



Through the Door (and Out Again!)

Getting the Most Information out of Your Escape Room Program

Context

The Escape Room Orientation Program introduces students to the library in a fast-paced gamified learning environment by having them engage with physical and digital resources to solve puzzles related to resources and services, using **critical thinking, collaboration, and communication** to escape the room.

Reasoning for Assessment:

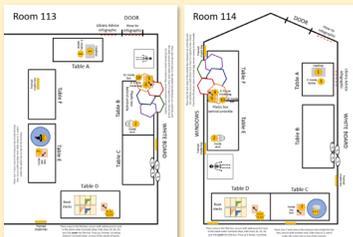
- To see if the game would improve student knowledge
- To collect student and facilitator feedback to improve the orientation experience

Learning Objectives

- This activity contributed to the students' sense of belonging to the library and the university community, reducing students' feelings of anxiety when asking for library help.
- This activity provided a grounding in library services and resources.

Applied Skills

- Using databases and the catalog
- Requesting a research consultation
- Reserving a study room
- Using the 24-hour chat link



Development

We ran multiple iterations of student testing to ensure the puzzles were appropriately challenging. Facilitators (volunteers from library faculty and staff) were able to experience the escape room as though they were students. Their responsibilities included: giving the pre- and posttests, providing an overview of the escape room process, setting the scene, monitoring the room and giving hints, and then resetting the room for the next group.

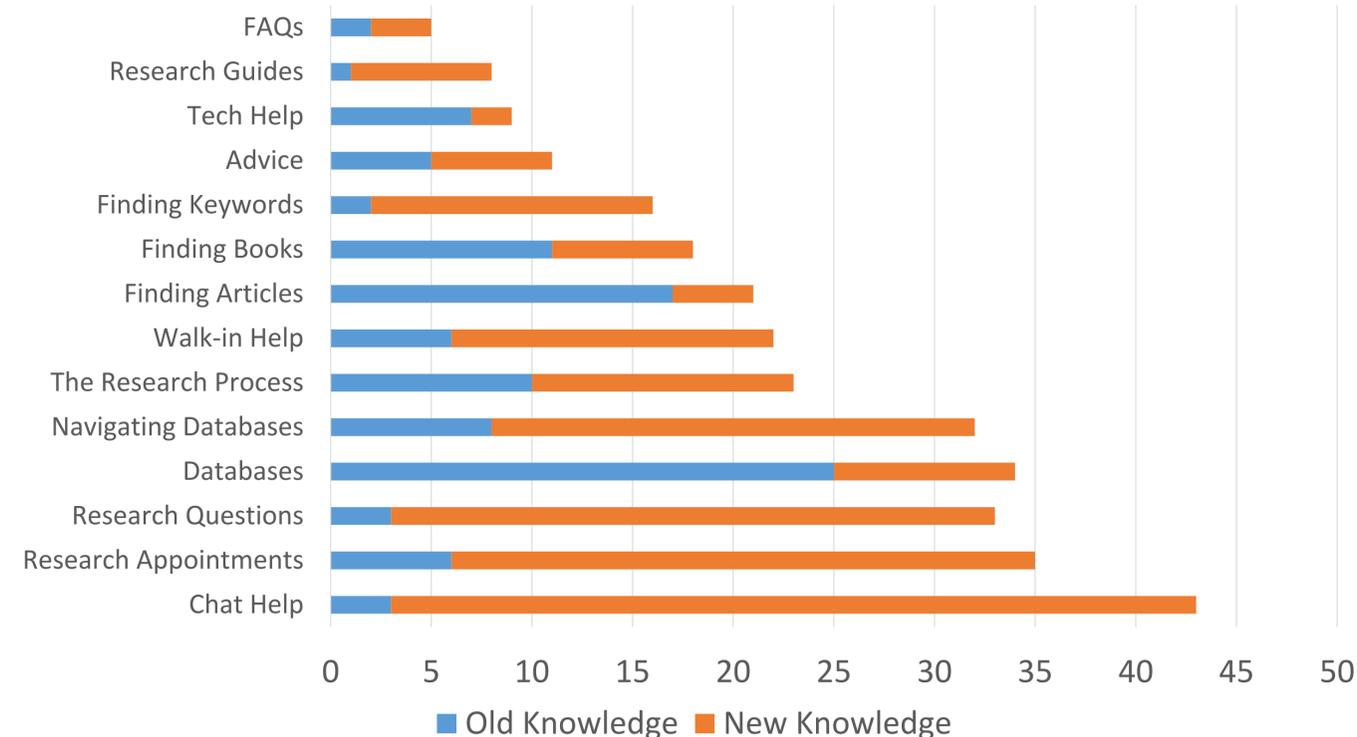
Methods

- Pre- and posttest, call and response (How do librarians support your research?, What resources does the library have?, How does the library support your academic career?)
- Student experience survey (How much did you enjoy the activity?, Would you participate in a similar activity with a different theme?, Do you have any suggestions for improving this activity?)
- Facilitator observations; Facilitator experience survey
- Compare retention, progression, and search behavior through Institutional Data

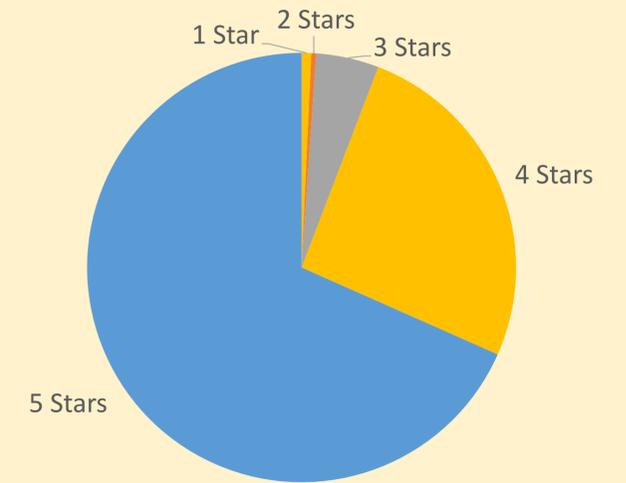
Results

- In the three semesters we've offered the activity, 76 teams have navigated the escape rooms, and 73 of those teams participated in both the pre- and posttests.
- Overall, there were 318 participating students. Of these, 276 students completed the experience survey.
- In Fall 2021, 78 participants out of 124 (63 percent) were first-year students, our target audience.
- The average student experience rating was 4.65 out of 5 stars, or a 93 percent satisfaction rating.
- Students who participated in the Escape Room Orientation Program had higher GPAs and better retention than those who didn't participate.
- Students consistently demonstrate learning new library knowledge after participating in the activity.

How Do Librarians Support You?



Student Satisfaction Ratings



Conclusions

The Escape Room Orientation Program positively impacted students' knowledge of library services and resources. The pre- and posttests and the experience survey demonstrated that students learned from and enjoyed the activity. Students gained knowledge of important library services, such as research consultations and the study room reservation portal, and discovered new-to-them resources like SuperSearch (our integrated database search tool) and anatomy models. Looking at the experience survey, we found that the great majority of the participants would like to participate in a similar activity again.

Looking to the Future

- Review experience survey feedback to implement improvements for students and facilitators
- Add to the student survey (Is this your first time in the library?)
- Compare outcomes from this program with other library orientations



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