

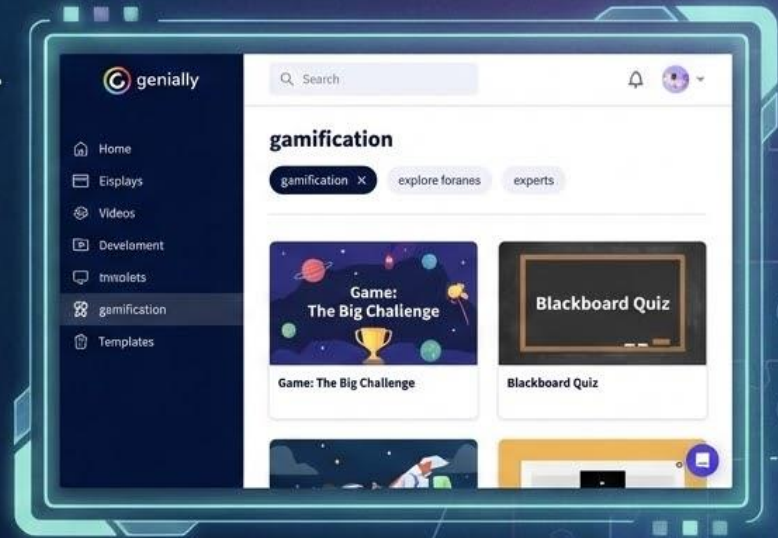
GENIALLY



Create your own Escape Room in Genially

1. Choose a Gamification Template

- Don't start from scratch (it will take too long).
- Go to your Genially dashboard and click "Create Genially."
- Select the "Gamification" category and then click on "Escape Room."
- Choose one that fits your story (there are spaceship, ancient temple, laboratory, etc. templates).



2. Structure the “Player’s Path”

A good Escape Room is divided into 3 parts that you should edit:

The Introduction:

Change the text to explain the mission. Use a striking background image.



The Challenges (Missions) (Missions):

Each template comes with several missions. Click on the text and replace it with your questions about the topic (e.g., marine pollution).



The Reward:

Design the final screen that players will see when they win.



3. Make it Interactive (The Buttons)

To make things happen, use the menu that appears when you click on any object:



Interactivity (Hand icon 🖱️):

Here you decide what happens when you click.



Does a window with information open?



Does it take you to the next page?



Does it send you back to the beginning for failing?



Animation (Meteor icon 🌠):

Use this to make clues appear suddenly or objects move.



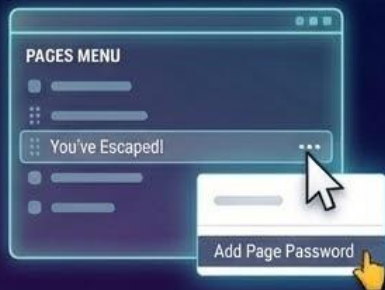
Make clues appear suddenly



Objects move

4. Set Up the Final “Lock”

Prevent progression to the final screen without the correct code.



1. Locate the Page

Go to the Pages menu, find the “You’ve Escaped!” page, click the three dots (...) and select “Add Page Password.”

PASSWORD PROTECTED



2. Activate the Password

Enter the password to secure the final page.



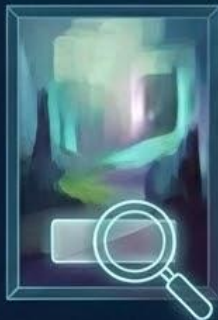
3. The Golden Rule

Ensure your teammates can find the password. It must be the solution to previous puzzles!

Designer Tricks:



Drag Mode: Go to 'Settings' (top right) and enable "Drag elements." This allows you to hide clues under other objects.



You can create an invisible interactive area so players have to find a 'hidden' in an image.



Invisible Elements: You can create an invisible interactive area so players have to find a 'hidden' in an image.



Preview: Tap the eye icon  repeatedly to test if the buttons work and if the game is solvable.

FIRST MISSION: The 'Bio-Thriller': Patient Zero

TONE: Mystery and Medical Urgency.

THE STORY



In a small coastal town, inhabitants fall ill. It's not a virus, but an extreme concentration of plastic toxins in the food chain.

THE STUDENT'S ROLE



You are a WHO toxicologist sent to the area to investigate and find a cure.

THE CONFLICT



Infiltrate the local fish market and the water treatment plant to locate the source and "synthesize" the cure (final code) before the town's main aquifer is contaminated.



OBJECTIVE: Identify the responsible chemicals and plastics to stop the epidemic.

SECOND MISSION:

Science Fiction: Project "Coral Ark"

TONE: Futuristic and epic.

THE STORY: The year is 2150. The oceans are dark, acidic "dead zones." Humanity's last hope lies in the Coral Ark, a space station that holds the DNA of all marine species from before the Great Extinction.

THE STUDENT'S ROLE



THE STUDENT'S ROLE:

You are a maintenance technician on the station.

THE CONFLICT



A malfunction in the cooling system is beginning to overheat the DNA tanks. To save the samples, you must resolve the "memory errors" in the central computer, which is asking you for data on how the oceans were destroyed in the 21st century to prevent history from repeating itself.



OBJECTIVE: Restore the Ark's power and send the life capsules to a new habitable planet.

THIRD MISSION: Industrial Espionage: Operation 'Black Tide'

ZONE: Action and stealth.



THE STORY



The megacorporation Hydra-Corp claims to be the 'greenest' company... dumping chemical waste directly into a protected abyssal trench.



THE STUDENT'S ROLE

You are an undercover activist who has managed to infiltrate the company's headquarters.



THE CONFLICT

Trapped in the CEO's office. 20 minutes... Hack the server, decrypt reports, and send the evidence.

20:00

DECRYPTING...



LEAK

OBJECTIVE:

Leak the documents proving the environmental crime so the police can intervene.

FOURTH MISSION: Realistic Fantasy: Neptune's Judgment

TONE: Mythological and solemn.



THE STORY

20:00

The sea gods have grown weary of human waste. Neptune has issued a curse: if an 'offering of knowledge and commitment' is not presented to him within one hour, he will close all trade routes and unleash tsunamis upon the coasts.



THE STUDENT'S ROLE

You are humanity's ambassador to the underwater court.



THE CONFLICT



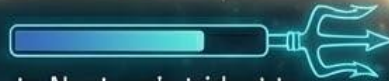
You must explore the ocean floor, collecting the 'tears of the ocean' (polluting objects) and classifying them to



demonstrate that we understand the damage caused and know how to repair it.



OBJECTIVE:



Obtain the four keys to Neptune's trident to appease his wrath and save the coastal cities.