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The EcoMystery Project:

Interactive Escape Rooms for Climate Crisis
Awareness and Civic Engagement in School Education

WP3 – ‘Escape the Climate Crisis’ Coursework

Module 9 - Activities on the EcoMystery Platform

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Module 9 - Activities on the EcoMystery Platform

The EcoMystery Project: Interactive Escape Rooms for Climate Crisis Awareness and Civic Engagement in School Education

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Module 9 - Activities on the EcoMystery Platform

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Module 9 - Activities on the EcoMystery Platform

Module 9 - Activities on the EcoMystery Platform

Introduction

The EcoMystery Platform is a digital learning environment where students explore environmental and climate-related challenges through interactive escape-room-style gameplay. Module 9 introduces students to this environment and prepares them to confidently enter the first EcoMystery mission.

At this stage of the coursework, students connect the knowledge, ideas, and activities developed throughout the “Escape the Climate Crisis” materials with the interactive world of the EcoMystery Platform. Through gamification, the concepts explored in the previous modules are transformed into digital challenges, clues, decisions, and missions. In this way, students are encouraged to apply what they have learned in a more playful, active, and problem-solving-oriented environment.

This module functions as a guided journey. Instead of presenting the platform only as a technical tool, students are welcomed into the EcoMystery world through the same Avatar that appears in the game. The Avatar acts as a virtual guide, speaking directly to students, supporting them step by step, and creating continuity between the tutorial and the full escape room experience.

The purpose of this module is to help students understand how to use the platform, navigate the digital game space, interact with objects, and follow game instructions before they begin the full EcoMystery adventure. The module can be used in class, in an ICT lab, or as homework preparation before students play the game.



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Learning Objectives

By the end of this module, pupils will be able to:

Knowledge & skills

- Access the EcoMystery Platform using the instructions and credentials provided by the teacher.
- Navigate the main menu and understand how to start the tutorial or game activity.
- Use the basic game controls to move, look around, run, jump, pause, and interact with objects.
- Follow instructions provided by the EcoMystery Avatar.
- Recognise the connection between the platform tutorial and the first EcoMystery escape-room mission.

Game-based learning and problem-solving skills

- Explore a digital environment carefully and purposefully.
- Identify interactive objects and understand how to use them.
- Follow step-by-step instructions to complete a simple practice challenge.
- Build confidence before entering the full game environment.

21st-century skills developed

- Digital literacy
- Problem-solving
- Critical thinking
- Attention to detail
- Autonomy and self-confidence
- Collaboration, if the activity is completed in pairs or small groups



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Relevant Sustainable Development Goals

- SDG 4: Quality Education
- SDG 12: Responsible Consumption and Production
- SDG 13: Climate Action

Related skills:

Technology Literacy (21st century digital skills)

Relevant SDGs:

4. Quality Education

13. Climate Action

Time Required

The main activity requires approximately **30–40** minutes.

- Suggested timing:
- Introduction by the teacher: 5 minutes
- Avatar-guided tutorial: 20–25 minutes
- Mini-practice challenges: 5–10 minutes
- Student reflection sheet: 10–15 minutes

If the activity is used as homework preparation, students may complete the tutorial individually and then complete the reflection sheet before the classroom game session.



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Theoretical part

This module focuses on **digital readiness** and **game-based learning**. Before students engage with the full EcoMystery escape room, they need to feel comfortable using the platform and moving inside the digital environment.

Teachers may explain that the EcoMystery Platform is not only a game space, but mainly a **learning space**. Students will use digital actions, such as moving, observing, selecting, and interacting, to solve challenges connected with environmental awareness and climate action.

The Avatar (Ekko) helps students throughout the process. It gives instructions, encourages exploration, and creates a narrative connection between the tutorial and the game. In this way, the platform becomes more accessible, especially for students who may not have previous gaming experience.

