



## S'Cape DND Lemniscate



### BASICS

DND from S'Cape is a Genially add-on that lets you easily create drag-and-drop interactions for puzzles, challenges, and escape-game activities where players move objects, test ideas, and get instant feedback.

URL / Access: <https://scape.enepe.fr/dndgenial.html>



### ADDITIONAL INFORMATION

**Multilingual support:** French only (but can be translated with tools or build-in extension in the browser)

**Technical requirements:** used on a computer/laptop with an internet connection. Having a Genially account is required.

**Adaptations for SLD users:** This drag-and-drop tool can help people with specific learning difficulties because it turns abstract ideas into simple, hands-on activities that make understanding and remembering information much easier.

#### Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account or sign-up required?** No (but a Genially account is required to use this tool)



## HOW TO USE IT

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### STEP 1:

Go to the website link (see the URL access) and select “Reuse this genially” at the bottom to access the S’Cape tool “DND Lemniscape” (DNDoo).

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### STEP 2:

Open the “DNDoo” reusable Genially

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### STEP 3:

Go to page 8. Copy the following elements and paste them into your Genially page: “FONCTION DNDoo”, “GLOBAL\_ON” (or GLOBAL\_ONOFF) and “GLOBAL\_OFF” (or GLOBAL\_OFFON)

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### STEP 4:

Depending on how many elements you wish to involve, copy and paste the right number of the following boxes. For example, if you want 6 elements to be dragged and dropped for this quest, you need to use 6 boxes of each type with the corresponding numbers:

- **“OBJET”** (so **OBJET1, OBJET2, ...**): The element to drag (“object”).
- **“CIBLE”** (so **CIBLE1, CIBLE2, ...**): The area where the “object” should be placed (“target”), to adapt in size.
- **“ON”** (so **ON1, ON2, ...**): Any element (one or more) that appears when the object is placed on the right target (like a green tick).
- **“OFF”** (so **OFF1, OFF2, ...**): Any element (one or more) that disappears when the object is placed correctly (a box or cross).
- **“ONOFF”** (so **ONOFF1, ONOFF2, ...**): Any element (one or more) that appears when the object is correctly placed but disappears once the object is moved out of the target.
- **“OFFON”** (so **OFFON1, OFFON2, ...**): Any element (one or more) that disappears when the object is placed correctly but appears again once the object is moved out of the target.

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FONCTION DNDoo						GLOBAL_ON	GLOBAL_OF	GLOBAL_O	GLOBAL_O	RECOMMENCER	VERIFICATION	WRONG_O
OBJET1	CIBLE1	ON1	OFF1	ONOFF1	OFFON1	OBJET11	CIBLE11	ON11	OFF11	ONC		
OBJET2	CIBLE2	ON2	OFF2	ONOFF2	OFFON2	OBJET12	CIBLE12	ON12	OFF12	ONC		
OBJET3	CIBLE3	ON3	OFF3	ONOFF3	OFFON3	OBJET13	CIBLE13	ON13	OFF13	ONC		
OBJET4	CIBLE4	ON4	OFF4	ONOFF4	OFFON4	OBJET14	CIBLE14	ON14	OFF14	ONC		
OBJET5	CIBLE5	ON5	OFF5	ONOFF5	OFFON5	OBJET15	CIBLE15	ON15	OFF15	ONC		
OBJET6	CIBLE6	ON6	OFF6	ONOFF6	OFFON6	OBJET16	CIBLE16	ON16	OFF16	ONC		

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**STEP 5:**

Group the “**OBJET1**” box with the first element to move, place the “**CIBLE1**” box in the area where that first element should be placed, group the “**ON1**” or “**ONOFF1**” box with any element that appears when the object is correctly placed and the “**OFF1**” or “**OFFON1**” box with any element that disappears when the object is correctly placed. Repeat this process with the other elements and numbered boxes of each type.

