Share or Die

Escape Room developed by Archivio della Memoria, Italy

Overview

Age group	11-18
No. of participants	Minimum 8 (4 group of 2) Maximum 16 (4 group of 4)
Subject matter	Digitalization
Keywords	Internet, Communication, New Media, You Tube, Circular Economy
Playing time	45' + 30 of debriefing
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In a few words

The world has reached an economic block. The hyper production of goods has detected a contraction of consuming and the sharing economy is now the only solution to go over the stuck. The participants of this Escape Rooms have to launch the survive communication message **"sharing all, sharing now"**.

Learning outcomes

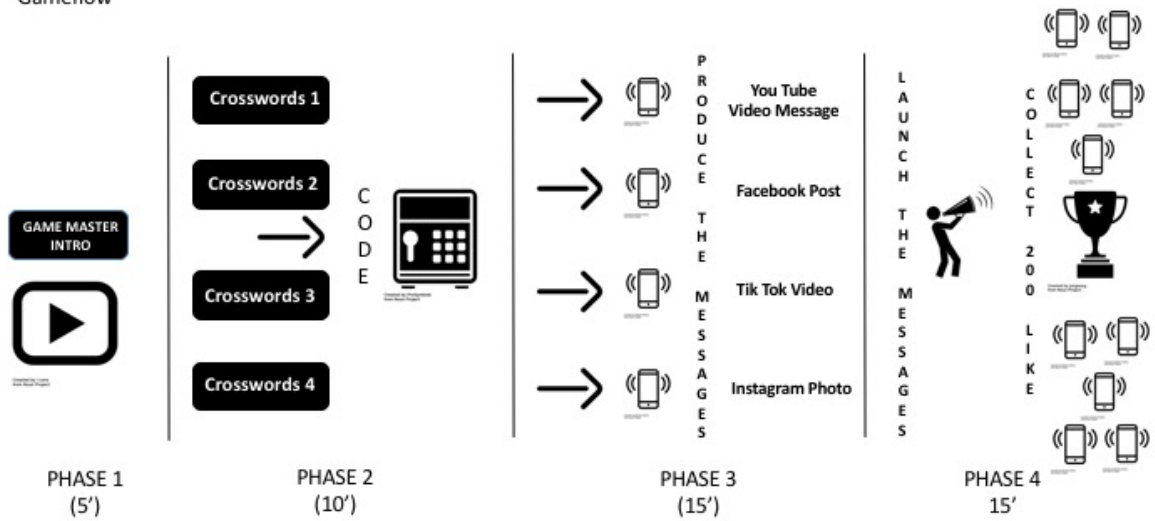This escape room was developed in order for the participants to
1. Learn some key elements of the internet communication process, in particular youtube potentials, social network mechanism, fake news dynamics.
2. Digital Story Telling methodology
3. Circular Economy, Sharing Economy, Happy de growth…

Use scenario

This escape room is addressed for a secondary school class that have some experience with video production and video sharing via mobile phone. Participants have to be split in 4 groups of 2, 3 or 4 participants.

Gameflow

| GAME MASTER INTRO | Crosswords 1
Crosswords 2
→ CODE
Crosswords 3
Crosswords 4 | P R O D U C E   T H E   M E S S A G E S
You Tube Video Message
Facebook Post
Tik Tok Video
Instagram Photo | L A U N C H   T H E   M E S S A G E S
C O L L E C T   2 0 0   L I K E |
| PHASE 1 (5') | PHASE 2 (10') | PHASE 3 (15') | PHASE 4 15' |

