

Gender Integration Dynamics Room

Escape Room developed by Archivio della Memoria, Italy

Overview

Age group	14-18 years old
no. of the participants	Minimum 8 (4 groups of 2) Maximum 16 (4 groups of 4)
theme	Digitization, behavioral dynamics, intolerance, gender inequity
Keywords	Internet, Communication, New Media, YouTube, TikTok, Discrimination, Racism
Playback time	45' + 30 debriefing
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In a few words

The Gender Integration Dynamics Room was created to give participants the opportunity to virtually change their identity and test some new behavioral dynamics on their skin. Taking the identity of an old man, a young black woman, a 10-year-old boy from India or a 15-year-old teenager, with different gender preferences... every age, every gender and every origin are possible in the Gender Integration Dynamics Room. To escape the room participants must solve some puzzles and collect wigs, make-up, beards and everything you need to live real and authentic experiences with each other and record videos about their new identity. The identity will be linked to some well-known public figure. Find clues and produce your digital storytelling by sharing it on the Social Network and collect enough likes to get out of the room.

Learning outcomes

This ER has been developed so that participants.

1. Learn some key elements of the internet communication process, in particular the potential of YouTube and Tik Tok, the mechanisms of social networks.
2. Specific skills on behavioral dynamics, gender identity, intolerance and racism, the environment and politics.
3. Design and sharing of digital storytelling related to public figures

Scenario

This ER is aimed at a secondary school class that has some experience with video production and video sharing via mobile phone. Participants must be divided into 4 groups of 2, 3 or 4 participants.

Phase	Time	Description	Materials	Support
PHASE 1	5'	Introduction: The Game Master <ul style="list-style-type: none"> - welcomes players and reads the letter. - makes a brief introduction to gender inequity. - divides players into groups - Start the timer 	Letter from Gender Integration Dynamics Room, crossword	Game Master answers questions and doubts

Phase	Time	Description	Materials	Support
PHASE 2	10'	The participating groups must solve the crossword puzzles as quickly as possible	crossword (1 per table to be printed)	Game Master can provide clues about crossword puzzles if they're not clear

Phase	Time	Description	Materials	Support
PHASE 3	15'	<p>The challenge:</p> <p>Use crossword solutions create the communication message:</p> <p>Seneca falls</p> <p>Transgender</p> <p>Bisexual</p> <p>Standpoint theory</p> <p>Homosexual</p> <p>Feminism</p> <p>Sexual orientation</p> <p>Sexism</p> <p>Sexuality</p> <p>Heterosexual</p> <p>Heteronormativity</p> <p>Intersectionality</p>	Youtube Tiktok Mobile phones	<p>If requested by students, the Game Master can:</p> <p>Help with the design of communication messages</p> <ul style="list-style-type: none"> • Help in the use of mobile phones • Create the social

Group 1 and 2: Produce a video message of up to 30 seconds and upload it to **YouTube**

network account

Group 3 and 4: Produce a video message of up to 30 seconds and upload it to **TikTok**

Phase	Time	Description	Materials	Support
PHASE 4	15'	Once the groups collect a total of 200 likes from their contacts on social networks, they can consider their mission accomplished.	Youtube Tiktok Mobile phones	Game Master can help share content

ER configuration

ER materials

1. Letter from the Gender Integration Dynamics Room - letter to print, one for each group.
2. Copies of the crossword to be printed and placed on the table.
3. Video messages
4. Red words to print individually in A4 format, one for each group:

Seneca falls	Sexual orientation
Transgender	Sexism
Bisexual	Sexuality
Standpoint theory	Heterosexual
Homosexual	Heteronormality
Feminism	Intersectionality

The teacher can introduce these topics a day before the Escape Room to start preparing participants for the main topic.

Room equipment

For each of the 4 groups:



Erasmus+

1 table, 1 pencil, 1 paper, an internet-enabled device (smartphone or tablet)

Room preparation (about 15 minutes)

Prepare the four tables/groups workstations, each with a crossword puzzle, pencil, paper, 3 of the "red words" printed individually in A4 to be delivered only after phase 3, a Tablet device on a fifth table with speakers, 4 smartphones (one for each group).

Restarting the room

- Collect completed crossword puzzles and papers used by students to take notes
- Print the crossword puzzles once again and place them one per table.
- Place the letter from the Gender Integration Dynamics Room
- reset the timer to 40 minutes.

Debriefing

The key to the debriefing phase is to remember all the "puzzle pieces" that make up the narrative and educational aspects of ER. Each individual group analysed a small aspect of the topic: these elements need to be shared by students and mixed to develop the big picture.

1. A first step would then be to let each group explain to the class what they worked on and what they learned. At this stage it is important to pay attention to the technical terms and its significant.
2. During the second phase of debriefing it is important to focus on the Internet as a communication infrastructure, where information can be communicated and shared.
3. The third step helps to reorganize all elements related to gender.

Letter from Gender Integration Dynamics Room

You are in the Gender Integration Dynamics Room, London, where specific experiments on gender and identity behavior are tested by scientists and psychologists.

In the next 30 minutes you will have to decide with your group to change your own identity, appearance and age and create a new way of communicating with other groups.

*Some steps need to be fixed to collect all the things you need to change your appearance and be as realistic as possible.
We leave you total autonomy in the creation and production of content.*

*Once your contents are ready, you must share them on Youtube and Tik Tok to reach the most people.
Your mission is to get at least 200 likes.*

Gender and Sexuality

1 S E N E C A F A L L S

2 H

3 T R A N S G E N D E R 4 I

5 H 6 B I S E X U A L T

7 S T A N D P O I N T T H E O R Y E S

8 G E N D E R 9 H O M O S E X U A L E C

10 F E M I N I S M T

11 S X T O

12 S E X U A L O R I E N T A T I O N A

13 S E X I S M L

14 S E X U A L I T Y T Y



Across

- 1.** Feminist movement in the United States born in New York in 1848.
- 3.** People who appear to be biologically one sex but who identify with the gender of another.
- 6.** Includes those who are attracted to both men and women.
- 7.** Maintains that a complete understanding of social relations must incorporate the perspectives of marginalized voices.
- 8.** Social and cultural significance we attach to those presumed biological difference.
- 9.** Includes those who are attracted to members of the same sex.
- 10.** Belief in social, economic, and political equality for women.
- 12.** Categories of people to whom we are sexually attracted.
- 13.** Ideology that one sex is superior to another.
- 14.** Denotes our identities and activities as sexual beings.

Down

- 2.** Cultural presupposition that heterosexuality is appropriate standard for sexual identity and practice and that alternative sexualities are deviant, abnormal, or wrong.
- 4.** Holds that gender, race, ethnicity, and class must not be studied in isolation, because they have intermingled effects on our identity, knowledge, and outcomes.
- 5.** Includes those who are sexually attracted to members of the opposite sex.
- 11.** Biological difference between males and females.

Gender and Sexuality

