INCLUSIVE PATHways TO PEACE

Operation Log Out

Methodological guide

Co-funded by the European Union

AGENCY FOR MOBILITY AND EU PROGRAMMES

Udruga Studio B

Erasmus+
Enriching lives, opening minds.

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Introduction

The “Block H8 - Peace puzzles Toolkit” methodological guide presents a methodology and innovative tools to engage and empower youth with conflict resolution skills through game-based educational resources and aims to increase the quality of youth work by equipping youth practitioners and organizations with new skills, approaches and methods. It strives to promote common values such as tolerance, inclusivity, and understanding, ultimately contributing to building cohesive and peaceful societies.

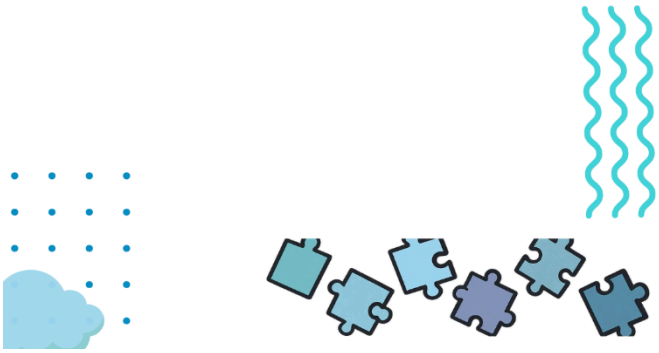
By providing Open Educational Resources (OERs) as a dynamic and interactive environment, we want to equip practitioners with hands-on experience that they can directly apply in their youth-focused initiatives, thereby contributing to enhancing the capacity of Youth and for Youth organizations by offering a practical resource for youth work.

This toolkit’s incorporation of digital elements, such as 360-degree photo/videos and Augmented Reality, provides a cutting-edge approach to non-formal education, available in English, Croatian, Serbian, Spanish, Greek and Turkish, ensuring that YPs, youth organizations, and training providers can use it in a way that respects diverse linguistic and cultural contexts.

Concerning the Youth, the overarching goal of these Open Educational Resources is to contribute to the enhancement of critical thinking and problem-solving, decision-making, teamwork, media literacy, communication and collaboration, leadership, professionalism, and strong empathy among young people, through active participation, in order to enhance conflict prevention and resolution abilities among youth.

Block H8 – Peace Puzzles Toolkit – Methodological Guide is a practical handbook for preparing and implementing 8 educational escape room activities focused on peacebuilding, human rights, inclusion, non-violent communication, emotional intelligence, digital safety, and the prevention of discrimination.

The guide provides detailed methodologies for each room. For every escape room, it presents the visual setup of the space, educational objectives, target group, accessibility and adaptation options, scenario, game objective, room layout, required materials, preparation process, the role of the Game master, gameplay flow, tips, hints, and debriefing questions, thereby providing a comprehensive tool for every practitioner in both non-formal and formal learning settings.



Co-funded by
the European Union

Project context

"Inclusive pathways to peace, 2024-2-HR01-KA220-YOU-000279458" is an Erasmus+ KA2 *Cooperation partnerships in youth* project, coordinated by Association Studio B (Croatia) with partners from Serbia (Udruženje Svetlost), Spain (ASOCIACIÓN JUVENIL ERASMIAU), and Cyprus (Neolea gia antalagi kai katanoisi – Youth for Exchange and Understanding). The project aims to engage and empower 181 youth with conflict resolution skills through game-based educational resources and to increase the quality of youth work by equipping 130 youth practitioners with new skills, approaches and tools. The project promotes common values such as tolerance, inclusivity, and understanding, ultimately contributing to building cohesive and peaceful societies. After participatory action research and using creative gamification approach, partners co-created open educational resources - including interactive escape rooms enhanced with 360° and augmented reality elements - that support young people in building empathy, communication, and conflict resolution skills. By combining non-formal education and digital innovation, the project is strengthening the quality of youth work and contributing to more cohesive, democratic, and peaceful communities across Europe.



This guidebook was developed as an intellectual output within the project.

