



Escape Fake



BASICS

A digital educator / facilitator toolkit accompanying the Escape Fake game, providing resources such as workshop formats, room walkthroughs, worksheets and debrief materials to integrate the game into classroom or training settings.

URL / Access: <https://escapefake.org/toolkit/>

Tool type: Facilitation guide + Debrief pack + Worksheets

Needs a digital platform? Yes access via member-area on website and download materials (PDF/slide deck)



KEY FEATURES

What you can do with it:

- Manage timing and pacing
- Deliver hints or clues
- Support collaboration and communication
- Guide post-game discussion
- Collect feedback or reflection
- Provide ready-made debrief questions or worksheets

Formats available: PDF / Slide deck / Worksheet / Web app (game)



HOW TO USE IT

1

STEP 1: Register for the Member Area

Go to the Escape Fake website, register for the Member Area, and gain access to the toolkit materials.

2

STEP 2: Select your language and download materials

Choose your preferred language version (English, Italian, German, Hungarian, Romanian) and download all toolkit resources.

3

STEP 3: Review the introduction section

Read the introduction on experiential learning and game setup to familiarize yourself with how the game and toolkit align.

4

STEP 4: Choose a workshop or game-session format

Decide on a session format from the “Suggestions for workshop formats” section and plan how to integrate the digital game into a classroom, training, or other learning environment.

5

STEP 5: Use the walkthroughs, worksheets, and reflection questions

Follow the room-by-room walkthroughs, use the provided worksheets, and apply reflection/debrief questions during or after gameplay to deepen learning.

6

STEP 6: Lead a debrief discussion

Conduct a debrief session using the ready-made questions to help players reflect on their experience and connect it to real-life media literacy and disinformation issues.

7

STEP 7: Apply glossaries and learning concepts (optional)

Optionally, use the included glossaries and learning concepts for follow-up activities, assignments, or further study.



TIPS FOR FACILITATORS

- Before the session, familiarise yourself with both the game and toolkit so you can confidently guide participants and reference the worksheets.
- Use the debrief questions to link the game experience to real-world disinformation topic, this helps reinforce transfer of learning.
- Consider dividing participants into small teams for the escape game phase, then reconvene all for a full-group debrief to compare insights.
- Adapt the workshop format (time, number of rooms, depth of worksheets) to your participants' prior knowledge of media literacy and digital skills; the toolkit gives suggestions.
- Use the multilingual capability if you are working in a multicultural or multilingual group to increase accessibility.



ADDITIONAL INFORMATION

Multilingual support: Available in English, German, Italian, Hungarian, Romanian

Technical requirements: Toolkit materials are downloadable from the website (PDFs, slide decks) and the game itself runs on smartphones/tablets.

Does it work offline? The downloadable materials (worksheets, slide decks) can be used offline. The game itself likely requires the app and maybe connectivity;

Adaptations for SLD users: Worksheets and visuals support multiple formats and languages, making the toolkit more inclusive; you may also provide printed markers and allow extra time for processing the clues.

Cost and access:

- **Price:** Free
- **Free plan limits:** /
- **Account required?** Yes, you must register as a member to access the toolkit downloads