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Key findings from summative research on an educational escape game for families



The premise...

1 escaped carnivorous plant 45 minutes

7 wacky puzzles designed to teach concepts for reading evolutionary trees

Children age 9-13 and their families



METHODS: matched pre/post surveys with 211 adults and 238 children, game observations and post-interviews with 51 groups (174 individuals)

Evolutionary Tree Quiz Results

Target group children (age 9-13) showed significant improvement in their knowledge quiz scores from pre to post. (And so did younger children, older children, and adults!)

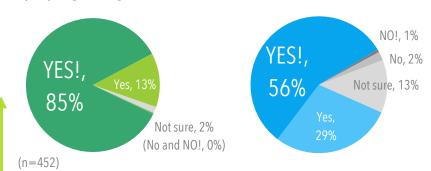
Target group (n=157)

Older children and adults (n=236)



I had a lot of fun playing this game.

This game helped me understand evolutionary trees.



Both adults and children reported highly enjoying the game. In post-game interviews, 67% of groups said they learned about reading evolutionary diagrams and/or evolutionary traits, ancestors, and descendants.

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Summative research results

Factors found to be correlated with learning

 Balance of <u>adult versus child-driven</u> puzzle solving

Groups where gameplay was balanced or where children tended to take the lead were found to have higher learning gains than groups where adults tended to lead.

Factors NOT found to be correlated with learning

- Previous experience with escape rooms
- Group size

Smaller groups
exhibited greater
learning gains, but the
difference was not
statistically significant.

Sixty-six participants also responded to a follow-up survey one month after their game experience, and quiz scores showed they retained some of their learning from the game.

Scores dropped significantly from post quiz to follow-up...



...but still remained significantly higher than the pre quiz.









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