During its implementation, partners collaborated on the creation and testing of educational escape rooms focused on topics related to peacebuilding, conflict transformation, empathy, human rights, communication, and cooperation among young people. Through international collaboration and exchange of experiences, the project explored how game-based learning and highly participative educational activities can encourage active participation and meaningful learning among youth. The escape rooms in this guide were developed by four national teams of 10 youngsters and 2 youth workers, tested in an international setting in Šabac, Serbia in March of 2026, further refined based on feedback by the participants of that mobility, to finally be used in local events in Croatia, Cyprus and Spain. This approach enabled us to create a meaningful learning resource, that is both fun and educational for both youth and youth practitioners, with an immersive experience going much deeper than traditional learning methods.

This guide was created as a practical support resource for educators, youth workers, trainers, facilitators, and organizations interested in using educational escape rooms in their work.

We hope you'll enjoy using it as much as we enjoyed the process of its creation!

Operation Log Out

1 Introduction

A) Context

This room "*Operation Log out*" focuses on the digital dimension of peace education by exploring hate speech and cyberbullying as forms of online violence. It's based on the idea that peaceful coexistence in digital spaces requires awareness of the power of words, empathy, and the ability to respond without escalating conflict. Through the experience, participants strengthen digital resilience, emotional awareness, and skills for respectful and constructive online communication.

B) Visual presentation of the room

The room is initially pitch black. There are two main distinct areas.

The Digital Corner: A desk illuminated only by a small table lamp. On it sits a laptop displaying a slideshow and a set of printed cards. Beside the laptop is a small, locked box.

The Study Corner: Located at the opposite end of the room, this desk contains math homework sheets and pencils.

The "Reality" Shelves: A shelving unit or bookcase that is currently obscured by the darkness. It is filled with physical achievements (trophies, medals, photos), which will only be revealed at the very end when the main lights are turned on.

C) Educational objectives

- To distinguish between general unpleasantness and specific hate speech.
- To recognize the impact of cyberbullying and hate speech on mental health.
- To learn coping mechanisms and the importance of "offline" reality and self-worth.
- To practice digital resilience and positive communication.

D) Target group profile and number

Age: 14-19

Group size recommendation: 4-6 participants

Group profile: Youth groups, school classes, or youth exchange participants.

Escape room difficulty: Medium

E) Accessibility & Adaptability

The space is arranged to allow easy and safe movement, without obstacles or narrow paths that could make participation difficult. All important elements are placed within easy reach, without requiring extra effort. Special attention is given to clear instructions, simple use of materials and the safety of all participants during the activity.

Co-funded by the European Union

The escape room is designed to be accessible for people with different needs, including those with hearing impairments, visually impaired participants, and wheelchair users, so that everyone can take part equally. For all audio content, a written text version is also provided, ensuring that participants can follow the experience through reading as well as listening. All written materials are adapted for visually impaired participants by using larger and clearer font sizes, making them easier to read.

The activity is flexible and can be adjusted based on the needs of each group. The goal is not only to provide access, but also to support active participation, so that everyone can contribute, explore and enjoy the experience in an inclusive and equal way.

2 Step by step preparation

2.1 Scenario

What happens when the lights fade and only words remain?

In a world where everything is connected, the line between a joke and harm, opinion and attack, grows thinner every day. Sometimes it takes just one comment. One message. One click. This story takes you on a journey through a space where nothing is quite as it seems, and every word carries more weight than you might expect. It is an experience that raises questions about responsibility, choices, and the courage to recognize the difference between what entertains and what hurts.

Written for young people who want to better understand the world they live in and their role within it, this escape room does not offer ready-made answers. Instead, it challenges, provokes, and opens space for reflection. Because in the digital world, everyone has a voice. The only question is - how will you use yours.

2.2 Objective of the game

The participants must navigate through layers of cyberbullying and digital noise to find the truth about self-worth. They need to unlock digital folders, distinguish hate speech from fake news, and prove their real-world capabilities to turn on the lights and reveal that their true value lies in their real-life achievements and memories, not online comments.

