

STEM Escape Room NIH SEPA Project

STEM Escape: Family Pilot Testing at the
California Academy of Sciences
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Research & Evaluation
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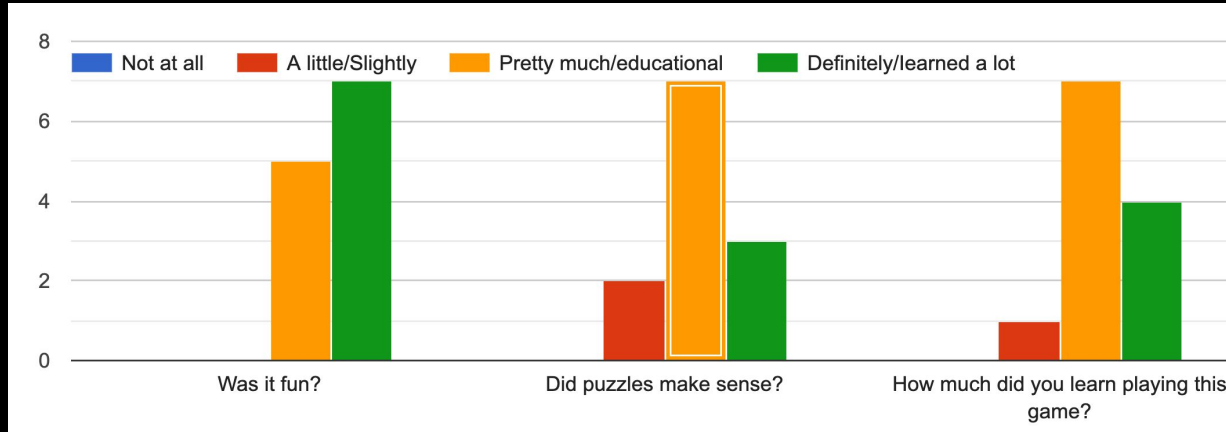
STEM Escape - Family Playtesting

Data Collection Methods

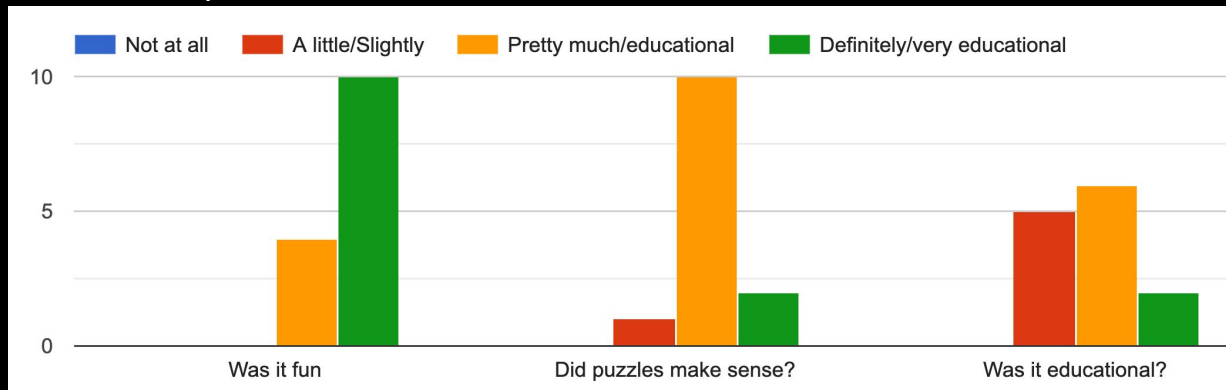
- Eight families selected for target youth age (8-12 years) and to provide cultural and socioeconomic diversity.
- Observations of mock-up exhibit and interactions.
- Short interviews & surveys with youth and parents focused on appeal, age appropriateness, and educational value of the puzzles.

Overall, adults and kids thought the game was fun and educational

Youth Survey



Adult Survey



STEM Escape ~ Participant Observations & Feedback

- The game is appealing enough to get families in the door. All participants said they would be excited to try the final escape room at a museum or library.
- Families progressed through the puzzles in slightly varying order, using different strategies for problem solving and collaborating.
- Player engagement was medium to high. Participants remained focused on solving the puzzles and enjoyed solving “fuzzy problems”
- Parents and kids with more understanding of science perceived greater educational value or recognized evolutionary concepts. For those with less background knowledge, “the science concepts were not totally obvious.”
- Most participants identified connections to medical careers. Several kids recognized links to plant and animal science or immunology (e.g., studying viruses like COVID-19 and vaccine development).