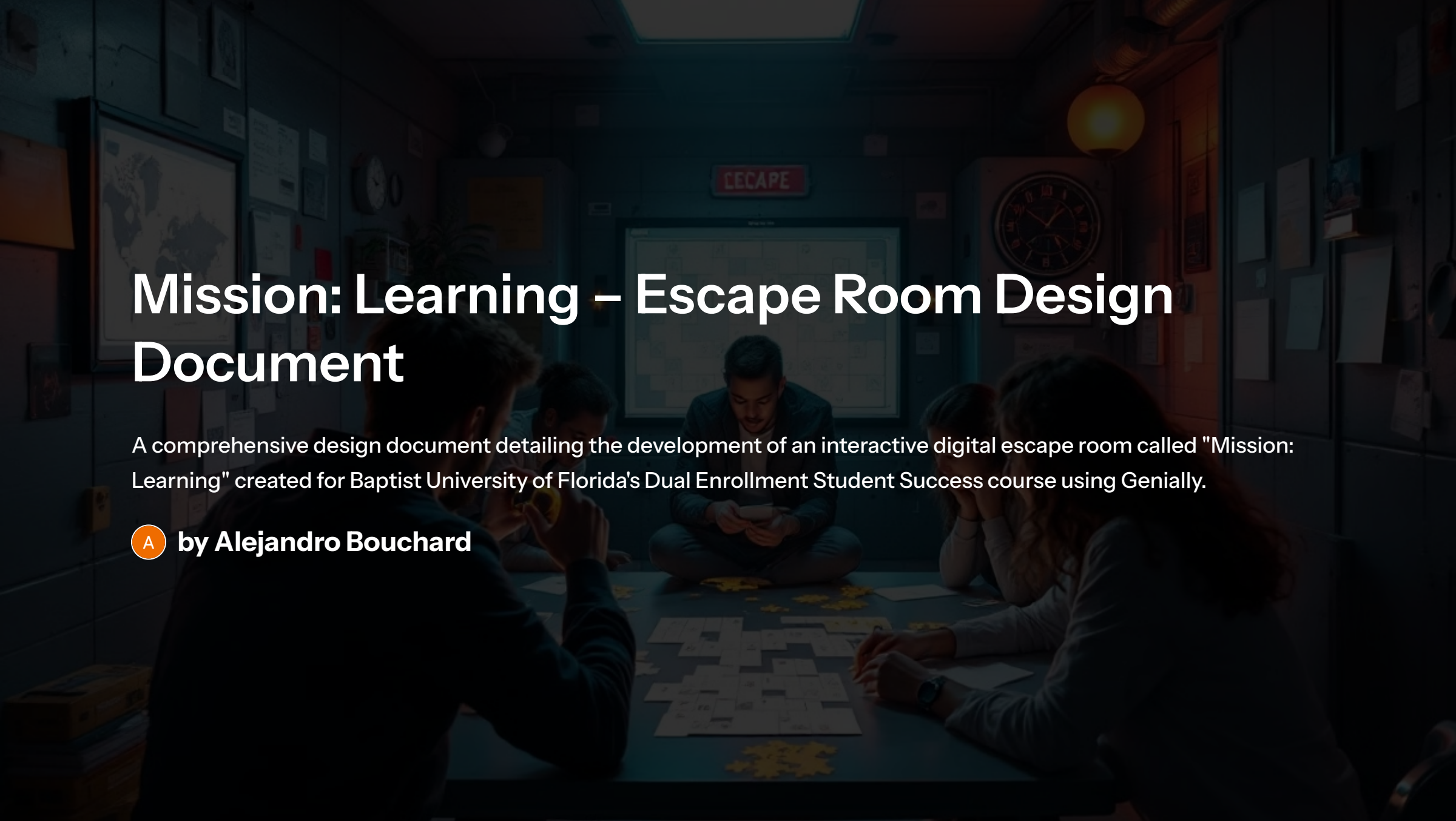


A group of people are gathered around a table in a dimly lit room, focused on solving a large puzzle laid out on the floor. The room has a vintage, industrial feel with a world map on the wall, a clock, and a sign that says "CECAPE". The lighting is low, with a warm glow from a lamp on the right.

Mission: Learning – Escape Room Design Document

A comprehensive design document detailing the development of an interactive digital escape room called "Mission: Learning" created for Baptist University of Florida's Dual Enrollment Student Success course using Genially.

A 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



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 multimedia 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

PHASE 1 – CONCEPTUALIZATION

- Identified key learning goals
- Designed the narrative to align with academic content



PHASE 3 – PROTOTYPING

- Developed interactive scenes in Genially
- Created logic flows, buttons, feedback, and animated elements



PHASE 5 – LAUNCH

- Published as an introductory module
- Facilitated in-class exploration with guided reflection



PHASE 2 – CONTENT MAPPING

- Linked each puzzle or activity to a specific learning skill
- Ensured cognitive progression and increasing complexity



PHASE 4 – TESTING

- Piloted with a sample group of students
- Collected feedback on clarity, difficulty, and engagement



ESCAPE ROOM ELEMENTS



Time Management

Puzzles that teach prioritization and scheduling skills



Growth Mindset

Challenges that transform fixed thinking into learning opportunities



Note-Taking

Activities that demonstrate effective information capture



Personal Motivation

Exercises to discover intrinsic drivers for academic success

OUTCOME

The escape room successfully engaged students and introduced them to foundational academic skills in a playful, narrative-driven format. Positive feedback highlighted its clarity, creativity, and usefulness in preparing students for deeper learning throughout the course.