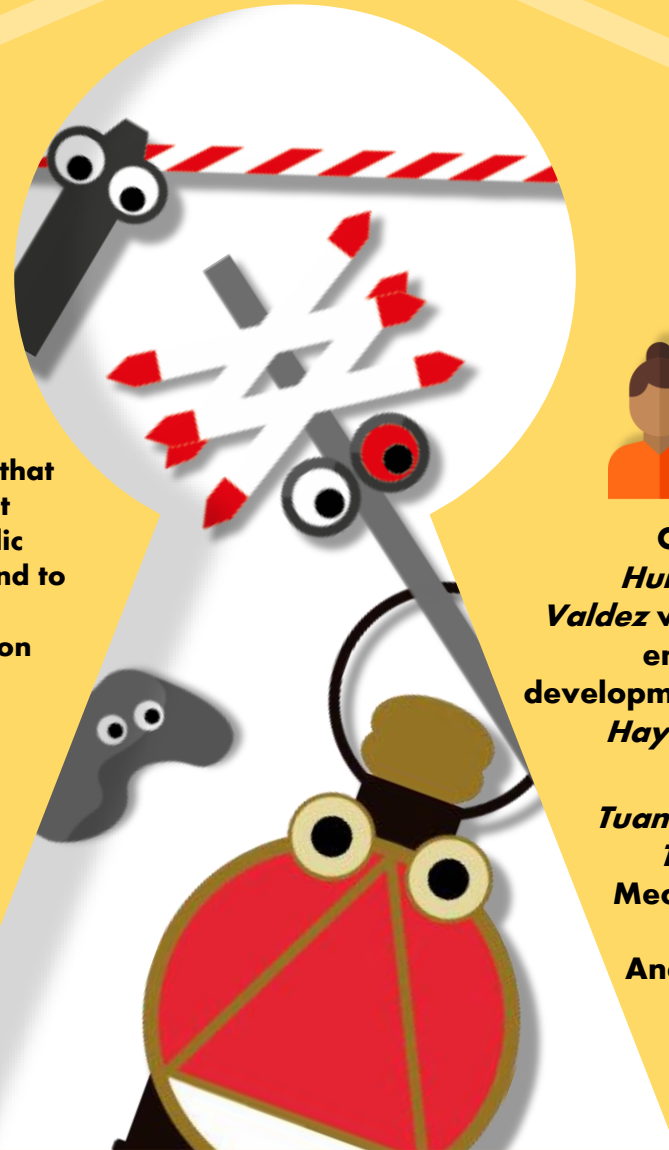


# ESCAPE ROOM



## The Brief

Create an 'interactive activity' that can be used in the museum that encourages visitors to use public transport, focusing on trains, and to raise awareness about carbon footprints and human impacts on the environment.

## Our Aims

To have a memorable impact on the younger generation and spread awareness about the environmental impacts of transport.

## Our Solution

We created a virtual 'escape room' that can be played by the public online. The user must work their way through the rooms by playing different quizzes to reach the end and win! The user is guided through the rooms by special railway characters and follow a storyline told by them. The aim of the game is to collect different blueprints throughout the game to build a template of a futuristic train that they can print out and make at home.

## The Team



Our team is made up of **Humberto Andres Hidalgo Valdez** who studies Mechanical engineering and product development in Spain; **Catherine Hayes** who studies Product Design in Ireland; **Tuan Nurul Ain Afiqah Binti Tuan Chik** who studies Mechanical Engineering in Spain And also **Merel Van Tent** who studies Industrial Product Design in the Netherlands.

