

<u>Overview</u>

- Non-functional Lecture-style Presentations
- Educational Improvements
- Design Considerations
- The Odds and Ends
- Demonstration FUN (20 minutes)
- Q&A



Non-functional Lecture-style Presentations

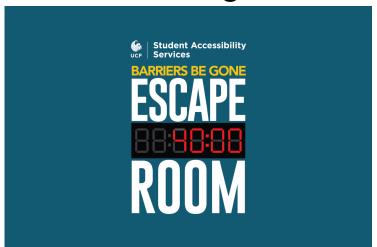
- Low Attendance <u>Sign-up sheet sorrow</u>
- Limited Interactions
 - Videos, animations, and discussions
- No lasting impression
- Technology can be dull to some...





Educational Improvements

- Department Retreat (Zombie Apocalypse)
- An Escape Room designed around disability concepts
- Team building within our department
- Barriers be Gone branding





Design Considerations

- Audience
 - Students, Faculty, and/or Staff
- Culture
- Location/Space
- Marketing
 - RSVP/Sign-up
 - Reminders
 - Incentives Diversity Education Units
- Number of Puzzles/Amount of Time/People
- Final Objective (<u>Locked</u>) (<u>Unlocked</u>)

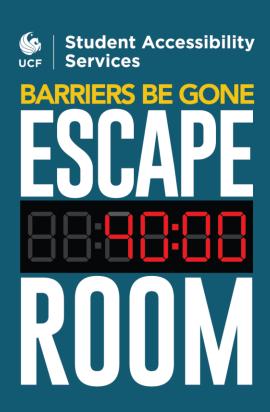


The Odds and Ends

- Rules and Guidelines
- Countdown Clock
- Museum Tour
- Clues (Documentation)
- Flow Charts/Checklist
- Back up materials
- Different types of locks
- Encourage teamwork
- Post questions
- False puzzles
- Practice with test groups



Demonstrations





Please fill out the evaluation for this session at:

https://accessinghigherground.org/evaluate



Presented by AHEAD in Collaboration with ATHEN



http://bit.ly/escapeahg



Thank You!

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