



## ThingLink



## BASICS

ThingLink is a tool that allows you to turn images, videos, or 360° environments into interactive learning experiences. It is ideal for creating immersive escape game rooms with clickable hotspots, clues, and multimedia puzzles.

URL / Access: <https://www.thinglink.com/>



## ADDITIONAL INFORMATION

**Multilingual support:** Supports all languages since you insert your own text; interface available in English and others.

**Technical requirements:** Compatible with all major browsers, tablets, smartphones; requires internet connection.

**Adaptations for SLD users:** Supports audio narration, large icons, and clear visual cues, helping reduce reading load.

**Cost and access:**

- **Price:** Freemium / Paid plans for advanced features
- **Free plan limits:** Limited number of scenes, limited hotspot types
- **Account or sign-up required?** Yes



## HOW TO USE IT

1

### STEP 1: Create an account

Sign up on ThingLink using email, Google, or Microsoft.

2

### STEP 2: Upload an image, 360° photo, or video

Use classroom pictures, custom-designed rooms, or thematic illustrations as your base scene.

3

### STEP 3: Add interactive hotspots

Insert clickable icons containing text, images, audio, puzzles, QR codes, or external links.

4

### STEP 4: Link multiple scenes

Connect several rooms to create a full escape experience (ex: "Library to Laboratory to Final Door").

5

### STEP 5: Publish and share

Share the game through a link or embed it in websites, LMS platforms, or digital learning materials.



## EXAMPLES FROM THE TOOL

### Possible Use

**Example: 360° escape room**

**Possible use:** Create a fully explorable virtual room where players click to find clues.

**Example: Hotspot with hidden clue**

**Possible use:** A clickable icon reveals a code needed to unlock the next step.

**Example: Audio clue hotspot**

**Possible use:** Players click to hear a recorded message or secret instruction.

**Example: Linked scenes**

**Possible use:** Connect multiple rooms to create multi-stage escape games.

**Example: Picture puzzle**

**Possible use:** Insert an image with embedded mini-puzzles or hidden numbers.