

UKICER 2025 Escape to Learn RiPPA

Project activity timeline

Work packages

WP1. Initiation and Co-Design

- Launch workshop to present aims, theory, and examples.
- Collaborative brainstorming of interventions, ethics, and formats.
- Establish shared understanding and recruit participants.

WP2. Resource Development and Planning

- Set up shared repository with resources and literature.
- Co-design of instruments (questionnaires, reflection logs).
- Early planning of local puzzle/escape-room activities.

WP3. Implementation and Data Collection

- Local deployment of activities by participants.
- Collection of student perception data, concept checks (if feasible), and educator reflections.

WP4. Analysis and Dissemination

- Collation and centralisation of data.
- Cross-site analysis and shared debrief.
- Collaborative writing of paper and toolkit.

Detailed Plan

Timeline	event / actor	activity	outcome
4th Sept 2025	start-up workshop (in-person)	present {rationale and aims, pedagogic theory, examples, RiPPA plan}	awareness of project scope
	project leads participants (1.15 hrs)	brainstorm potential interventions: study design, ethical considerations, target concepts, student levels, solo vs group, formats (e.g. formative, summative, in-class) etc.	initial ideas for interventions ethical framework (rough) sign-ups
Sep 2025	follow-up (remote) project leads	share collaborative repository host example resources and literature invite remote collaboration on survey instruments and educator reflection templates	shared access to tools and ideas support flexible, context-sensitive adaptations
	project leads + participants	begin planning and designing their own puzzle-based activity	early-stage activity plans tailored to local context
early Oct 2025	online group meeting 1 (1.5–2 hours)	peer pilot-testing in breakout rooms finalise student questionnaire finalise educator reflection log ethics status updates	refined teaching activities plans co-designed data collection instruments peer feedback loop
Oct 2025	follow-up (project leads)	share finalised survey instruments confirm shared data collection procedures	ready-to-use materials for participants
	all participants	design puzzle-based activities remote collaboration and support ethics updates	almost ready-to-use activities for students

Early Nov 2025	online group meeting 2 (1.5–2 hours)	report on ethics approval final troubleshooting before deployment	refined activities and deployment plan final update of local ethics approval
Nov 2025	all participants	Final adjustments	
Dec	online group meeting 3 (1.5–2 hours)	Follow up wrap up the term	finalised activities and deployment plan clear timeline for implementation final thoughts
Feb – April 2026	all participants	implement escape room/puzzle-based activities collect student perception data, concept checks (if feasible), performance data (if linked to assessment) log reflections and challenges	local implementations documented data collection aligned to shared framework
May- June 2026	online group meeting 4 (1.5–2 hours)	debrief session share initial data insights discuss publication pathways and authorship	collaborative planning for outputs
	follow-up (project leads)	collate, clean, and centralise data maintain shared data repository	dataset for cross-site analysis
June – Aug 2026	project leads + collaborators	draft collaborative paper/toolkit iterate on drafts via shared overleaf	final output ready for dissemination (e.g. journal article, toolkit)

Workload estimate

Approximately 25–35 hours spread over 9–12 months, though the total may vary depending on your pace and activities.

Timeframe	Activity (Participant role)	Estimated Time
4 Sept 2025	Attend start-up workshop (in-person)	~1 hrs
Sep 2025	Explore repository, review resources, draft initial ideas	~3–4 hrs
Early Oct 2025	Online meeting 1 (peer pilot-testing, survey instruments)	~2 hrs
Oct 2025	Follow-up refinements and feedback	~2–3 hrs
	Design local puzzle-based activity; start ethics process	~4–5 hrs
Early Nov 2025	Online meeting 2 (ethics updates, troubleshooting)	~2 hrs
Nov 2025	Final adjustments to activities, complete admin	~2–3 hrs
Dec 2025	Online meeting 3 (wrap-up)	~2 hrs
Feb–Apr 2026	Implement activity in class (delivery + data collection)	~4–5 hrs
May–June 2026	Online meeting 4 (debrief, outputs planning)	~2 hrs
June–Aug 2026	Contribute to collaborative paper/toolkit	~4–5 hrs