COURSE BROCHURE | ERASMUS+ TRAINING

EduEscapeRoom – Immersive Experiences with AI

Design immersive educational escape rooms using generative AI, gamification and interactive challenges to strengthen creativity, collaboration and problem-solving.

LOCATION	LANGUAGE	FORMAT	DURATION	COURSE FEE	OID
Porto	English	On-site	6 days	€580	E10201112

€580 per participant for 6 days in Porto, Portugal. Check current editions, fee and inclusions before booking.

Course description

Imagine transforming your classroom into an engaging setting where knowledge is unlocked through riddles, clues, and collaborative challenges. EduEscapeRoom invites teachers from all subject areas to immerse themselves in a unique experience that combines gamification, creativity, and cutting-edge technology.

Over an intensive week, participants will learn how to design EduEscapeRoom experiences that motivate, challenge, and engage students, using Generative Artificial Intelligence tools to create narratives, clues, and interactive multimedia resources.

Through hands-on workshops, guided AI activities and collaborative project development, participants will design, create and present an educational escape room with interactive challenges, narratives and multimedia resources. They will consider how to encourage participation, assess learning and adapt the experience to their own subjects and educational settings, developing practical strategies for bringing gamification and AI-supported learning into the classroom.

Who the course is for

For educators

Teachers, trainers and education professionals working across different subjects and educational levels who want to introduce educational escape rooms into their teaching. Particularly relevant for those interested in gamification, generative AI, interactive storytelling, collaborative problem-solving and creative digital learning activities.

At a glance

Course level: Basic to Intermediate Digital Pedagogy & AI Literacy

Prerequisites: Basic confidence using browser-based tools and managing digital files is recommended. No programming experience is required.

Working language: English. Please **contact the team** if you are unsure about the course level or working language.

CURRICULUM FOCUS

Gamification & Escape Room Design / Generative AI & Interactive Content / Collaborative Challenges & Assessment

View the course, current editions and fees

02 / INTENDED LEARNING OBJECTIVES

Learning outcomes

The following learning outcomes describe the course's intended direction and objectives. The trainer adapts activities, examples and participant work to the group's goals, experience and learning needs.

01 **Gamification & Educational Escape Rooms** - Explain the principles of gamification and the distinctive features of educational escape rooms, recognising their potential for teaching and learning.

02 **Educational Escape Room Design** - Plan an educational escape room with clear learning objectives, connected challenges, appropriate difficulty levels and a coherent sequence of activities.

03 **Generative AI for Narratives & Challenges** - Use generative AI tools to develop creative stories, riddles, clues and challenges adapted to different subjects and learner groups.

04 **Responsible AI-Assisted Content Creation** - Create and combine digital images, audiovisual content and interactive elements to enrich educational escape room experiences.

05 **Multimedia & Interactive Resource Creation** - Integrate narratives, puzzles, multimedia resources and game elements into a functional educational escape room.

06 **Collaboration, Creativity & Problem-Solving** - Design collaborative challenges that encourage learner engagement, communication, critical thinking, creativity and problem-solving.

07 **Gamified Assessment & Evaluation** - Apply gamified assessment strategies and evaluate the educational value, usability and effectiveness of the developed escape room.

08 **European Peer Exchange & Institutional Transfer** - Compare educational escape room approaches with European peers and identify ways to adapt AI-supported challenges and game-based activities to participants' own subjects and institutions.

Transfer to practice and intended impact

The programme supports participants in connecting the course learning with their own professional context. Participants consider how relevant approaches, activities or tools could be adapted to their learners, priorities and institutional settings.

1. **Identify a relevant professional need:**
   Consider which learner need, classroom challenge or institutional priority the course learning could help address.
2. **Adapt the approach to your setting:**
   Select the activities, tools or approaches that can realistically be incorporated into your own professional context.
3. **Decide what progress would look like:**
   Consider how changes in practice, learner engagement, learning outcomes or another relevant result could be recognised.

03 / COURSE PROGRAMME | DAYS 1-3

Learning Activities & Training Schedule

SUNDAY / DAY 1

Flexible self-preparation followed by an in person European exchange session, **at 18h30.**

MONDAY - FRIDAY / DAYS 2-6

08:30 - 13h30

5h of training per day · 30h total

This is a typical timetable, subject to the provider's discretion.

DAY 1

Cross-Cultural Exchange, European Educational Context & Course Orientation

- Pre-Session work: Self Preparation to reflect and share your institution's context, cultural background & completion of the Cultural Quiz.
- Welcome, networking and cultural exchange between participants and Erasmus+ team.
- Icebreaking activities and sharing of European core values.
- Open space to share ideas, discuss current challenges in the Education sector and collaborative opportunity to exchange future goals.
- Course briefing and planning.

DAY 2

Gamification principles & Methodology

- Core principles of gamification.
- Game elements applied to education.
- Escape Room methodology: characteristics and pedagogical potential.
- Practical examples of ERE.
- Define the curriculum objective, learner profile and intended evidence of learning.
- Create the central mission, narrative frame and project plan.

DAY 3

Generative AI, Narratives & Multimedia Tools

- Exploring Generative AI tools for creating narratives.
- Strategies for designing riddles and challenges.
- Introduction to multimedia and interactivity creation tools.

