Not Another Lecture-Style Presentation

There wasn't suppose to be a PowerPoint on this one?

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Disability Education
Clues
Teamwork
Puzzles
Interactions
Escape Room

Designed for Accessing Higher Ground 2018
Overview

• 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 – Sign-up sheet sorrow
- 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 (Locked) (Unlocked)
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

[Image of an escape room poster with the text: BARRIERS BE GONE, ESCAPE ROOM]
Please fill out the evaluation for this session at:

https://accessinghigherground.org/evaluate

Accessing Higher Ground
Accessible Media, Web & Technology Conference

Presented by AHEAD in Collaboration with ATHEN
Thank You!

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