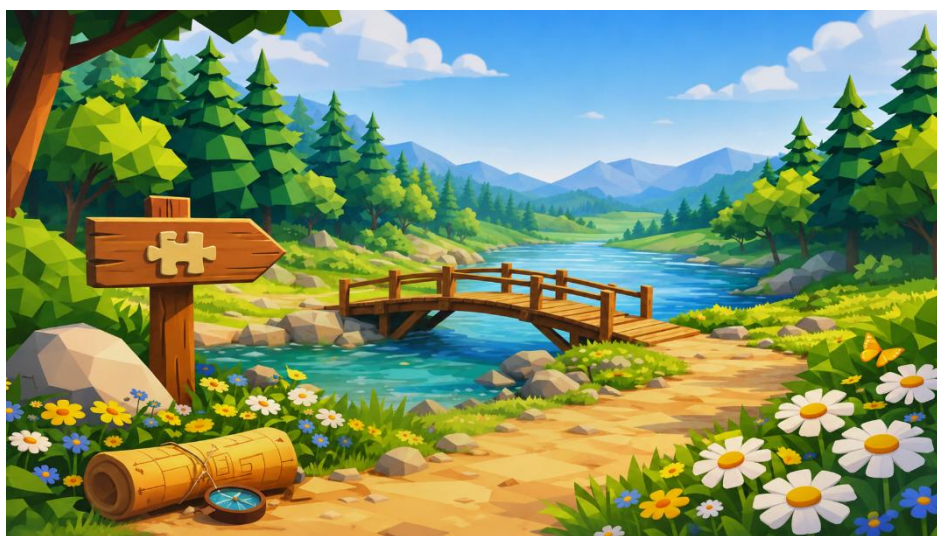
Key concepts for teachers to introduce:

- A digital escape room is a **game-based learning environment** where students solve tasks, follow clues, and complete missions.
- The **EcoMystery Platform** uses gameplay to help students explore environmental issues in an interactive way.
- Learning how to use the controls is the first step before solving the actual mystery.
- The **Avatar** (Ekko) is the students' guide and will support them throughout the journey.
- Digital exploration can help students practise real-life skills, such as **careful observation, decision-making, problem-solving, and teamwork**.

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Classroom activities

Step 1: Welcome to the EcoMystery Platform



The teacher or the Avatar (Ekko) introduces the platform. Students understand that they are entering a digital escape-room environment where they will later solve environmental challenges.

Ekko / Teacher Read-Aloud Box:

*The **speech bubbles** included in this module are designed for **dual use**. Teachers may read them aloud during the activity, or they may be used later as Eco dialogue in student-facing materials. The text is written in a friendly and narrative style to help guide students through the **EcoMystery platform** experience.*

Module 9 - Activities on the EcoMystery Platform



Hello! My name is **Ekko!**
I'm so glad you're here!

Before we enter the real
EcoMystery mission, we need to
get ready. I will guide you step by
step, so you can learn how to
move through the platform, look
for clues, and interact with the
world around you.

This is the first step of our
journey. The mystery is waiting...

Let's begin together!

Teacher note:

At this stage, teachers should reassure students that they do not need to be experienced gamers. The purpose of the tutorial is to help everyone feel comfortable before the main activity.

Student action:

Students look at the start screen and identify the **Play Game!** button. The teacher explains that this is the entrance to the EcoMystery game environment.

