

Course Information:

INFO 490: Makerspace: Escape Room

Lecture-Discussion: Monday 1:00pm - 3:50pm

ERU: 62218 ERG: 62221

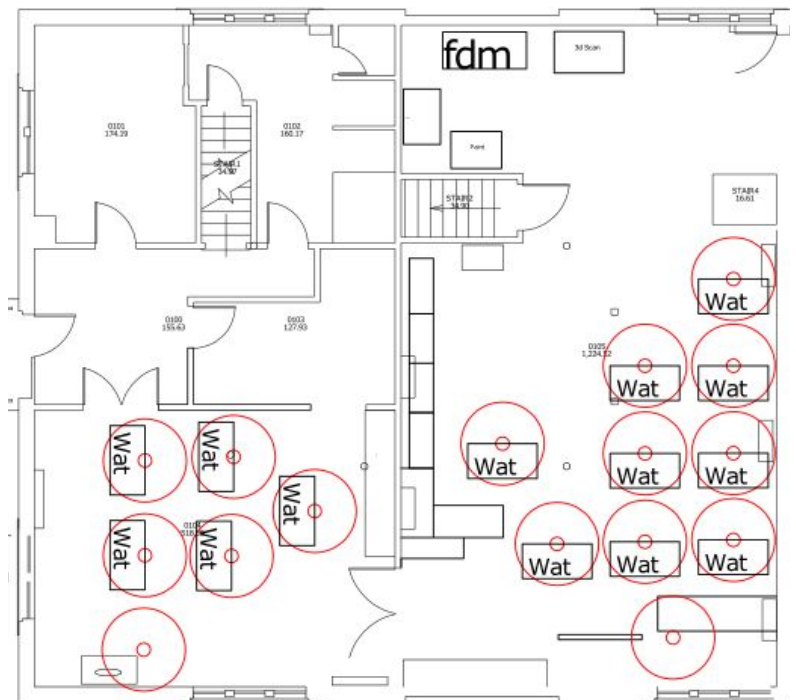
Teaching Location Changes

Teaching for Escape Room will be done entirely in person. Our classes consist of the learning and usage of manufacturing tools including Electronic Cutters, Lasers, and 3D Printers, tools that students can not be expected to purchase or have access to on an individual level. Many of the software we use also requires the use of computers with higher than average capabilities that we can not expect students to have or be able to purchase, and we don't have enough computers to loan one out to every student. Students will also be working on a single collaborative project throughout the whole semester, which means they can not work distributively. Classes are therefore required to be in person to help assist students in learning how to effectively use the tools and software as well as successfully complete their project..

Space Usage and Safety

To best abide by social distancing guidelines, lab sections of the course will be taught in the **Watson Fabritorium** and **West Room**. Tables will be arranged in a one student per table lecture format with students divided evenly between both rooms. This should allow for around **10 students**.

The lab will not be open for Open Hours during lab sections to reduce the overall number of people in the building during instructional time. Masks will be required of students and instructors, and sanitizing should take place both before and after lab sections.



Course Calendar Changes

We anticipate that the university will not resume in-person courses after fall break. Due to this, we need to adjust the course schedule so they are not required to be in the lab for their final project after break. The final project of the class has been changed from an in person physical escape room to an escape room in a box. The final project will be due around fall break. Students will be given the option to do extra work and request a regrade on their final project if they wish to improve their grade in the class after break concludes. While Open Hours will remain for those who want to work in-person, we will be discussing with each student their plans so we can equip them with the project components they need to continue working.

A summary of planned changes is as follows:

- Discussion Sections Converted to Online Lecture:
 - Course Intro
 - Flow and Player Experience
 - Storyboarding and Creation
 - Mapping the Player Experience
 - Interactive and Multimedia Puzzles
- Sections Changed: Final Project - From live room to In a Box

Student Enrollment Adjustments

Lab section enrollment is capped at 10. Current enrollment is already at that cap so no more adjustment is required.