

# Programme: first half

Time BST	Speaker	Session Type	Title
07.00-08.20	Committee & attendees	Video recording	Open & House Keeping, highlighting asynchronous tasks and introduction space
08.20-09.20		Escape Rooms	Live and asynchronous
09.25-09.30	Organising Team	Live	Welcome & intro
09.30-10.30	Nic Whitton	Keynote	Escape games for learning through play and failure
10.30-10.45	BREAK		
10.45-11.45	Jenny Moffet	Keynote	Escape rooms for learning: Under the bonnet
11.45-12.00	BREAK		
12.00-13.00	Rachelle O'Brien	Workshop	Cracking the code of educational escape rooms
13.00-14.00	<b>LONG BREAK</b> or experience an Escape Room* (details to come)		

# Programme: second half

14.00-15.00	Lilian Joy, Amy Street	Short Talks	Room for joy - students as creators
	Tim Cappelli, Hayley Hewitt		Applying nursing skills in a Real-world immersive escape room.
15.00-15.15	BREAK		
15.15-16.15	Panagiotis Fotaris	Keynote	Room2Educ8: A Framework for Creating Educational Escape Rooms Based on Design Thinking Principles
16.15-16.30	BREAK		
16.30-17.15	Inge Donkervoort	Workshop	Build an escape room with Xerte
17.15-17.30	BREAK		
17.30-18.30	Briyana Morrell	Keynote	Income and Outcomes: Effective Live Action Escape Room Ideas that Won't Break the Bank
18.30-19.00	BREAK		
19.00-20.00	Wilma Hodges	Escape Room	Zombie Escape Room
	Scott Chesworth	Escape Room	Escape [to] the Library Goes Digital Presents "Trouble in Paradise"