Escape Room Experience

Welcome to your Brain Chase Escape Room Experience!

Below is some basic information about running your Escape Room. The Brain Chase team is here to help answer any questions.

SETTING UP YOUR TECHNOLOGY

- **Laptop Preferred-** Laptop, Chromebook, tablet, or smartphone with Internet access will work. In the ideal, participants will use a laptop, Chromebook, or tablet instead of phone. They will have an easier time engaging with each other in Zoom and browsing through the Escape Room if they have a larger screen than a phone provides.
  - Mouse/Cursor note: In our Escape Rooms, hovering a mouse above a certain area will create a certain type of pointer. This is why laptops (or Chromebooks) are preferred, not tablets or phones.
- **Zoom** - Access to a Zoom Pro Account because Zoom Basic only allows 40-minute meeting times. Zoom's technical requirements are posted here on Zoom's website.
  - If you want to break your larger group into smaller teams, we recommend you all log on to the same Zoom call, and then use the Breakout Room feature.
  - More information here about how to Enable Breakout Rooms on your Zoom account.
- **Web Browser** Brain Chase works on Safari, Chrome, and Firefox browsers, as well as smartphone browsers. It does not work on Microsoft Edge or Microsoft Explorer.

BEFORE THE EVENT

- **Practice**: Practice the Escape Room before your Event. Brain Chase will send you (the leader) a solution document that you can use before and during the event to give hints to participants. If you have more than one leader guiding participants, you'll want to send the solution document and game to them ahead of time to practice.
- **Schedule and send your Zoom Link**: Send a Zoom link to anyone participating in the game. You might disseminate information via email or however else you plan to communicate with your whole group. We recommended sending one Zoom link to all participants.

EVENT TIME! HOSTING THE ESCAPE ROOM

- **Log on to Zoom:** Everybody log on to the Zoom event.
  - **(optional) Breakout Rooms for larger groups breaking into smaller groups**: Break into smaller groups. We recommend ~10 participants per leader, but it is up to you.

- **<mark>GAME TIME</mark>**!
  - **Leader gives instructions:** The leader will communicate the goal of the game and let them know how much time they have to solve the game. Set a timer if you would like to make it a speed competition.
  - **Send URL:** The leader will send the URL in the chat to their group.
  - **Sound/Mute**: If participants want to Mute the game's background music, they can right click on their browser tab and click "Mute Site." Otherwise they might want to mute their Zoom video.
  - **Screenshare**: We recommend that a participant share his/her screen, or different members of the group can trade off sharing their screens.
  - **The Game -** The leader is there to provide hints as needed, but should only be supervising and refrain from giving too much help. Allow the group to come up with their own strategy and embrace the challenge together.
- **<mark>Wrapping up:</mark>** When the time has ended, have participants join back together as a whole group and reflect on the experience. You might award one group the winner for the fastest team, the team who got the farthest, or the team with the best strategy and teamwork.

AFTER THE GAME

- If a student would like to try to play the game again, they will need to clear their Cache in order to refresh the game to its original state. Go to **History --> "Clear Browing Data"** and their browser will not remember the passwords they typed into each part of the game.
- We want your feedback! Please let us know if you have any feedback about your event, and how we can improve the process.
  - Email: programs@brainchase.com