



Learning Apps



BASICS

A free, web-based tool that allows users to create simple interactive activities such as matching pairs, sequencing, multiple-choice quizzes, and short-answer tasks that can easily be adapted into puzzles for digital escape rooms.

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



ADDITIONAL INFORMATION

Multilingual support: Available in many languages including English, German, French, Spanish, Italian, Portuguese, Dutch, Polish, Greek, and others

Technical requirements: Works on computers, tablets, and smartphones. Internet connection required. Runs in a web browser (no installation)

Adaptations for SLD users: LearningApps supports learners with specific learning difficulties by offering short, focused tasks with clear instructions, visual support, and immediate feedback, reducing cognitive overload.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account or sign-up required?** No (for playing); Yes (recommended for creating and saving activities)



HOW TO USE IT

1

STEP 1: Open LearningApps and choose an activity type

Go to learningapps.org and click "Create App". Browse the list of templates (e.g. matching pairs, ordering, cloze text, multiple choice) and select one that fits your escape room puzzle idea.

(Example: "Matching pairs" for code fragments or clues.)

2

STEP 2: Enter your puzzle content

Fill in the text, images, numbers, or audio needed for the activity. For escape rooms, design the activity so the final solution reveals a code, word, or clue for the next step.

3

STEP 3: Adjust feedback and behaviour

Configure settings such as automatic correction, retries, or feedback messages. Use success messages to indicate that the "lock" has been opened.

4

STEP 4: Preview and test the activity

Use the preview mode to play the activity as a learner. Check that instructions are clear and that the correct solution works as intended.



5

STEP 5: Save and share

Save the activity and copy the link or embed code. Use it inside another platform (Genially, Google Slides, LMS, website) as one puzzle in a larger escape room sequence.



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Matching pairs puzzle</p> <p>Possible use: Players match symbols with numbers; the correct pairs reveal a hidden code needed to unlock the next challenge.</p>
	<p>Example: Multiple-choice quiz lock</p> <p>Possible use: A short quiz where only all correct answers reveal a success message containing the next clue.</p>