PHASE	TIME	DESCRIPTION	MATERIALS	SUPPORT
PHASE 1	5'	Introduction: the Game Master - welcomes the players and read the letter - explain the ongoing world economic situation and introduce the Gameflow - divide players in groups - start the timer	Game Master introduction letter	Game Master answer to questions and doubt
PHASE 2	10'	The Participants groups - start solving the four crosswords on their table. - The crosswords topics are on **"Sharing Economy", "Circular Economy", "Decreasing Economy", "Social Impact".** - The four words/numbers (8, 8, 8, 9) will open a padlock that give access to 4 mobile phones, one for each group.	Crosswords (1 per table to be print)	Game Master clear out the clues on the crosswords if they are unclear
PHASE 3	15'	The challenge: Use the **Red Words** to create the survive communication messages that will finish with **"Sharing all, Sharing now!"** Group 1. produce a video message of 30 seconds maximum and upload it on **You Tube** Group 2. Create a post of maximum 50 words and publish it on **Facebook** Group 3. Create a video and publish it on **Tik Tok** Group 4. produce a photo message and upload it on **Instagram**	You Tube Facebook Tik Tok Instagram	If asked by the students, the Game Master can: Help with the ideation of the communication messages • Help using the computers / Web enabled device / mobile phones • Create the account on the social network if needed.
PHASE 4	15'	Once the groups will collect a total of 200 like from their social network contacts they can consider their mission accomplished.	Like	

Escape room set-up
Escape room materials

1. Sharing_letter.pdf - Sharing letter to be printed one for each group
2. The Gameflow
3. 4 crosswords to be printed and placed one per table.
4. Video message
5. Red words to be printed singularly in A4 format, one for each group:
"Sharing Economy"
"Circular Economy"
"Decreasing Economy"
"Social Impact"

Room equipment

For all:
1 Table, one metal box closed with a 4 numeric digit lock

For each of the 4 groups:
1 table, 1 Pencil, 1 paper, one Web-enabled devices (smartphone)

Room set-up (about 15 minutes)

Prepare the four tables/group workstations, each one with a different crossword, pencil, paper, one of the 4 "Red words" printed singularly in A4, a Tablet device on a fifth table with speakers, a metal box closed with a 4 numerical digit lock that contains 4 enabled mobile phones property of 4 participants.
The other participant can have their mobile phones in their pocket but need to be swich off until Phase 4 have begin.

Room reboot

- Gather the completed crosswords and the paper used by the students to take notes
- Print once again the crosswords and place them one per workstation
- Place the "sharing Letter"
- reset to 40 minutes

Debriefing

The key of the debriefing phase is to recollect all the "puzzle pieces" that compose the narrative and educational aspects of the escape room. Every single group has seen a small aspect of the "Sharing Economy" system: these elements have to be shared by the students and unified to develop the big picture and understand what is the "Sharing Economy".

1. A first step would then be to let each group explain to the class what they worked on and which element of the "Sharing Economy" were learned. In this phase it is important to pay attention to technical terms and to it's significant.

2. During the second step of the debriefing it is important to focus on the Internet as a communicational infrastructure, where is possible to communicate and share information. An interesting support for this second step would be to show the video with Stephen Miller that explain how the "sharing economy" is changing us.
https://www.youtube.com/watch?v=_MRQSE1IxCg

3. The third step helps reorganizing all the elements relative to how the "sharing economy" works: Circular Economy, Sharing Economy, Happy de growth, etc.
A good resource for this step can be the animated video found here: An Animated Overview of the Sharing Economy
https://www.youtube.com/watch?v=yy7MH9TyZck

Finally it will be possible to read the comment collected coming from the 200 like

Sharing letter: "Share or Die"

You are in the Secret Service building in UK, London, closed in a room

The world has reached an economic block. The hyper production of goods has detected a contraction of consuming and the sharing economy is now the only solution to go over the stuck.

The industries of the whole planet work at 10% of their possibilities, millions of jobs are lost, public and private transports no longer work and mobility is collapsing. Problems of supplying basic necessities are now the rule in the main cities of the planet. Internet and web communication is still active.

Your group need to solve some "sharing enigmas" to escape the room and launch the survive communication message **"sharing all, sharing now"**.

