



TAITALE

TAITALE IN A NUTSHELL

TAITALE project aims to innovate teacher trainings providing courses targeted for in-service and pre-service teachers applying gamification in education and in particular applying escape rooms in education, with the educational escape rooms. The escape rooms are live-action team activity that involve the players being locked in a room, discovering clues and solving puzzles withing a set period of time in order to escape from a fictitious situation. The educational element could be easily inserted providing an educational storytelling, applying clues and puzzles connected with educational contexts. Educational Escape Rooms are the modern version of the traditional Treasure hunt. However, these escape room could benefit from the hybrid (or phygidal = physical and digital at the same time) learning environments exploiting the Internet of things, mixed reality and applying the paradigm of the Tangible User Interfaces.

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KEYWORDS

- Educational Escape Room (EER)
- microMOOC
- Mixed and Augmented Reality
Internet of Things
- Pre-service teachers
- Universal Design for Learning
Phygidal

PARTNERSHIP

- UNIVERSITA' TELEMATICA
PEGASO (Italy)
- UNIVERSITAT DE BARCELONA
(Spain)
- ΟΔΥΣΣΕΙΑ AMKE (Greece)
- Advantech Srl (Italy)
- CreaTIC Academy S.L. (Spain)
- UNIWERSYTET JAGIELLONSKI
(Poland)
- SMARTED SRL (Italy)

AIMS

01 **MODEL**
Designing a model for the application of the educational escape room in school

02 **MICROMOOC**
Concrete examples in the form of microMOOC

03 **SELF-CREATION**
Innovative platform for an easy creation of educational escape room based on mixed reality

04 **GUIDELINES**
Designing guidelines for the reapplication of the model