

“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.

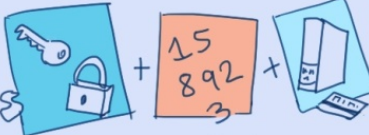


OBJECTS

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!