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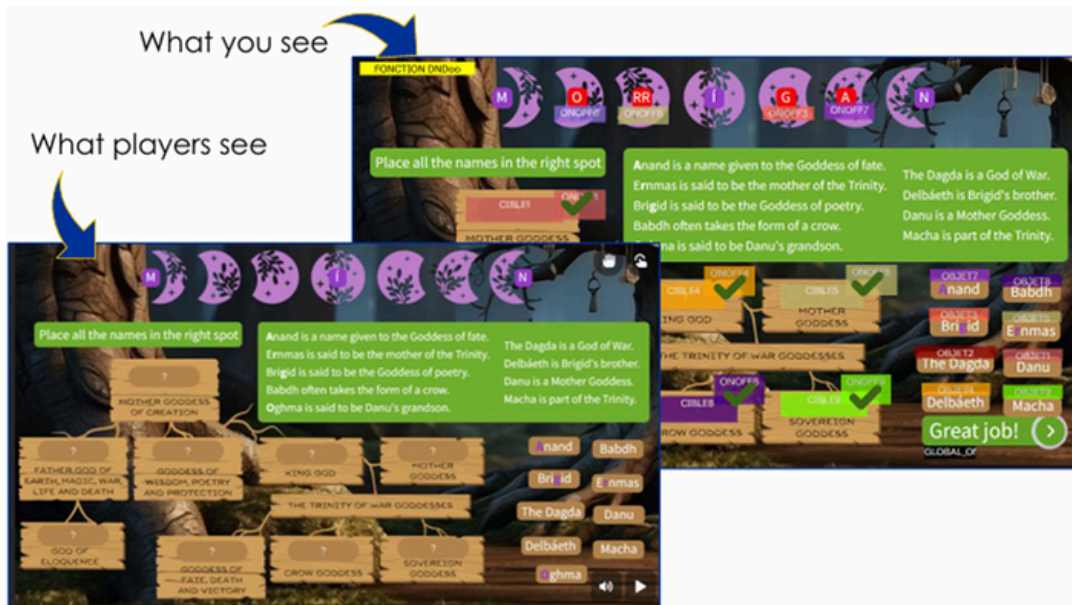
**STEP 6:**

Group the “**GLOBAL\_ON**” or “**GLOBAL\_ONOFF**” box with elements that should appear once all the objects are placed on the right targets, such as a text confirming that everything is correct and the “**Next**” button.

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**STEP 7:**

Group the “GLOBAL\_OFF” or “GLOBAL\_OFFON” box with any elements that need to disappear once all the objects have been placed on the right target, such as the instructions or unnecessary content.






**Note: On page 6 of the DND Genially, other elements can also be useful:**

- The “RECOMMENDER” box (RESTART) allows players to start over (places all the moved elements back to their original spot).
- The “VERIFICATION” box allows players to verify if their answers are correct halfway through (this is useful if you don't add an “ON” element that appears when each element is correctly placed).
  - The “WRONG\_ON” and “WRONG\_TEMP” boxes, when grouped with a visible element, show that incorrect elements are placed.
  - The “CORRECTION” box, to place on the page but invisible to players, places all the incorrect elements back to their original spot.

Note that, if you use these elements, using the “ON#” and “OFF#” elements is not necessary, but it reduces the direct feedback and flow.



## EXAMPLES FROM THE TOOL

Image	Possible Use
	<p><b>Example: Sorting clues into the right category</b></p> <p><b>Possible use:</b> Players drag items (words, images, symbols) into the correct box to unlock the next step—for example, sorting “safe” ingredients from “dangerous” ones in a science-themed escape room.</p>
	<p><b>Example: Rebuilding a broken message</b></p> <p><b>Possible use:</b> A sentence, code, or image is cut into pieces, and players must drag the fragments into the correct order to reveal a hidden clue.</p>
	<p><b>Example: Placing objects on a map or diagram</b></p> <p><b>Possible use:</b> Players drag labels or icons to the correct location on a map, blueprint, or timeline to trigger the next puzzle.</p>