

## **ESCAPE ROOMS FOR INTERPROFESSIONAL EDUCATION**

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### **Specific objectives of the workshop**

The objectives of this workshop are to: 1) describe how escape groups incorporate educational pedagogy, 2) allow participants to experience an escape room activity and debriefing, and 3) demonstrate how participants can create an escape room for their own learners.

### **Rationale for the workshop**

Escape rooms are fun activities that can engage learners, encourage problem-solving skills, and promote teamwork behaviors. These can be developed with free and easy to use technologies, and can be incorporated in a variety of settings.

### **Intended target audience**

Health Professional Educators from all disciplines

### **Link to conference theme**

Simulation Innovation

### **Optimal experience level of the participants**

All levels welcome

### **Approximate workshop timetable**

Welcome and Introductions – 5 min

Gaming Theory, Evidence and Rationale – 5 min

Escape Room Activity and Debrief – 35 min

Development of a Sample Escape Room – 15 min

\*\*Participants should bring a laptop or tablet to this session. Participants should create/have a google account, and be able to access the internet and Google Drive during the session.

### **Conflicts of interest**

None