

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
8.30 – 9.30	Morning extended care				
9.30 – 12.30	<ul style="list-style-type: none"> • Mission briefing • What is an Escape Room? • Brief introduction to visual language and how to apply it effectively to games • Escape Rooms in the outdoors 	<ul style="list-style-type: none"> • Dissect a popular game: rules/mechanisms/ goals/feedback systems/visual language • Choose a physical game to dissect and alter: playtest and change until its completely changed. 	<ul style="list-style-type: none"> • Continue with making 3 main props • First prop playtest: how do they work? Do people interact the way you expected? 	<ul style="list-style-type: none"> • Continue making 3 main props • Second playtest • Discuss varying audience experiences: what is the essence of the escape room? What is the key experience we want the audience to have? 	<ul style="list-style-type: none"> • Final tweaks • Install final room: prepare for audience
12.30 – 13.30	Lunch break				
13.30 – 16.30	<ul style="list-style-type: none"> • World building: Apocalypse. How can we bring this world to life visually? • Experimenting with mechanisms: hydraulics, false bottoms etc. 	<ul style="list-style-type: none"> • Design the world and come up with in world rules and aims • Design 3 main interactive props and begin building 	<ul style="list-style-type: none"> • Link the props with potential small makes and world design • Intro to theory of interaction • Design tech elements: sound/video 	<ul style="list-style-type: none"> • Tweak and fix the props as a result of the playtests. • Trial run of full room. (if possible get another group to try so we can get fresh eyes!) • Discuss final tweaks for tomorrow. 	<ul style="list-style-type: none"> • Invite friends and family outside!
16.30 – 18.00	Afternoon extended care				

