

Take Your Time: Evaluation of a New Escape Room Component

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Escape rooms are a fun leisure activity, where a group is locked inside a room and has to get out by solving riddles within one hour. But what happens, when the time is variable? To answer this question a prototype was build. This escape room was then played by test groups, which reported on the game experience and how the gaining and loosing of time was received. Examining these impressions, the strengths and flaws of the concept have been detected.

Introduction

An escape room can only be played once. Therefore, every few years escape room providers are developing a new game. To stand out against competitors innovation is key. Within a previous project, an escape room concept was created, where the time frame is no longer rigid. The players have the opportunity to gain time by working hard, but they can also lose time, if they do not pay attention. This innovative concept must now be tested and evaluated.

Goal

The goal is to evaluate how the gaining and losing of time affects the game experience and to get insights into the behaviour of the players in this variable time environment. Furthermore, it is evaluated how the

riddles of the prototype were received, so that potential weaknesses can be improved and the escape room could be brought to market in the future.

Test Environment and Execution

14 test groups played an escape room with 11 riddles. These riddles are based on IoT technologies and were conceptualized in a previous project. In average the groups needed 43 minutes to escape. After a successful escape, the game experience of the players was evaluated through a questionnaire. To analyze the impact of the variable time, their thoughts were captured through a semi-structured interview. Throughout the game, the time that each group needed to solve a riddle was captured and analysed the flow of this escape room.



Annalena Hofer



Players in Action



Time Keeper