

Lernen mit Escape Room Games (?!)

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Escape Games mit Bildungsabsicht

Vorteile

- Immersion
- *hands & mind on*
- Situiertes Lernen
- Motivational-affektive Faktoren
- Interesse

e.g. Fotaris & Mastoras, 2019; Makri et al., 2021; Veldkamp, Daemen, et al., 2020; Veldkamp et al., 2021; Veldkamp, van de Grint, et al., 2020

Nachteile

- Überforderung
- Kognitive Überlastung
- Unsystematisches *try and error*
- Fehlendes Vertrauen in Nützlichkeit
- Fehlender Theoriebezug

e.g. Eukel et al., 2020; Eukel et al., 2017; Hermanns et al., 2017; Jaramillo Rincón & Trujillo Mejía, 2020; Veldkamp, Knippels, et al., 2021)



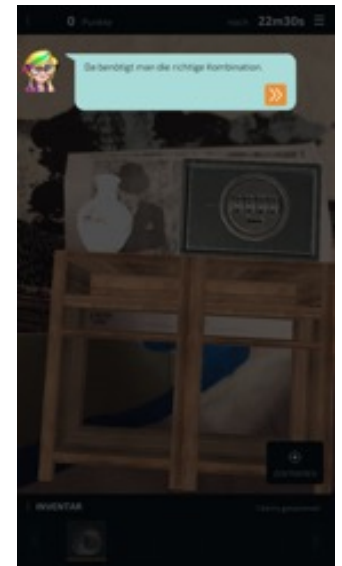
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AR Escape Room Game

EscapeFake → Fight Fake News

<https://escapefake.org>



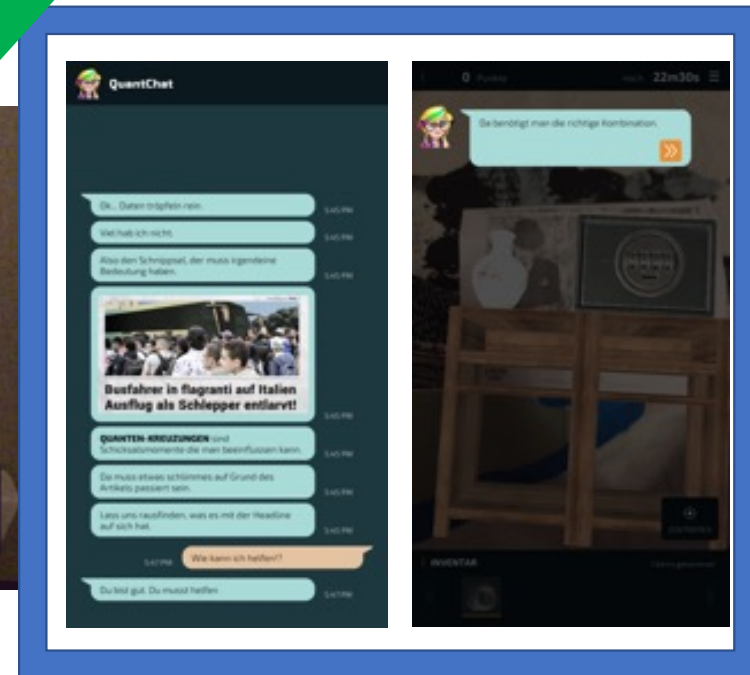
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Guided-discovery learning



Paraschivoiu et al., in Press; Polycular, 2020

AR Escape Room Game EscapeFake → Fight Fake News

<https://escapefake.org>



Collaborative learning



Buchner & Kerres, 2021

AR Escape Room Game

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Didaktisierung



Zusammenfassung in
eigenen Worten
nach dem Spielen

Buchner, in Vorbereitung

VIELEN DANK!

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