

“Get In & Get Out: Escape Rooms” Visual Notes

This tweet came across my Twitter timeline a few months back, and I was intrigued.

Another sketchnote done! Thank you to [@ElieAbraham64](#) and [@lauraehall](#) for juggling your timezones to teach us Aussies at [@free_play](#). As a GM I could totally relate to puzzles never quite being interpreted the way they were intended. xD#freeplay18 pic.twitter.com/l6J7jn0ktc

– Jennifer R. (@Jar0Dragon) [May 22, 2018](#)

I dug in a bit more and this is what I found!

[Freeplay Festival](#) is an Australian indie game festival, celebrating games, gamification and a creative industry that works outside boundaries.

One of the events at Freeplay 2018 was a video chat between [Elie Abraham](#) and [Laura E. Hall](#), both talented creatives and game designers. Their talk, [“Get In & Get Out: Escape Rooms”](#) can be watched in full on Youtube.

Or, take a look at this incredible visual note-taking form from [Jennifer Reuter](#). I would love to be able to condense my thoughts down into something so creative, but alas I am stuck with my un-edited wordy babble ways.

GET IN... & GET OUT

MALTESER DUNGEONS
ALTERNATE REALITY GAMES

Escape Rooms
WITH: Elie Broham
& Laura E. Hall

PUZZLE
PINT

BEAR LIFE
VIDEO GAME

"INSIDE OUT"
in Helsinki

Replayability

Headlands
Gamble

Whole building
is a stage
almost
silent

SLEEP
NO MORE

Helsinki → Lapland
"ESCAPE TRAIN"

AFTER
DARK
PUZZLE

Experience Parks

where you just observe
"Meowpark?"

STORY isn't the
core of the games, but
it provides
CONTEXT

through
interaction.
Like distracting
an actor in
order to enter
a room.

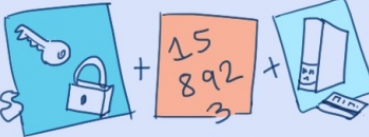
The social
component
is almost
enough on
its own.

Narrowed
Focus
when in room
so stories can get lost.

OBJECTS
If it's too
detailed, people focus on it too much.

"DAY OF THE TENTACLE"

VARIATION IN PUZZLES



VS.
PUZZLES DEPENDANT ON
PEOPLE'S
REAL LIFE
EXPERIENCE.

Getting tired
& not noticing

Champion
moments!!
Aha!

Educational?

Scent
Puzzle

FRICTIONS:
bad accessibility
Height
Physical
ability
Colour-blindness

Surprise shake-ups
in everyday life

Comedy
Rooms

DIY Room

Quick setup
& takedown
\$\$\$ RENT IS
EXPENSIVE

Escape Room Talk – sketchnotes by Jennifer Reuter,
<http://www.jarodragon.com>

Again, take a look/listen at the chat between these awesome peeps here!