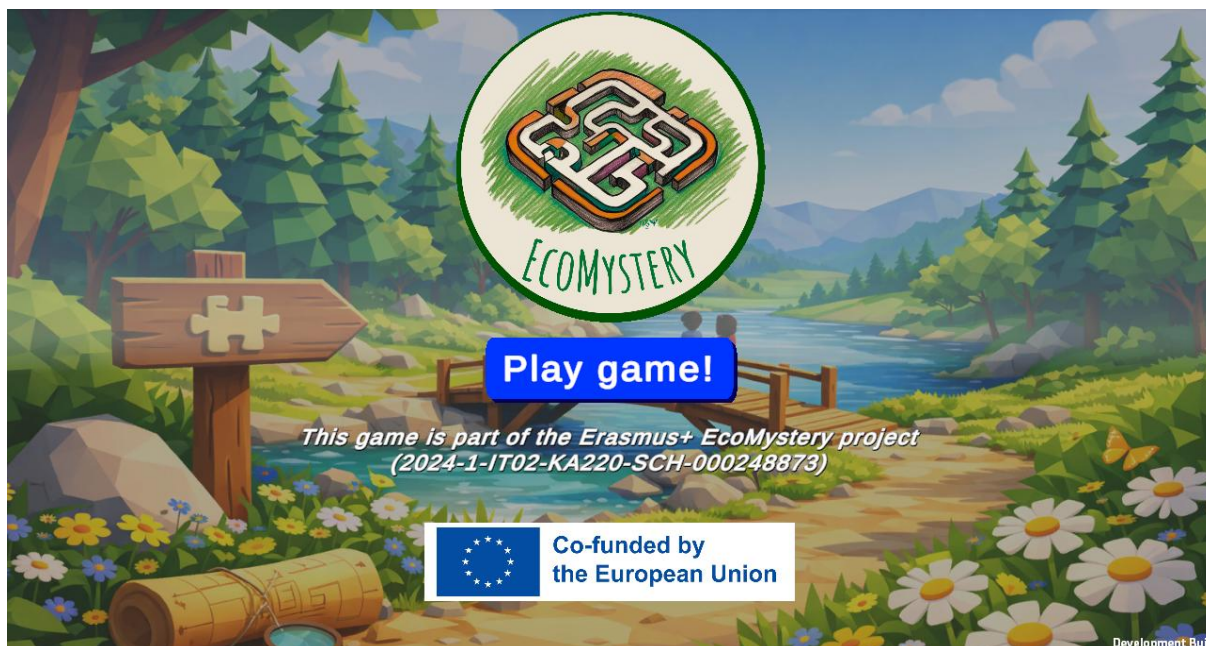


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Welcome to the **EcoMystery** world.

This is where our journey begins.
Here, the activities you have explored
in the **"Escape the Climate Crisis"**
coursework become part of a real
digital adventure.

First, you will learn how to use the
platform. Then, you will enter the
game and join me in the EcoMystery
mission.

When you are ready, click **Play game!**





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Step 2: The Menu

Before we begin, you will be able to choose your **avatar**:
Me or one of my **friends** that live in the **EcoMystery World**!

Your avatar is the character that will represent you during the game. You can choose the one you like best from the menu before entering the mission.

Once you choose your avatar, you will be ready to start your journey and enter the EcoMystery world.





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Teacher note:

Use this screen to explain that students can personalise their game experience by choosing an avatar from the menu. The avatar represents the player inside the EcoMystery Platform and helps students feel more connected to the story. This choice also supports the playful and game-based character of the module, preparing students to move from the learning material into the interactive digital escape room.

Step 3: Choose Your First Mission



Student action:

Students look at the scenario selection screen and select **Scenario 1 – Recycling**. The teacher explains that this is the first available EcoMystery mission and that the other scenarios will be played later.



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Great! You have entered the **EcoMystery Platform!**

Here, you can see the different **missions** of the EcoMystery world. Each mission will take you to a new challenge connected with the climate crisis and sustainable everyday choices.

For now, we will begin with **Scenario 1 – Recycling.**

This is your first mission. You will learn how to explore, follow clues, and make the right choices inside the game.

Click Scenario 1 – Recycling when you are ready.





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Teacher note:

Use this screen to explain that **the EcoMystery Platform is organised into different scenarios**. Each scenario represents a different **environmental mission** connected with the wider **“Escape the Climate Crisis”** coursework. In this tutorial, students will begin with **Scenario 1 – Recycling**, which introduces them to the first room and helps them practise basic platform use through a simple environmental task. The other scenarios can be presented as future missions that students will be able to explore after completing the first one.

Step 4: Meet Your Guide and Read Your First Mission



Student action:



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Students enter the game world and see **Ekko** appear. A **pop-up mission box** opens and introduces the first task. Students **click** to accept the task.

That's me! I'll be your guide in the **EcoMystery world**.

When a **box** like this appears, it means you are receiving **important information** about your mission. These pop-up boxes help you understand what is happening in the story and what you need to do next. You should read them and click to accept the task.

In this mission, you are helping Dad clean up before the family leaves for a trip. Read the message carefully, because it tells you your goal.

Before we go inside, let's make sure you know how to move, look around, and interact with the world.



Dad needs your help!

We're going on a family vacation!
Mom is waiting outside, and has already
warmed-up the car!

Dad is still inside, cleaning the house and rushing to
get everything ready before leaving.
Go into the house and help Dad finish up
before our trip!

Let's go help!

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Teacher note:

Use this moment to explain that the **Ekk** is the students' **guide** throughout the game. The **pop-up mission box** introduces the task and helps students understand the story context of the room. Encourage students to **read these boxes carefully**, because they contain instructions, clues, and story information that will help them progress.

Step 5: Learn the Game Controls



Student action:

Students look at the controls guide and practise each movement and interaction before entering the house.



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Before we begin the mission, let's **learn how to move** through the **EcoMystery world**.

You will use the **keyboard** and **mouse** to explore, move, and interact with objects.



