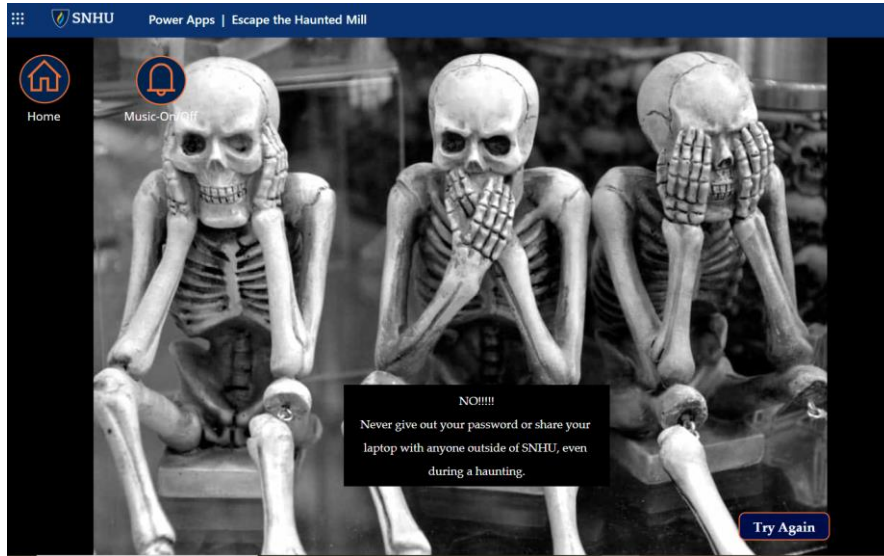
# Shown in live action as if on an old style TV



# ‘Do not open the door!’



# What do you do?



# Would you accept help to escape?

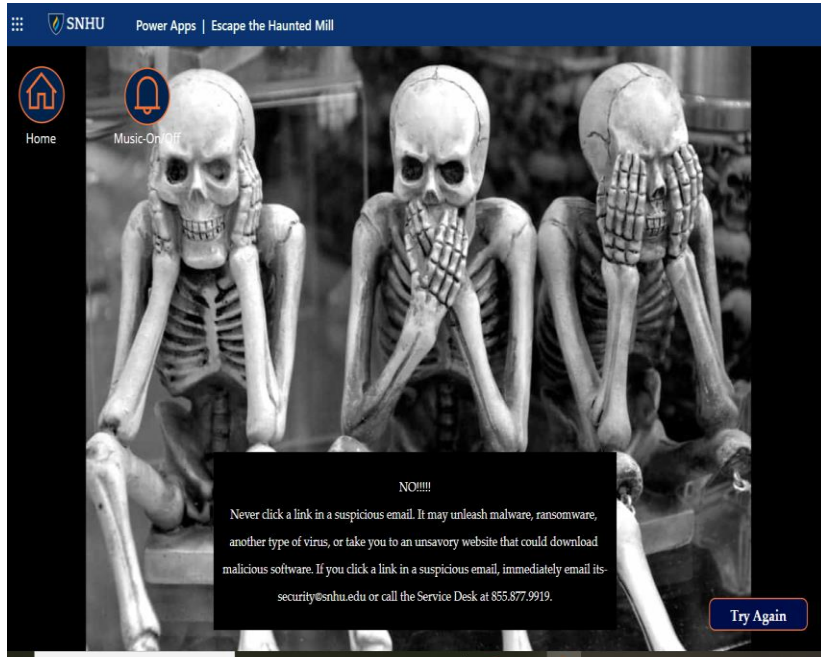
The screenshot shows a mobile application interface for 'Escape the Haunted Mill'. At the top, there is a dark blue header with the SNHU logo, the text 'Power Apps | Escape the Haunted Mill', and a menu icon. Below the header, there are two navigation icons: a house icon labeled 'Home' and a bell icon labeled 'Music-On/Off'. The main content area features a large image of a vintage television set. The TV screen displays a man and a woman looking at a laptop. The TV has two analog dials on the right side. To the right of the TV, there is a white, distressed-text box containing the following text:

You walk over and step in front of your laptop. Your email is open and you notice a message with the subject "Want to Escape a Haunting?" You look at the message and see there is a link.

You read it out loud to Claire and Steve, "This email might be able to help us. Should I click the link"?

Below the text box are two buttons: a blue button labeled 'Yes' and a dark blue button labeled 'No'. At the bottom left of the TV image, there is a blue button labeled 'Previous page'.

