How to create an escape room in Canvas

1) Create a module 'Escape Room' but do not publish it yet.

2) Create questions directly in the question bank. Questions cannot be exported to the question bank. Thanks Canvas! (sarcasm intended). Create one question for each 'door' of you escape room.

3) Create quizzes in the escape room module. Each quiz is a door and contains only one question. For each quiz:
   a. Use only 'classic quizzes'.
   b. Leave the quiz instructions empty.
   c. Import one question from the question bank.
   d. Use the following settings:

Quiz Type	Graded Quiz
Assignment Group	Fun stuff

Options

☐ Shuffle Answers

☐ Time Limit [ ] Minutes

☑ Allow Multiple Attempts

Quiz Score to Keep Highest

☐ Allowed Attempts --

☑ Let Students See Their Quiz Responses (Incorrect Questions Will Be Marked in Student Feedback)

☐ Only Once After Each Attempt

☐ Let Students See The Correct Answers

☐ Show one question at a time

Quiz Restrictions

☐ Require an access code

☐ Filter IP Addresses

Assign

Assign to

Everyone ✕

Due

[ ] 📅

Available from   **Until**

[ ] 📅   [ ] 📅

+ Add

Once saved, it should look like this:

Quiz Type	Graded Quiz
Points	1
Assignment Group	Fun stuff
Shuffle Answers	No
Time Limit	No Time Limit
Multiple Attempts	Yes
Score to Keep	Highest
Attempts	Unlimited
View Responses	Always
Show Correct Answers	No
One Question at a Time	No

4) Insert pages of content/text between quizzes so as to offer a narrative to the story.

5) Add an empty assignment at the end as the final 'door'. When the students submit the assignment, it will send you an email notification indicating when they opened the last door. Make sure the Course Notification Setting 'All Submissions' is turned on. This assignment should look like this:

Final Door Unlocked! 　　　　　　　 ⊘ Publish 　 ✎ Edit 　 ⋮

You have unlocked the final door.

All you need to do to get out now without getting disqualified is to click 'Submit Assignment', write the full name of all teammates and click 'Submit Assignment' again.

Points 　 0

Submitting 　 a text entry box

Due	For	Available from	Until
-	Everyone	-	-

+ Rubric

6) Add an introduction and a conclusion page.

7) Add requirements to the module:

Edit Module Settings   ✕

Paula Ritty's House of Orbitals

☐ Lock until

Prerequisites

+ Add prerequisite

Requirements

◉ Students must complete all of these requirements

   ☑ Students must move through requirements in sequential order

◯ Student must complete one of these requirements

You think you're so sma ⌄	view the item ⌄		✕
Ritty 1 ⌄	view the item ⌄		✕
Paula Ritty 1 ⌄	score at least ⌄	1 / 1	✕
Ritty 2 ⌄	view the item ⌄		✕
Paula Ritty 2 ⌄	score at least ⌄	1 / 1	✕
Ritty 3 ⌄	view the item ⌄		✕
Paula Ritty 3 ⌄	score at least ⌄	2 / 2	✕

Each quiz should be set as 'score at least' '1.0/1'
Each page should be set as 'view the item'

8) Assign all quizzes in the Escape room as part of an assignment group in order for them to appear in the gradebook. The assignment group can be worth 0% and the quizzes will still appear in the gradebook.

9) In the 'Grades' find each quiz and set its grade posting policy as 'Automatically'. (The quizzes need to be published in order to set this policy; publish the quizzes but not the module in which they are located. Once published, they will be visible to the students but they will not be able to access them as long as the 'Quizzes' left menu option is not visible to students.) By using this grade posting policy, the participants get immediate feedback on each quiz and they can proceed to the next one if they get the answer right. If set as 'manual' they have to wait for the instructor to grade everyone's answer, which really defeats the concept of the escape room.

10) If the escape room module was set up in a development course, publish it and perform a walk-through under 'Student View'. When everything looks fine, import the module in the actual course. Make sure that all quizzes appear in the gradebook and their grade posting policy is set to automatic. This verification is important because the quizzes will not be part of an assignment group in the actual course and their grade posting policy may have changed.

11) If the escape room module was set up in the actual course, publish it and perform a quick walk-through with right and wrong answers to make sure everything looks fine.

12) Enjoy!

This activity was performed as a synchronous tutorial using the breakout rooms on Webex, with three teams of three participants. The breakout rooms provide an ideal environment for this kind of activity, as each team is trying to complete the room as fast as possible while wondering how far the other teams are.