Press **W** to move forward

Press **S** to move backward

Press **A** to move left

Press **D** to move right

Press **Shift** to run

Press **Space** to jump

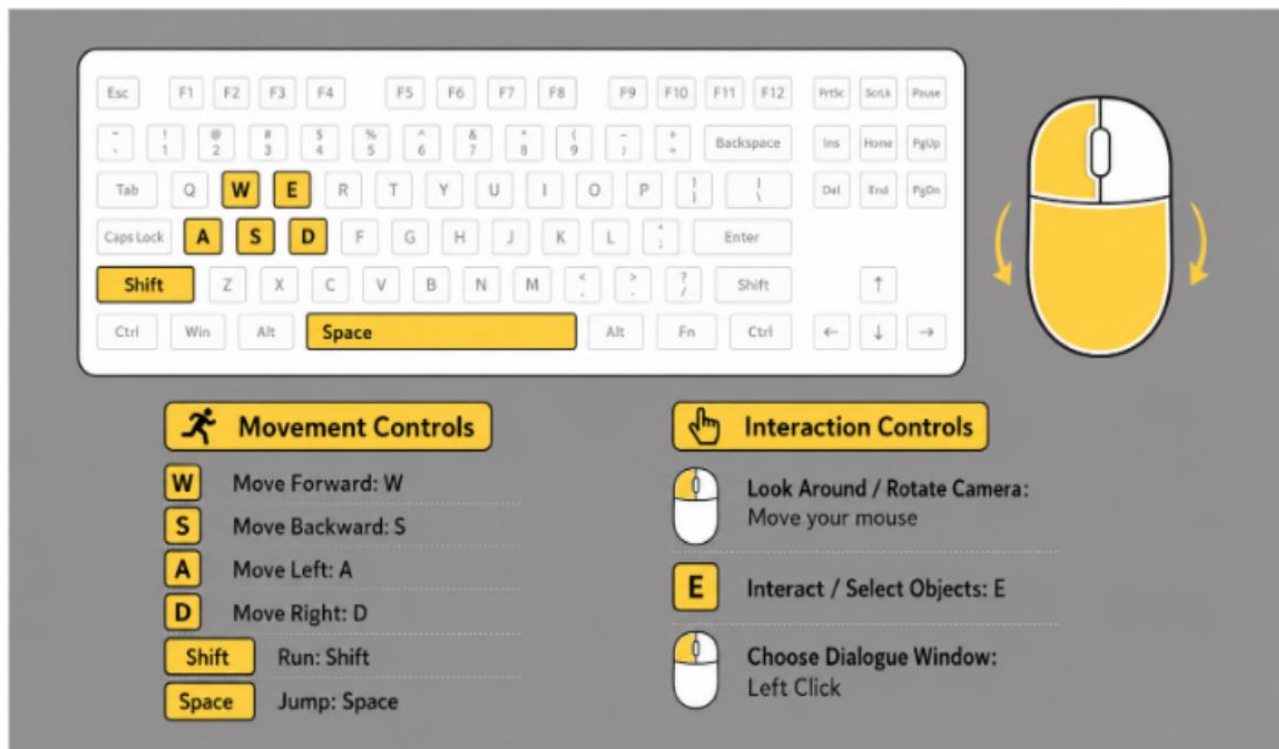
Move your **mouse** to look around

Press **E** to interact with objects

Use **Left Click** to choose an option in a dialogue window

Take a moment to practise these controls. Once you are ready, you can move toward the door and begin the mission.

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Teacher note:

Give students **enough time** to **practise** the **controls** before asking them to continue. Encourage them to try moving in different directions, rotating the camera, and understanding how interaction works. This step is especially important for students with little gaming experience, as it helps build confidence before they enter the house and begin the task.

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Step 6: Enter the House



Student action:

Students move toward the door, open it, and enter the house. Inside, they discover the first room and see Dad washing the dishes.



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Great! You made it inside the house.

This is the **first room** of your mission. Look around carefully – this is where your task begins. You can already see that **Dad** is busy washing the dishes and getting everything ready before the trip.

Let's go talk to him and find out how we can help.



Teacher note:

Use this moment to encourage students to **observe** the **room** before acting. They should understand that game spaces contain **important** visual **clues** and characters they need to interact with in order to continue.

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Step 7: Interact with Dad

Student action:

Students move close to Dad and interact with him.

Now we need to **speak with Dad**.

When you interact with a character, a **message box** may appear. These dialogue boxes are important because they explain the **story** and tell you what you need to **do** next.

When you have read carefully all the information, click "Close".

Let's see what Dad needs help with!



Teacher note:

Remind students that **interaction with characters** is part of the game logic. Important tasks are often introduced through dialogue, so they should **read carefully** before continuing.



