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Unlocking via Pivoting: The Transition of a Wildly Successful Library Familiarization Activity Online

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Unlocking via pivoting: The transition of a wildly successful library familiarization activity online

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Traditional Library Escape Room
- in-person
- 4 locks
- 1 hint card
- groups (teams) of 4-6
- 40 minutes for an escape
- 10 minutes for discovery in building
- wonderful retention statistics
- paper clues
- computer usage

Virtual Library Escape Room
- entirely virtual (with the exception of one course - mine)
- fall 2020
- 23 courses
- 378 students
- 14 locks
- non-sequential order
- 1 hint
- 1 final activity
- facilitated and introduced through Zoom
- link to breakout room given after the escape introduction
- 40 minutes for escape and final activity
- asynchronous option is also available, but only for asynchronous courses

Differences & Observations
- both formats are very well-received
- feedback was positive in the virtual format similar to the in-person format
- we WILL go back to predominantly in-person escape rooms in fall 2021
- teamwork and sharing is better in-person
- clues were easier in the virtual format, encouraging movement from clue to clue - thus 14 clues are present instead of 4
- theming has changed annually and will continue to do so (ex. election, alien abduction, rival university stealing resources)
- asynchronous option will continue virtually, but will be very similar thematically year after year
- it was a positive interaction, albeit virtual, and introduces novices to the academic library
- prizes were still given - held at the Library Help Desk, or mailed based on winner preference