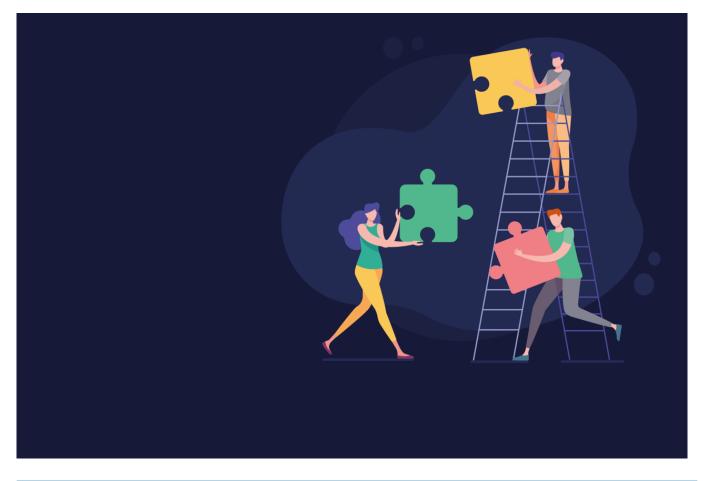
# **ESCAPP**

Carry out your educational escape rooms in the classroom and remotely



# **Contact information**

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# **Technological Offers type**

Technological solutions

# **Research and innovation areas**

- Digital Technologies, Artificial Intelligence, Cybersecurity, 5G, Robotics
- Social Innovation, Open Science, Governance, and Education Science

ODS



#### Available from: 2021

#### Where?

#### New Generation Internet

Keywords: | virtual education

#### Brief description of the solution and the added value it delivers

Escapp is a web platform designed to assist teachers in carrying out educational escape rooms, whether in person or remotely.

#### Description of the technological basis

Escapp is a web platform designed to assist teachers in carrying out educational escape rooms, whether in person or remotely.

Using this platform, it is possible to set different turns for an escape room, automate the management of clues, personalise and automate the content shown to students, manage the formation of teams, monitor students' progress in the different challenges, include gamification features (countdowns, rankings, etc.), see leaning analytics in real time and export the results.

Moreover, it provides a REST and WebSockets application programming interface (API) for carrying out challenges external to the platform.

# **Business needs / application**

- Escape rooms are proven to boost students' motivation and knowledge.
- Digital escape rooms (especially those carried out remotely) are gaining traction as online learning becomes more popular.
- Creating an escape room is very time-consuming.
- Currently, there are practically no tools aimed at creating or supporting educational escape rooms.
- Without the right tools, it is not possible to capitalise on all the benefits offered by escape rooms as a learning activity.

Escape rooms are proven to boost students' motivation and knowledge

The size of the global EdTech and smart classroom market is expected to grow from USD 85.818 billion in 2020 to USD 181.265 billion in 2025. (Markets and Markets)

#### **Competitive advantages**

- Open-source web platform.
- Flexibility for integration into the infrastructure of a school or other institution.
- Highly customisable educational escape rooms.
- Advanced technical knowledge is not required to use the platform.
- Includes a REST API for incorporating challenges developed using software/hardware external to the platform.
- Supports both in-person and remote escape rooms.

• Provides real-time leaning analytics.

# References

- Escapp has been used successfully by more than 400 students.
- Escape rooms developed using Escapp have given rise to various scientific articles.
- Various academic institutions have expressed an interest in incorporating Escapp into their teaching.

# Stage of development



# PRODUCTION

#### Contact

## Escapp contact

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