

ESCAPP

Carry out your educational escape rooms in the classroom and remotely



Contact information

Address: ETSI de Telecomunicación - UPM
Avenida Complutense, nº 30
28040 Madrid
Phone number: 910671900
Website: etsit.upm.es
Email: a.gordillo@upm.es

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 learning 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

CONCEPT
RESEARCH
LAB PROTOTYPE
INDUSTRIAL
PROTOTYPE
PRODUCTION



Contact

Escapp contact

Aldo Gordillo Méndez, Enrique Barra Arias

Grupo Internet de Nueva Generación, ETSIT UPM

e: a.gordillo@upm.es

UPM contact

I&E

Technological Innovation Support Centre (CAIT) - UPM

e: innovacion.tecnologica@upm.es