



H5P



BASICS

An open-source platform that enables users to create and share rich interactive HTML5 content such as quizzes, drag-and-drop tasks, hotspots, branching scenarios, and interactive books that can be embedded into websites or learning platforms - making it ideal for digital escape room puzzles.

URL / Access: <https://h5p.org/>



ADDITIONAL INFORMATION

Multilingual support: H5P content can be created in any language since all text inputs are editable; some content types include built-in translation support and default interface strings can be localised.

Technical requirements: Works on computers, tablets, and smartphones (mobile-friendly). Internet connection required to create and host content (unless using offline editors like Lumi). Can be embedded within websites or LMSs that support H5P content (e.g., WordPress, Moodle, Drupal).

Adaptations for SLD users: H5P supports learners with specific learning difficulties with interactive, multimodal content (visual, auditory, and manipulative), short segments, and immediate feedback that reduce cognitive load and maintain engagement.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account or sign-up required?** No (for browsing and playing); Yes (for creating and saving content on H5P.org).



HOW TO USE IT

1

STEP 1: Open H5P content creator

Go to the H5P central site or your LMS/website that supports H5P, and select "Create new content". If you're using the free H5P.org area, choose a content type to try.

2

STEP 2: Choose an interactive content type

Browse the library of content types (e.g., Multiple Choice, Drag & Drop, Interactive Book, Course Presentation). Select the template that matches the kind of puzzle you want to create (e.g., hotspots for hidden clues).

3

STEP 3: Input your media and clues

Upload images, enter text prompts, and add audio/video if needed. An escape room puzzle could be a drag-and-drop sequence or a hot-spot image revealing hidden codes.

4

STEP 4: Adjust behaviour and feedback

Use the interface to define what happens when players choose the correct or incorrect answer or complete a sequence. Add success messages that reveal a code or unlock the next stage.

5

STEP 5: Preview and test

Use preview mode to check the activity works as intended for learners. Adjust content or difficulty as needed to make it clear and engaging.


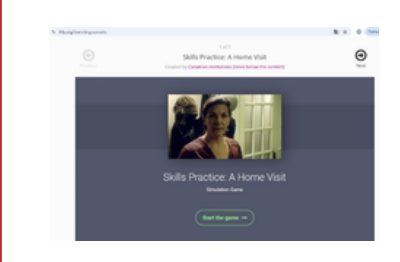
6

STEP 6: Share or embed

Save the content and embed it into a website, LMS course, or escape room platform using the embed code or direct link.



EXAMPLES FROM THE TOOL

| Image | Possible Use |
|---|---|
|  | <p>Example: Fill in the Blanks</p> <p>Possible use: Insert the missing words in this text; the correct combination of all missing words reveal a hidden code needed to unlock the next challenge.</p> |
|  | <p>Example: Branching Scenario</p> <p>Possible use: Present narrative choices where each branch leads to a different clue or challenge; correct choices advance the storyline, incorrect choices may loop back or require additional tasks.</p> |