

INCLUSIVE PATHWAYS TO PEACE

NEWSLETTER 3

The Great Escape: Designing Educational Adventures



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Building Peace Through Play

Following the completion of our Participatory Action Research, the project entered an exciting new phase – creating 8 interactive educational Escape Rooms that bring peace education to life.

Work Package 3 "The Great Escape: Designing Educational Adventures" focuses on developing innovative Open Educational Resources (OERs) that empower young people and youth practitioners with conflict prevention and resolution skills – through hands-on, game-based learning.

Each Escape Room incorporates 360° photos & Augmented Reality (AR) elements, and physical puzzles, making them a truly cutting-edge non-formal education tool. The scenarios are rooted in the findings of our PAR research – addressing real youth perspectives on violence, marginalization, and social change.



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Activity 1: Training in Croatia ("Bridge of Peace" Mobility)



Learning to Build the Adventure

The journey began with working mobility "Bridge of Peace" hosted in Croatia by Association Studio B.

Participants from all four partner countries: Croatia, Serbia, Cyprus, and Spain – came together for an intensive multi-days training.

During this mobility, youth practitioners and young volunteers:

- Deepened their understanding of the peace education framework
- Learned how to design and implement Escape Room scenarios
- Explored how to integrate Augmented Reality (AR) and 360° photos as educational tools
- Defined the key themes and storylines for each of the 8 Escape Rooms – 2 per country

This exchange was a creative and inspiring experience that set the foundation for everything that followed.



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Activity 2: Creating the Escape Rooms

From Ideas to Reality

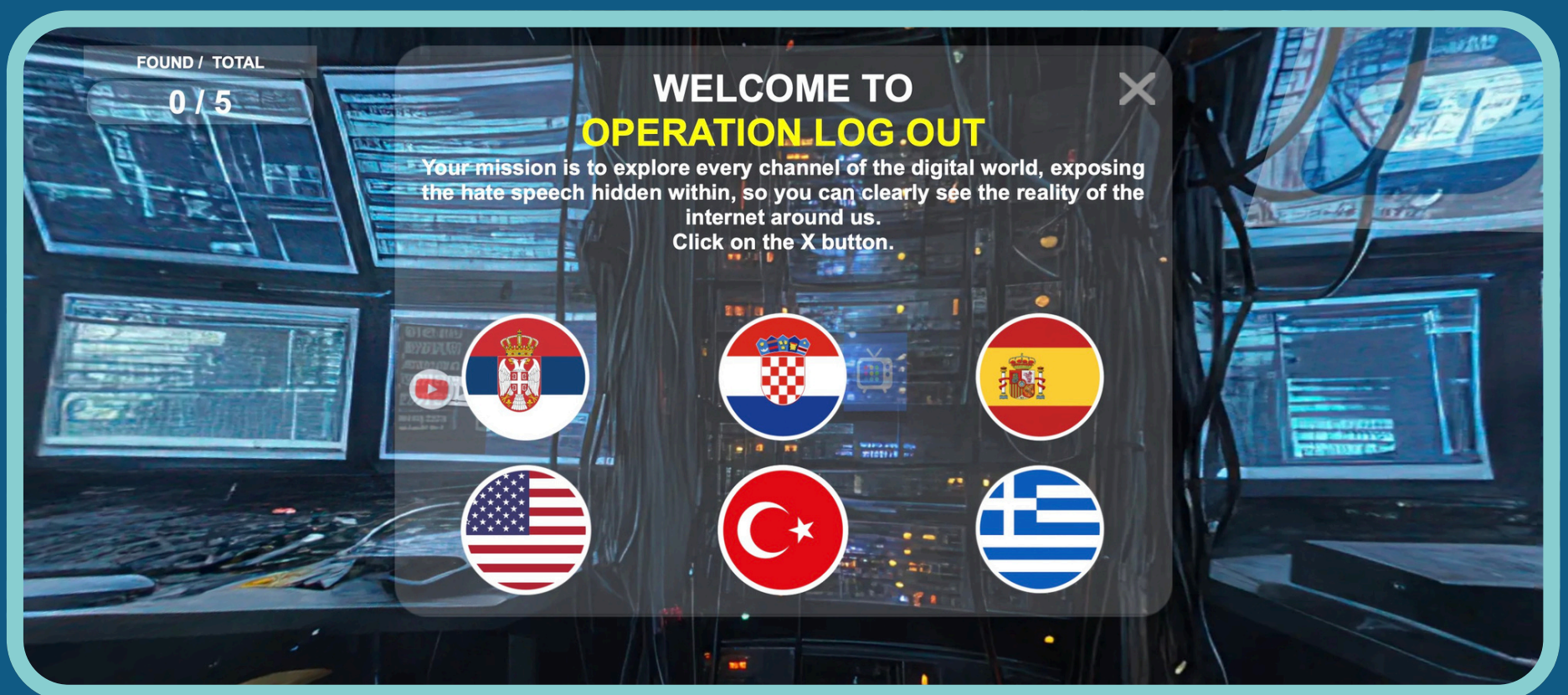
Back in their home countries, each partner organization held "The Great Escape: Starting the Adventure" workshops— 2-day creative sessions where young volunteers and youth workers rolled up their sleeves and brought the scenarios to life.

