Virginia Commonwealth University
VCU Scholars Compass

Mid-Atlantic Chapter of the Medical Library Association (MAC- MLA) Annual Meeting Posters/Presentations

Conferences and Events

2022

Online Escape Rooms: What Do the Students Think?

Emily Gorman
University of Maryland, efgorman@hshsl.umaryland.edu

Follow this and additional works at: https://scholarscompass.vcu.edu/mac-mla_present

Part of the Medicine and Health Sciences Commons

Downloaded from
https://scholarscompass.vcu.edu/mac-mla_present/12

This Poster is brought to you for free and open access by the Conferences and Events at VCU Scholars Compass. It has been accepted for inclusion in Mid-Atlantic Chapter of the Medical Library Association (MAC- MLA) Annual Meeting Posters/Presentations by an authorized administrator of VCU Scholars Compass. For more information, please contact libcompass@vcu.edu.

Online Escape Rooms: WHAT DO THE STUDENTS THINK?

AUTHORED BY: EMILY F. GORMAN, MLIS | HEALTH SCIENCES AND HUMAN SERVICES LIBRARY, UNIVERSITY OF MARYLAND, BALTIMORE

Background & Objective

Gamification is an increasingly popular teaching method for enhancing student engagement during instruction. Multiple learning games have been used over the last several years to introduce first-year pharmacy students to library and drug information resources. The purpose of this study was to evaluate the efficacy of an online escape room-style game and to investigate student perspectives on this style of learning.

Methods

- Librarian developed online escape-room style learning game
- First-year PharmD students in introductory laboratory course completed the game in Fall 2020
- Students completed a survey about the efficacy of the escape room format, their preferences for this format, and their opinions about the specific game

Results

88 survey responses

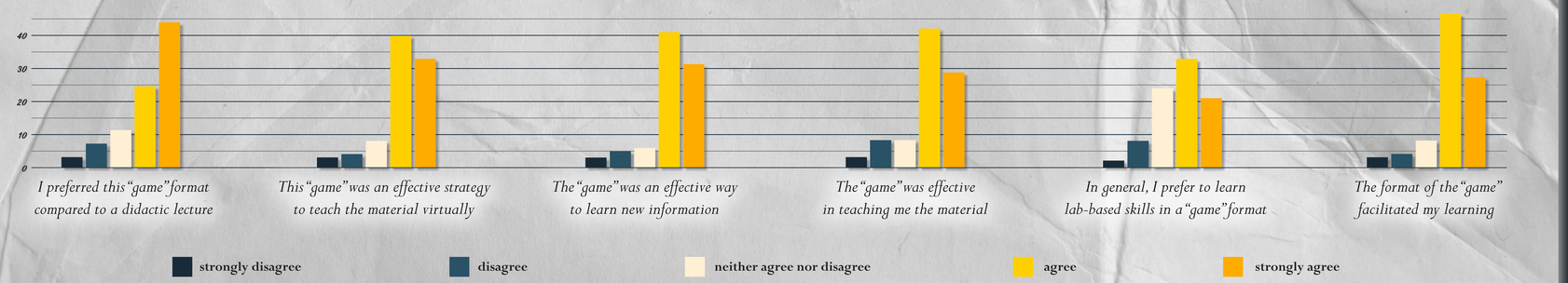
79.5% of students had some prior experience with learning games

83.8% stated that they preferred the game format to a didactic lecture

Conclusions

Overall the response to the escape room game was very positive. The main challenge students reported was in navigating the game materials, which were in two different web applications. The workflow has been simplified for future iterations based on this feedback. Students expressed appreciation for the interactivity of the game, which gave them a chance to explore the resources. The results of this study suggest that students perceive the escape room format to be an effective learning method. Future research is needed to evaluate the learning outcomes of this approach.

Student Opinions of Games as a Learning Format



Student Comments

"It was a fun and engaging way to learn about the different databases rather than sitting through a lecture."

"I really enjoyed playing this game! It kept me interested and was different from what we normally do in lab."

"This was a lot of fun to do and I likey [sic] the break from traditional methods of learning that can be boring."

UNIVERSITY of MARYLAND
Health Sciences and Human Services Library