2.3 Room Layout

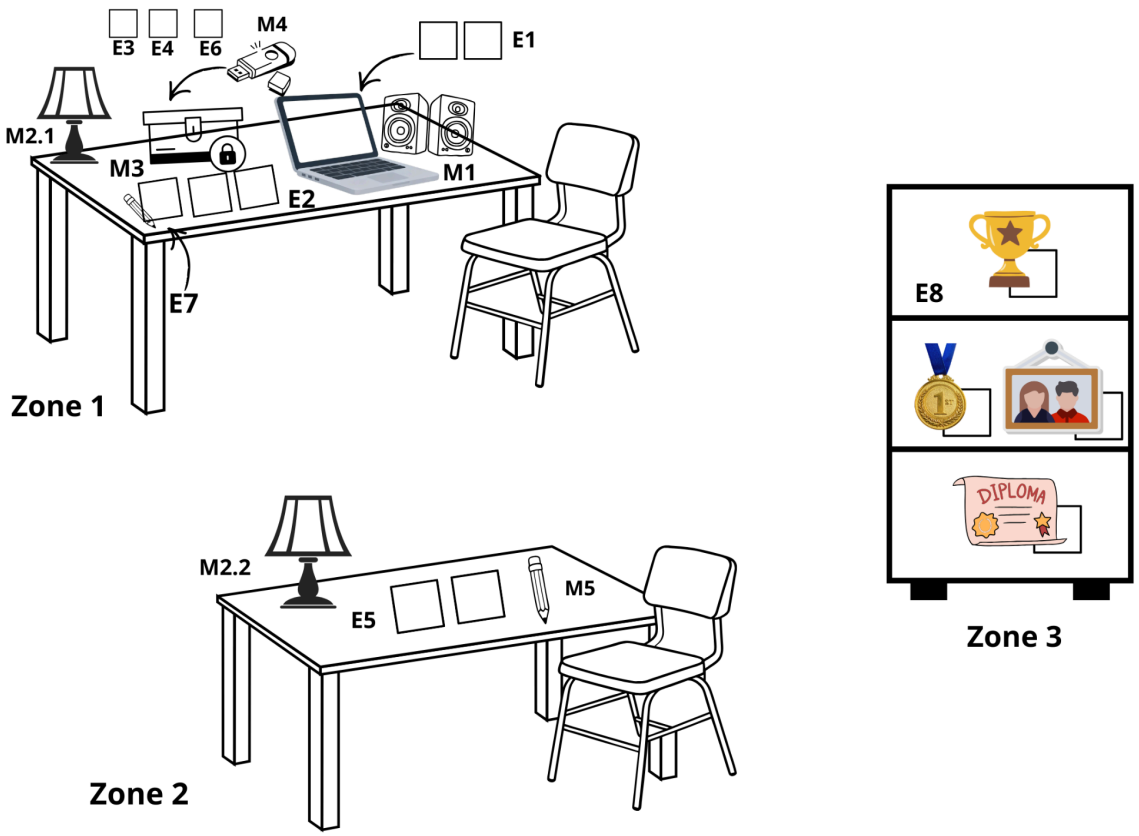
Depending on the shape and size of the room you will be using as the area of the escape room, the room layout will also vary. The most important thing is keeping the flow of the room relatively the same, eg. keeping the first steps of the escape room towards the entry way and the final steps toward the back of the room. We suggest the following layout as an idea which can be adapted according to the space being used:

Entry/Zone 1: The table with the lamp and laptop (The Digital Corner).

Zone 2: The table with the lamp and math problems (The Study Corner).

Zone 3: The shelves with trophies/medals (The Reveal Zone).

Co-funded by
the European Union



2.4 The Materials

- M1. Laptop with speakers (pre-loaded with video, audio tracks).
- M2. 2 table lamps.
- M3. Small locked box with password 725.
- M4. USB drive.
- M5. Pencils.

Additional:

Timer can be displayed visibly in the room, or the GM can have it on their phone, making sure to notify the players as time passes. Time to be set for this room is 45 minutes.

2.5 How to set up the room

The following steps you will have to do before every group of participants starts their escape room journey.

First make sure you have laid out all the materials that make up the room (M1-M6) according to the room layout requirements.

