Dean’s Innovation Grants

Final Report

Date: October 16, 2018
Project Title: Escape to the Library: A Library Learning Escape Room
Project Team Members: Erin DeWitt Miller, Diane Robson

Project Purpose
Escape to the Library: A Library Learning Escape Room Experience was a successful and popular option during First Flight in 2016 that incorporated learning objectives tied to the ACRL Framework into a fun, immersive puzzle-solving experience. Funding this grant allowed the 2017 Escape the Library to be even more interactive and engaging. Escape the Library 2017 incorporated new props and puzzles while maintaining a focus on introducing incoming freshmen to library resources, librarians and information-seeking skills.

Project Activities
The activities should describe the projects undertaken.

- Miller & Robson presented a workshop and a poster on the escape room at an international conference
- A custom bookshelf for the escape room was built to specification by a local artisan
- The bookshelf was incorporated into the 2017 First Flight Library Literacy Escape Room
- Pipe & Drape was purchased to improve the appearance, flexibility, and mobility of the 2017 escape room and future escape rooms
- Library Literacy Escape Room design was improved
- Additionally, tickets to two local, professional escape rooms were purchased for Media Library staff in order to improve their design skills and gather ideas

Budget
Describe how funds were spent.
Project Outputs/Outcomes
Summarize the outputs/outcomes for your project.

The First Flight Escape Room was very successful and popular (181 students participated). Our presentation at the International Conference on Education was well attended and we received positive feedback. We now have equipment and props that will allow Media Library staff to develop new escape rooms (i.e. both the bookshelf and the pipe and drape are being used in a Harry Potter escape room that will be introduced at an event in the near future).

Other Results (if applicable)
Describe any accomplishments or impact besides those described in outcomes.

Anecdotal Information
Include comments or stories received from program participants, staff, or others.

Both the staff and students that did the escape room had only positive remarks! Students were asked what they learned during the escape room and many answers indicated that our learning objectives were met.

Best Practices
Please provide information on best practices relating to your program. For instance, could your project be used as a model for other libraries?
Yes, absolutely! The workshop we presented to educators and librarians indicated that there is a high level of interest in this type of immersive learning not only in libraries but in classrooms.

**Program Continuity**

Please describe sustainability of this project, if applicable.

The equipment and experience we were able to purchase will continue to be useful for years to come as Media Library and Discovery Park staff design new escape room. There is interest from student groups who would like to learn to design these rooms and our circulating collection of escape room props is being checked out and incorporated into breakouts.