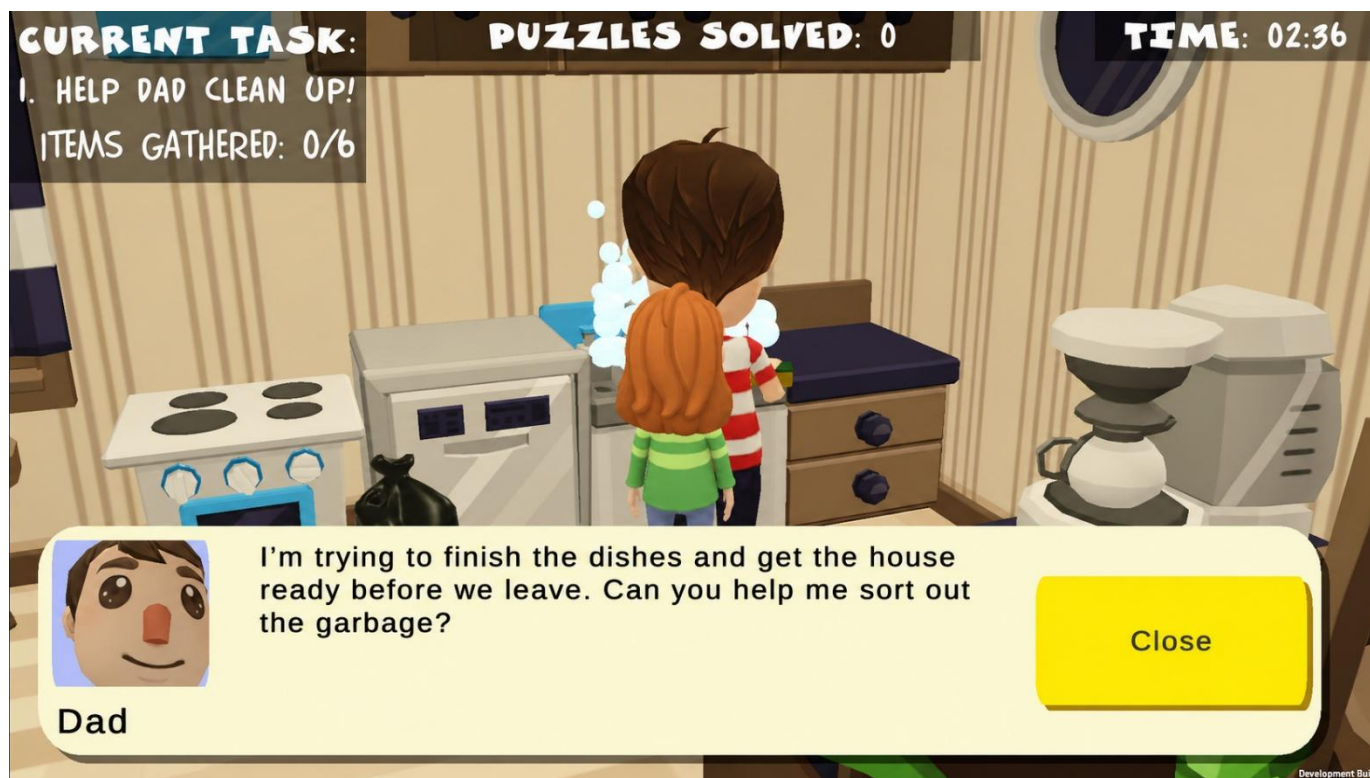
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Step 8: Read the Task



Student action:

Students read the pop-up message from Dad and click to close it.

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Dad has explained the mission.

He is trying to **finish** the **dishes** and get the house ready before the family leaves. He needs help cleaning up the room.

Our task is to **find the objects** around the room and place them in the **correct bin** or **storage container**.

So now the challenge begins: explore the room, look for the items, and make the right choices!



Teacher note:

This is the point where the **environmental learning task** becomes clear. Students are not only exploring the room, but also practising sorting and responsible disposal. Make sure they understand that the goal is not simply to collect objects, but to place them in the correct bin.

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Step 9: Find the Objects and Sort Them Correctly

Student action:

Students explore the room, find the items, and throw each one into the correct bin.



Now it's your turn to help!

Look around the room carefully and search for the objects that need to be cleaned up. Once you find an object, think about where it belongs.

Choose the correct bin and place the item inside.

Remember: every object belongs somewhere, and good choices help keep the home – and the environment – clean.

Teacher note:

At this stage, students apply both platform skills and environmental thinking. Encourage them to move slowly, identify each object, and think before choosing a bin. This activity supports observation, classification, and responsible waste-management habits.



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Well done, explorer! By helping Dad clean up, you are already learning how **everyday choices can make a difference!** Let's keep going and see what comes next!