Follow the next steps to set up the room with the game elements from the Peace puzzles Toolkit or the Unlock Peace - modules for DIY production so it is playable:

Co-funded by the European Union

Zone 1 Setup: Table with laptop and speakers

1. Ensure the room is completely dark (blinds down, main lights off).
2. Turn on the lamp (M2.1) on the desk and the laptop with speakers (M1).
3. Start the video of hate comments (E1).
4. Play the looping audio track of insults and static (E1). Adjust the volume so it's audible but not deafening.
5. Place the deck of cards (E2) on the same table next to the box (M3). Make sure the cards (E2) representing “Hate Speech” have numbers that correspond to the combination on the box (M3).
   Also, place a printed Morse code alphabet (E7) next to the laptop so participants don’t need to use their phones and lose time. Place a pen next to the paper for easier notetaking.
6. On USB drive (M4) put folder with positive speech (E3). Make sure that folder is first in line so that it is opened first. You can name that folder "open me first".
7. On the same USB (M4) put link to 360° room (E4). Folder with 360° photo escape room is named Deep Thought.
8. On the same USB drive put hidden folder, name it FINAL_TRUTH and put text in word (E6) in the folder.

   How to create hidden folder:
   https://www.youtube.com/watch?v=BuxCeL4-RNc

   SCAN

   Method 2: Using a Batch Script: Create the Batch File: Open Notepad. Copy and paste the provided Batch script code into Notepad. Batch Script Code: https://pastebin.com/x2bPxUys

   Password – 5913. Save the file as "Locker.bat" by selecting "All Files" in "Save as type" dropdown. Lock Your Folder: Run the Locker.bat file by double-clicking it. Place all files you want to protect in the new "Locker" folder that appears. Run Locker.bat again, type 'Y' to lock the folder, and press Enter. Unlock Your Folder: Run Locker.bat, enter your password, and your folder will reappear.

   SCAN

9. Set the combination to match the numbers found on the hate speech cards (E2).
10. Place the USB drive (M4) inside the box (M3) and lock it.

Zone 2 Setup - Table with homework

11. Place the math worksheets (E5) for the participants and pencils (M5) and lamp (M2.2) on another table.

Zone 3 Setup - Reveal

12. Arrange the trophies, medals, and photos on the shelves (E8) inside the cabinet, messages will be hidden behind these items. Behind trophies: “Be

Co-funded by the European Union

the winner who doesn't spread hate." Behind medals: "Be the reason someone feels safe online." Behind family photo: "The greatest support comes from the people who care about you." Behind diploma: "Congratulations! You have successfully completed the Escape Room. You have demonstrated teamwork, communication, and critical thinking, and learned how important respect, empathy, and responsible behaviour are - in real life and online. Always be the voice that builds, not the one that breaks."

Make sure they are not easily visible while the room is dark - they should only be revealed when the main lights are turned on.

Steps 1 to 12 are to be repeated before every group of participants enters the room; these will be your setup and reset steps to follow.

TIPS:

- When you install the game zone: make sure you remember the location of every clue! This will allow you to follow the progress of the participants during their game and give them the right clues.
- It is recommended to recount the material at the end of the session. It is possible that players have written on some or that they have accidentally kept some of the materials in their pockets.

3 Step by step implementation

3.1 The Game master

General Game master missions are to:

- Prepare all the game media, set up the room and then put it back in place;
- Welcome the players and immerse them in the atmosphere of their mission before the game;
- Follow the game to help them, give them clues or advice;
- Once the mission is over, the Game master is here to debrief with the players by going back over the highlights of the mission.

In the game space, we advise that the Game master remains a little bit away from the group in order to leave the necessary space for the players to evolve independently and perhaps be less tempted to ask for clues or judge the reactions of the Game master.

Specifics of the GM role in this ER:

The GM should briefly and clearly explain the basics of an Escape Room before the game starts, emphasize the importance of teamwork, and encourage active participation. They should also introduce the basic rules of the game and explain how participants can ask for help if needed. The instructions should be concise,

Co-funded by the European Union

easy to understand and motivating, so participants can enter the game feeling relaxed and engaged.

The GM controls the environment.

Audio Control: The GM must trigger the voiceover instructions ("*Not all unpleasant words...*") if they don't play automatically.

Lighting Control: The most critical role is at the very end. When the players read the final message to "look around," the GM must immediately switch on the main room lights to reveal the trophies and positive items.

