

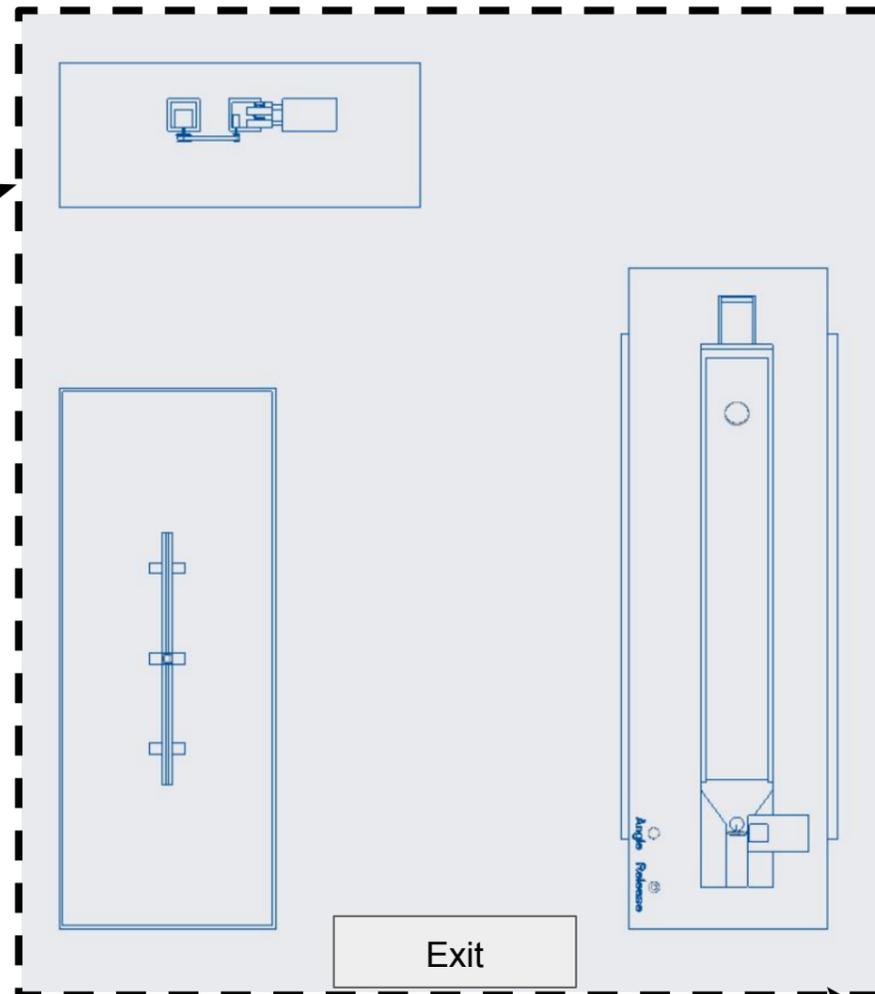
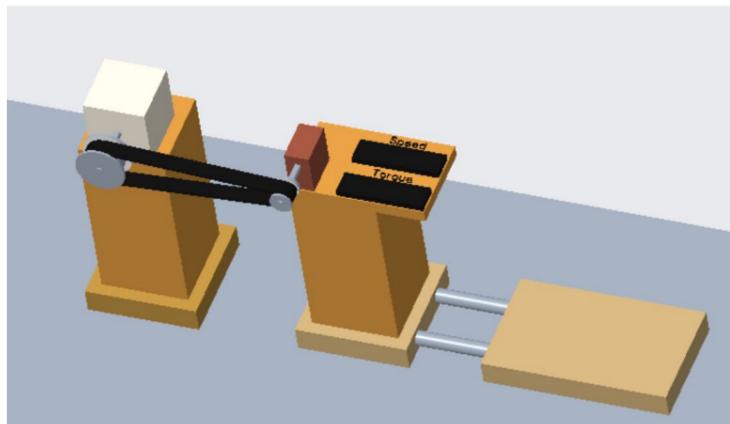


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Mechatronics-oriented educational escape room

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Puzzle 2: Demonstrates mechanics, in particular gear ratio selection. Highlights the importance of simple mechanisms, and rewards participants through making the machine operational.

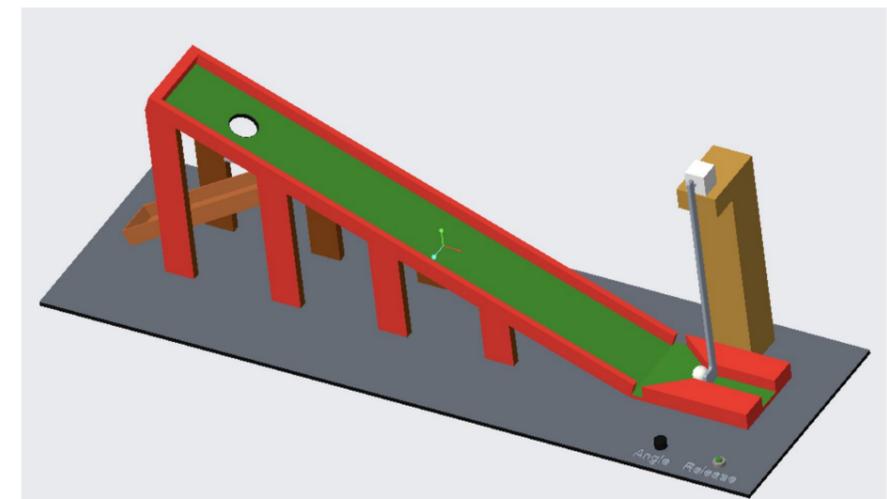


Why to use an escape room?

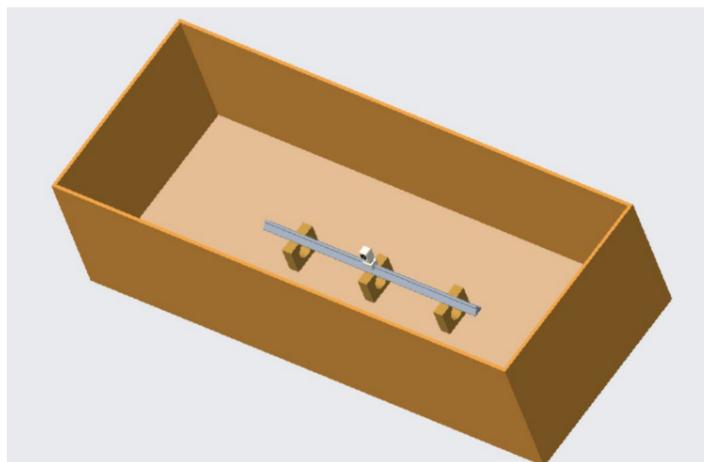
In previous educational escape rooms, participating students believed that the experience helped them learn the subject, as well as motivated them to study.

Students showed statistically significant increases in knowledge after completion of the game.

Following the experience, 83% of participants stated that the experience motivated them to prepare beforehand and believed that the experience consolidated the knowledge that they had read.



Puzzle 1: Demonstrates capabilities related to Internet of Things (IoT), digitalization and remote control. The mechanical components of the puzzle are also left visible to show the mechanical and practical aspects of the puzzle.



Puzzle 3: Shows high school physics in action, making theory into something concrete. Encourages system identification, as the puzzle is difficult to solve with random attempts. Connects familiar concepts with real-life phenomena and practical mechatronics.