Through this message the majority of the population will find other ways to survive than fighting each other…

Once you will collect almost 200 like your mission will be considered accomplished.

FIRST CROSSWORDS
"Sharing Economy

```
Clues  (use or cut the red words to make it more or less
difficult…)

1. Have sense if is just one (for many)
2. In a blablacar somebody need to do it…
3. Nice way to eat healthy
4. All modern business use…
5. They share the house with Nicole (Kidman)
```

Solution: 8

					S	H	A	R	E					
						D	R	I	V	E				
	G	A	R	D	E	N	I	N	G					
					T	E	C	H	N	O	L	O	G	Y
						O	T	H	E	R	S			

To make it easier is possible to add some letters to the solutions.

SECOND CROSSWORDS
"Circular Economy",
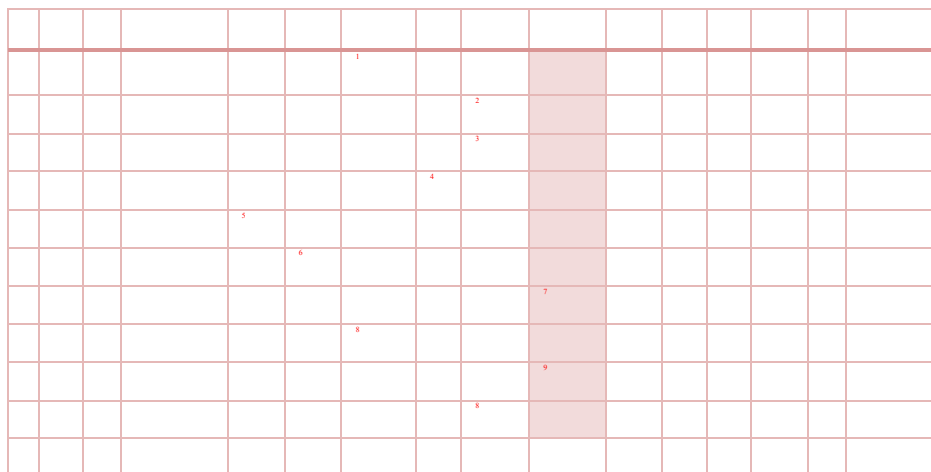
Clues

1. If you repair it you can then re…
2. The sun is a…
3. Comes after five
4. What to do when is broken
5. Reusing something for a new life
6. Opposite of minus
7. To use it together
8. At the end the battery is…
9. We all live in the same…
10. Need it to win in a soccer game

					R	E	U	**S**	E			
						.C	**I**	R	C	L	E	
					.S	I	**X**					
					.R	E	**P**	A	I	R		
			.R	E	C	Y	C	**L**	I	N	G	
					.P	L	**U**	S				
							S	H	A	R	E	
			.W	A	S	**T**	E					
						W	O	R	L	D		
					.G	**O**	A	L				

THIRD CROSSWORDS
"Decreasing Economy",

					1						
				2							
				3							
					4						
					5						

Clues

1. If is not full can be
2. They do it in Fortnite
3. We all have it in number
4. Many has a big one
5. Nicole loves him

					1 E	M	P	T	Y		
				2 F	I	G	H	T			
				3 A	G	E					
					4 H	E	A	R	T	H	
					5 T	O	M				

FOURTH CROSSWORDS
"Social Impact".

			1					
		2						
		3						
	4							

Clues

1. Is social on the web
2. To share short videos
3. To share photos
4. To share life

				N	E	T	W	O	R	K	
			T	I	K	T	O	K			
			I	N	S	T	A	G	R	A	M
	F	A	C	E	B	O	O	K			

Key elements can be written down, at the end of the game, by the students on their books.

Suggested debriefing time: 30'-40'

Files attached:
1. *"Teacher_Guide"*
2. *Sharing letter: "Share or Die"*
3. **Video message**
4. **Gameflow**
5. **Crosswords**