A total of 8 unique Escape Rooms were collaboratively developed across Croatia, Serbia, Cyprus, and Spain.

Each room was designed to challenge players to think critically, collaborate, and reflect on issues of conflict, inclusion, and peacebuilding.

The production phase was led by Udruženje Svetlost (Serbia), whose team handled the design, handcrafting, programming, and technical development of:

- 8 physical Escape Room sets (40 sets in total, in 6 languages)
- Digital part of Escape room featuring 360° content and AR
- DIY modules for each Escape Room
- A comprehensive Methodological Guides for each rooms implementations



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Activity 3: Piloting & Testing in Serbia

Putting Peace to the Test

Before the Escape Rooms could travel across Europe, they needed to be tried and tested. The "The Great Escape: Framework & Piloting" working meeting took place in Šabac, Serbia, bringing together representatives from all partner organizations.

The pilot sessions were held at two venues:

- Tehnička škola "Kosta Abrašević" – with students of the school
- Kancelarija za mlade, Loznica – with local youth volunteers

Over 35 young participants took part in testing all 8 Escape Rooms. Their feedback was carefully collected and used to refine scenarios, fix technical elements, and standardize the final versions of the rooms before distribution.



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Putting Peace to the Test

A special contribution to the piloting process came from Slobodan Avdić, representative of the Sports Association of Persons with Disabilities from Šabac, who actively participated in the testing and evaluation of all 8 Escape Rooms.

His invaluable insights helped the team assess the inclusivity of each room – identifying barriers and recommending concrete adjustments to ensure the Escape Rooms are accessible and usable for a wider range of participants, including youth with reduced mobility and hearing impairments. This perspective was essential in shaping the final, more inclusive versions of the rooms.

This phase ensured that the final product was not only engaging and educational, but also inclusive, functional, and ready to be used in diverse community settings.



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Activity 4: Local Adventures & Translation

The Escape Rooms Go Live

With the Escape Rooms finalized, three partner countries – Croatia, Cyprus, and Spain – organized "The Great Escape: Local Adventures" events, each bringing together 15 youth practitioners and stakeholders to experience the rooms firsthand.

Participants engaged with the full Escape Room experience, provided feedback, and discussed how the methodology can be integrated into their local youth work practice.

Finally, to ensure maximum accessibility and impact, all materials – including the Escape Room sets, the Methodological Guide, the DIY modules, and the smartphone application – were translated and adapted into 6 languages: English, Croatian, Serbian, Greek, Turkish, and Spanish.



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What's Next?

With Work Package 3 now complete, the project moves into its final phase WP4: Beyond the Escape, focusing on evaluation, training for trainers, e-learning, and ensuring the lasting impact of everything we've built together.

All Escape Room materials will be freely available on the project website:

 <https://inclusivepathwaystopeace.eu/>

Stay tuned and follow our progress:

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