04 / COURSE PROGRAMME | DAYS 4-6

Learning Activities & Training Schedule

DAY 4

Creating AI-supported challenges & interactive resources

- Practical development: Use generative AI to draft narrative variations, clues, riddles and feedback messages.
- Integration of multimedia resources: Use of different platforms to structure an ERE.
- Verify and adapt AI outputs for accuracy, learner level, bias and clarity.
- Create supporting visual, audio or interactive resources using suitable tools.
- Review copyright, privacy, transparency and responsible use of generated content.

DAY 5

Escape room project development, interactive clues and gamified assessment

- Build interactive challenges with clear instructions, logical connections and progressive difficulty.
- Introduce gamified assessment strategies that provide feedback and help monitor learner understanding.
- Continue developing a working escape room prototype, integrating the AI-generated narratives, puzzles, clues and multimedia resources.

DAY 6

Playtesting, Refinement & Classroom Transfer

- Presentation of developed EREs.
- Collect feedback on puzzle logic, clarity, accessibility, timing and learning value.
- Refine the narrative, challenge sequence and facilitation plan.
- Complete course reflection, evaluation and certification.

ADAPTABLE TRAINING

This programme is a planned framework. Specific activities, sequence, exercises and timings may be adapted by the trainer or provider to each group/edition.

COURSE RECORDS

Daily summary and attendance sheets record the schedule and a short account of each day's work, validated by the trainer and signed by the participants.

Edition-specific evidence: Learning Together maintains signed daily training and attendance records. This brochure describes the course framework; additional verification can be based on the records of the particular edition.

05 / LEARNING APPROACH & METHODOLOGY

Learning Together Methodology

Learning Together courses combine guided input supported by presentations and multimedia resources with practical experimentation, creative workshops, case-based learning and hands-on tools. Participants connect the learning to their own professional situations and progressively develop an applied outcome, which may take the form of a presentation, project, session plan, action idea, reflection or another relevant output.

Peer / trainer feedback supports refinement throughout the process, while European exchange encourages participants to compare practices, perspectives and approaches across different educational contexts.

Methods applied in this programme

Escape Room Design & Gamification

Participants analyse educational escape room examples and apply gamification principles to design connected puzzles, challenges and learning activities.

AI-Assisted Storytelling & Multimedia Creation

Guided workshops use generative AI and multimedia tools to create interactive narratives, riddles, clues and digital resources for educational escape rooms.

Escape Room Development & Evaluation

Participants combine game elements into an educational escape room, present their projects and evaluate design choices, learning objectives and assessment strategies.

Collaborative learning, peer exchange and reflection

Participants work with European colleagues, compare professional contexts, exchange approaches and reflect on how the learning can be transferred to their own institutions.

> **Illustrative example: Creating an AI-Assisted Educational Escape Room**
>
> Imagine a teacher transforming a curriculum topic into a collaborative mission where learners solve connected challenges to demonstrate understanding. Participants define the learning objectives, design the narrative and puzzle sequence, use AI to draft selected clues or multimedia, build a prototype and test it with peers. The final design includes facilitation, accessibility and assessment guidance for classroom use.

An adaptable learning experience

Learning Together courses are delivered by trainers with relevant professional & pedagogical experience, **who are fluent English speakers**. The trainer may vary by edition, adapting the activities to the group's professional context and learning goals.

Meet our trainers and explore our approach

06 / PRACTICAL INFORMATION & SUPPORT

Everything you need for your training

Your course materials and participant work

Participants receive access to course materials, including slides, presentations, worksheets and exercises made available for the sessions, through a dedicated online folder.

Depending on the activities, groups may also develop action plans or presentations. The output varies with the programme, trainer and group.

Materials to bring: Laptop

Course package

Includes training sessions, digital materials, practical resources, administration and course-week support, welcome kit, coffee breaks and course documentation. Cultural activities and an orientation session **depend on the edition selected** (flights, accommodation & other personal arrangements are not covered).

Check fees and inclusions for your selected course.

Documents & certification

We issue Certificate of Attendance, invoice and support agreed Erasmus+ mobility documents, including Europass Mobility records. Certificate issuance follows the attendance conditions.

Send any additional school forms to our team in advance. Explore document guidance.

Provider & quality

Learning Together operates through registered organisations in every country where services are provided, each with its own Erasmus+ Organisation ID (OID). Our programmes combine clearly defined learning outcomes, participatory methodologies and practical activities, with participant evaluation & feedback at the end of the training.

Provider OIDs: Portugal E10201112 · **Spain** E10417947 · **Poland** E10419682

FROM INTEREST TO A CONFIRMED BOOKING

01
Pre-enrol

Share your course & preferred dates. Pre-enrolment is non-binding; wait for written confirmation before making non-refundable travel bookings.

02
Confirm your place

Our team will confirm availability by email. Complete final enrolment and billing details to secure your place.

03
Plan your travel

Once your booking is confirmed, you can plan your travel. Before travelling, check materials required, timetable and activities in your selected edition.

YOUR NEXT STEP

Ready to plan your course?

Check the current dates, duration, fee and edition status on the course page, then start your pre-enrolment or contact us!

View course & editions ↗ | Pre-enrol ↗

Contact: learningtogether.eu@sinerconsult.pt | +351 229 418 490