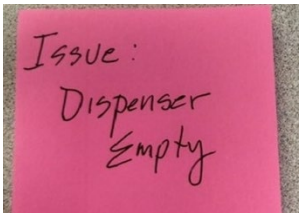
Escape the Laboratory Teams Handout

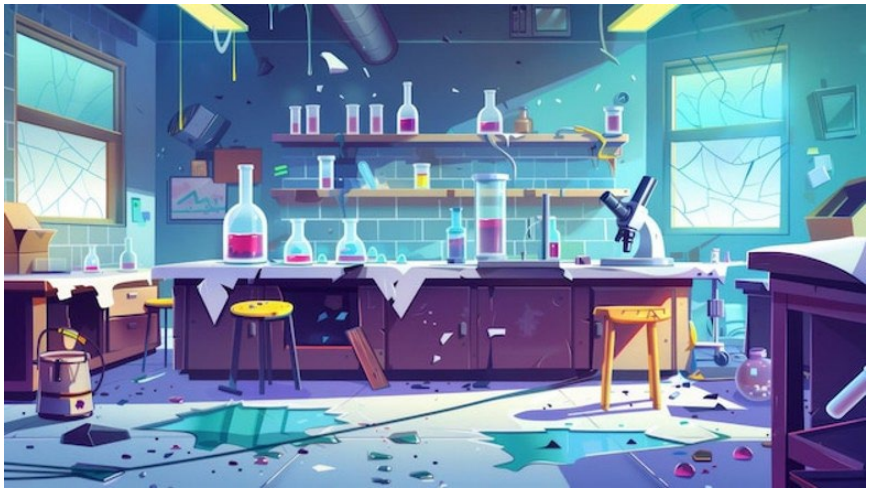
Your team is entering the laboratory left in a "post-experiment state." Your task is to restore the laboratory to a safe, organized, ready-to-use condition and then solve a final puzzle that allows you to "escape." You have limited time to identify hazards, determine where materials belong, make decisions about waste, and demonstrate that the laboratory is ready for the next research team.

Game Play:

1. **Your team will be given colored sticker notes and markers upon entering the laboratory.**
2. **Your team has 10 minutes to find, mark the issues on sticker notes, and stick the notes to where the issues belong.**
    a. **Sticker should name the specific issue:**



    b. **The Game Master will tell you correct or incorrect sticker placement as you progress. You may update an incorrect sticker.**
    c. **There are 11 total issues to mark.**
3. **After the 10-minute playing time ends or you have identified all issues, whichever comes first, you will be given a puzzle piece for each issue you correctly identified. You need 9 correct issues to get the full puzzle, you will get fewer pieces for fewer correctly identified issues. You have 30 seconds to assemble the puzzle and identify the character on the puzzle to escape the space.**



Game Setup

Objective:

Strengthening students' awareness of lab cleaning/safety issues by participating in the gamified lab scenarios.

I. Methods

1. Prepare the Game Laboratory and set up scenarios between 2:30-3pm on Friday,
2. Form 3 teams; 2-3 players per team (decided by draw lots through wheel of names); name tag with team labels will be provided after drawing,
3. To enter: One team at a time. The colored sticker notes and markers will be given to each team upon entering Gamb,
4. To play: Each team has 10 minutes to find, mark the issues on sticker notes, and stick the notes to where the issues belong. The Game Master will tell you correct or incorrect sticker placement as they progress.
5. To escape: 10-minute playing time ends, or the team believes all the issues are marked, whichever comes first. At the end of time, teams will be given a puzzle piece for each issue they correctly identified. They need 9 correct issues to get the full puzzle, they will get fewer pieces for fewer correctly identified issues. They have 30 seconds to assemble the puzzle and identify the character on the puzzle to escape the space. Sample puzzle (laser cut and etched with laboratory logo is shown)



6. To Wrap up: GM records the time takes, the players return to the office/classroom; the GM collects the sticker notes (and reset the Gamb, if necessary) after each round, 3-5 minutes,
7. Take around 40 minutes to complete the whole game,

8. Disclose results (the number of issues each team spotted) after all the players return and reveal any undiscovered issues.
9. If teams end in a tie (e.g. both team B and C marked 9 issues, the team taking less time wins.)
10. For the waiting teams: Complete evaluation form.
11. For the returning teams: Complete the evaluation form as needed.
12.

III. Cleaning/Safety Issues:

1. PPE: safety glasses
2. Gum in the mouth; food/water bottle in the lab
3. Uncovered sharps and broken sharps
4. Unplugged pipette controller
5. Missing/incomplete labels (correct label includes the name of item, your initial, and date) on containers or experiments
6. Tripping risk on the floor (e.g. long power cord)
7. BSC: two opened containers in BSC; cap facing down; centrifuge tube laying on its side (not in the rack); vacuum tube in the way (not hung up); items in the (way of) front grill/back baffles areas
8. Trash on the floor (tube sleeves, flask bags, etc.)
9. Gloves in the regular trashcan
10. Putting items to where they belong (PPE <glasses, coats…>, weight boats in scale, beakers, chemicals, samples, tools, etc.)
11. Uncovered/still-on instruments (microscopes, heat plate, water bath, etc.)

IV. Results:

1. Team photo with a “We Escaped the Laboratory” sign
2. Simple prizes for multiple teams

Debrief

Team Members:

Issue	How would your team correct the issue?
PPE: safety glasses	
Gum in the mouth; food/water bottle in the lab	
Uncovered sharps and broken sharps	
Unplugged pipette controller	
Missing/incomplete labels (correct label includes the name of item, your initial, and date) on containers or experiments	
Tripping risk on the floor (e.g. long power cord)	
BSC: two opened containers in BSC; cap facing down; centrifuge tube laying on its side (not in the rack); vacuum tube in the way (not hung up); items in the (way of) front grill/back baffles areas	
Trash on the floor (tube sleeves, flask bags, etc.)	
Gloves in the regular trashcan	
Putting items to where they belong (PPE <glasses, coats…>, weight boats in scale, beakers, chemicals, samples, tools, etc.)	
Uncovered/still-on instruments (microscopes, heat plate, water bath, etc.)	