# Do you select the link for help?





# Another chance to escape!



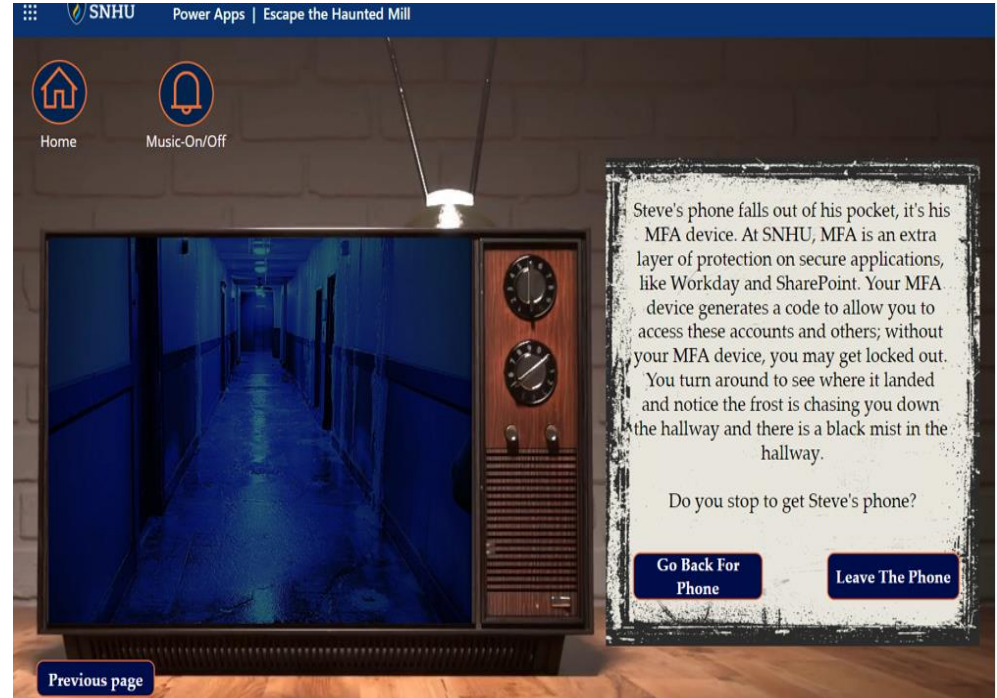
# Download the file?



# The escape room has additional branches:

- You have an important report – do you save it to your personal DropBox? It contains thousands of data points for the student population.
- When saving the report the school WiFi is down but the hotel next door's WiFi is available – do you use it?
- You get to the stairs and realize you forgot your badge – go back for it or go forward?
- Drop your phone as you run away from the green orb moving in your direction towards the stairwell. It's your MFA device. Do you go back for it?

# Decisions, Decisions!



# You escape!

The screenshot shows a mobile application interface for 'Escape the Haunted Mill'. At the top, there is a blue header with the SNHU logo and the text 'Power Apps | Escape the Haunted Mill'. Below the header, there are two navigation icons: a house icon labeled 'Home' and a bell icon labeled 'Music-On/Off'. The main content area features a television set displaying a 'BREAKING NEWS' segment. The news video shows two men on a balcony; one is a reporter with a microphone, and the other is a man in a plaid shirt. Below the television, there is a 'Previous page' button. To the right of the television, a large, framed text box contains the following text: 'You all escape the Haunted Mill and when you get outside you're approached by a TV crew asking questions. Do you talk to them?'. Below this text are two buttons: 'Talk to Reporter' and 'Dont Talk to Reporter'. On the far right edge of the screen, the text '1 Hampshire y' is partially visible.

# What really happened?



# Escape Room Concepts

- Can be branching scenarios
- Can consist of several smaller puzzles
- Can include the context as the challenge continues
- Can be built in Google Forms, Power Apps, and many other applications
- Should be fun, engaging, and entertaining
- Cheesy is OK! Just make it fun.

# Resources for Building Escape Rooms/Challenges

- Room Escape Maker: A free online tool to create online escape rooms
- Beginner's Introduction Tutorial – Room Escape Maker (6:06 with captions)  
<https://www.youtube.com/watch?v=l99LUDjybQs>
- On-ground Escape Room Creation How To: Down the Wrabbit Hole how-to video (23:02) Includes the storyboarding aspect:  
<https://www.youtube.com/watch?v=t6nT9Jjmilw>



# Thank You

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