



Case Study: "Mission: Learning" Escape Room

Interactive Experience for Student Success – Dual Enrollment Program

 by Alejandro Bouchard

PROJECT OVERVIEW



Client

Baptist University of Florida



Course

Student Success



Product

Interactive digital escape room – "Mission: Learning"



Program

Dual Enrollment



Tool Used

Genially



My Role

Instructional designer, content creator, visual designer, game-based learning strategist

CONTEXT & CHALLENGE

Student Success is a foundational course for high school students enrolled in the university's Dual Enrollment program. The goal was to introduce essential academic skills in a way that was engaging, memorable, and interactive. The challenge: capture students' attention in their first contact with college-level expectations—without overwhelming them.

SOLUTION



I designed an **interactive escape room** using **Genially**, where students take on a secret mission to unlock learning strategies, habits, and mindset tools essential for success in college. The experience blends storytelling, puzzles, and media elements to immerse students in active learning.

DESIGN STRATEGY

Gamification

Students must "escape" by solving challenges related to time management, growth mindset, note-taking, and personal motivation.

Storytelling

A narrative involving a secret mission to rescue lost learning tools from the "Maze of Distractions."

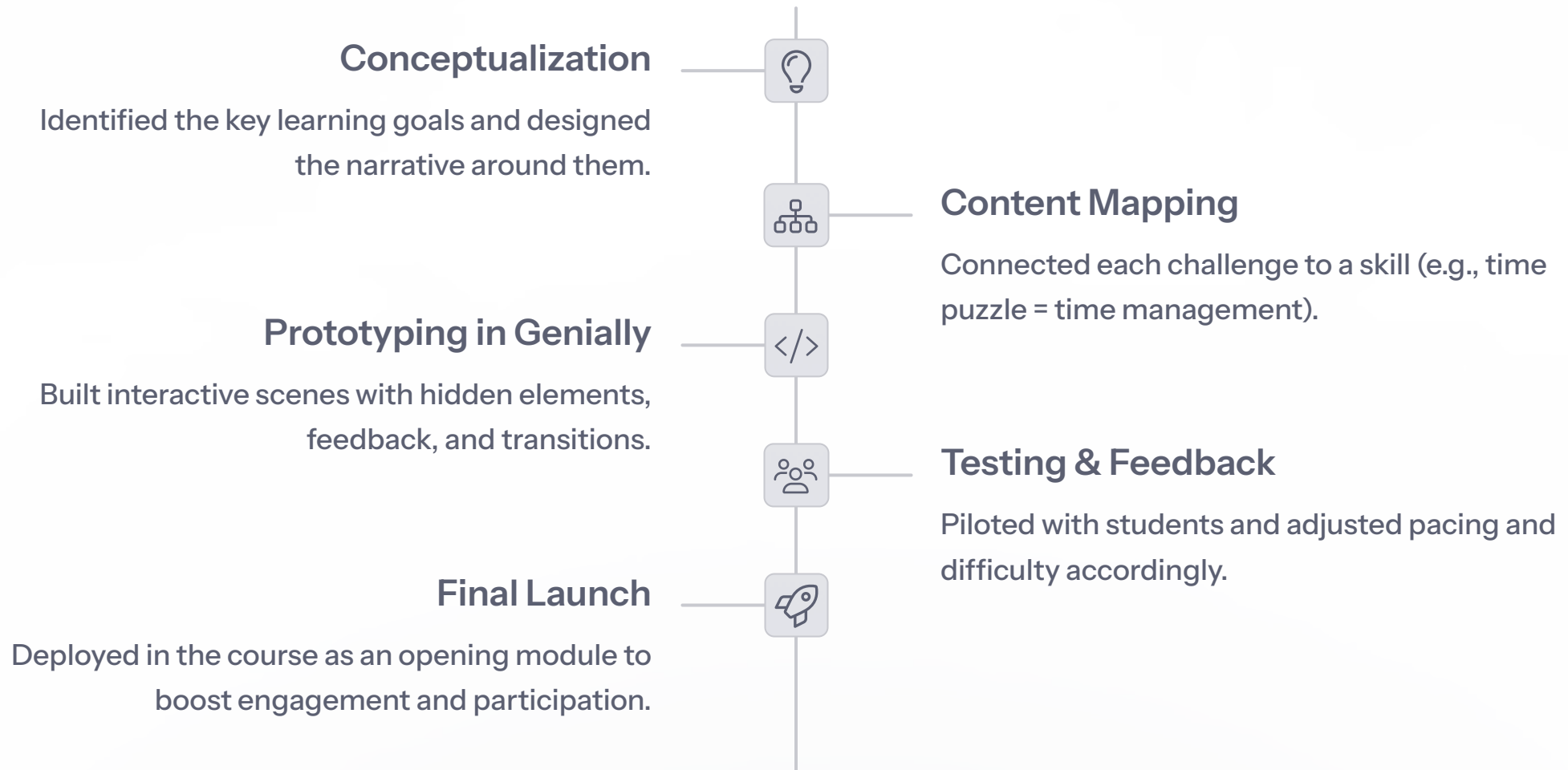
Visual Engagement

Custom visuals, icons, and transitions keep the experience dynamic and user-friendly.

Pedagogical Alignment

All tasks are based on key learning outcomes from the Student Success curriculum.

DESIGN PROCESS



OUTCOME

The *Mission: Learning* escape room received highly positive feedback from students and instructors. It successfully introduced complex academic ideas in an accessible and playful format. Students reported feeling more motivated and better prepared to engage with the rest of the course.

Takeaway

This project demonstrates the power of interactive design and narrative-driven learning in fostering motivation and skill development in early college students.