3.2 Introductions and instructions

Before starting the game, it is the Game master's job to introduce themselves and explain their role. The Game master is here in case participants need some help or are lost in the game. Explain the scenario if they still have some questions and explain about the timer.

Ask the participants if they have already played an escape game and if not, explain to them the purpose and mechanisms of escape games.

Inform the participants they have 45 minutes to complete the escape room.

Give the following instructions:

- Respect the Props and Decor: Treat all props and decor with care and respect.
- Do not use physical force, only mental. No clue is intended to be revealed by breaking elements of the room.
- Communicate Effectively. Clear communication is key to success. Make sure to verbalize your thoughts. observations and ideas with your team members.
- Listening to each other's perspectives is crucial for solving puzzles efficiently.
- Use your resources wisely. Utilize all available resources, including clues, tools and your teammates' skill and knowledge.
- Think creatively and think outside the box to find solutions to challenges.
- Stay focused. Keep your focus on the task at hand and avoid distractions.
- Concentrate on solving puzzles and progressing through the game to achieve your ultimate goal.
- Manage your time. Time management is essential. Pace yourselves throughout the game to ensure you have enough time to solve all puzzles and complete the mission before the countdown expires.

Co-funded by the European Union

- Stay positive and encouraging. Maintain a positive attitude and encourage your teammates. Support each other through challenges and celebrate your successes together.
- Seek help if needed. If you find yourself stuck on a particular puzzle or clue, don't hesitate to ask for hints or assistance from the Game master. They are there to help guide you and ensure you have an enjoyable experience.
- Follow safety guidelines. Be mindful of any safety guidelines provided by the Game master. Avoid running, jumping or engaging in any behaviour that could result in injury to yourself and others. No clue is hidden in a way that requires climbing furniture or moving heavy pieces of the set.
- Above all, remember to enjoy the experience! Embrace the adventure, immerse yourself in the story, and have fun working together with your team to overcome challenges and the escape room.

*TIP- It is better to give instructions outside of the play area, preferably in a quieter area where players can focus on what is being said by the Game master.

3.3 Hints and tips

During the course of the game the Game master **should observe** and give **some hints or tips** to the players. We have suggested some hints, at certain moments through the course of the play, depending on the situation, the Game master can give additional hints or tips. However, make sure you give players time to play and try to guess things, only give hints if asked or in case players are stuck.

- Hint for Cards: "Read the cards carefully. Which ones represent hate speech? Only those matter."
- Hint for Morse Code: "That sound pattern... dots and dashes. Is there a key somewhere?"
- Hint for Math: "Sometimes the solution isn't digital. Look around the physical room for a place to study."
- Hint for News: "Read the scrolling text. Match the headline to the definition."

3.4 Course of the gameplay

1. The Entry: The GM should briefly and clearly explain the basics of an Escape Room before the game starts, emphasize the importance of teamwork, and encourage active participation. They should also introduce the basic rules of the game and explain how participants can ask for help if needed. The instructions should be concise, easy to understand, and motivating, so participants can enter the game feeling relaxed and engaged. Players enter the dark room. They see the laptop with hate speech video and hear the audio insults.

Co-funded by the European Union

2. The Clue: A message on the video "Not all unpleasant words and statements are hating speech." It directs them to the cards on the table.
3. The Card Puzzle: Players sort through cards. The cards containing actual hate speech have numbers on them. Arranging these numbers correctly gives the code.
4. The Box & USB: Using the code, players open the small box and retrieve a USB drive.
5. The Positive Folder: They plug the USB into the laptop. Inside is a folder containing positive comments and examples of encouraging internet behaviour. A text on video gives a hint to open the next folder which launches a 360° photo (Online Room). Hint: “Don't look at the surface; you must dive into deep thought. Hidden among the folders, the link to your escape is waiting to be triggered.” Folder with 360 photo is named Deep Thought.
6. The 360 Room: In this digital room, they see icons scattered in different locations (YouTube, Instagram, Game, Messenger, TV channel).
7. Clicking YouTube shows a video with hate comments below.
8. Clicking Instagram shows a photo with hate comments below.
9. Clicking the Messenger a message from a "friend" warns them: "They made a group chat where they are insulting you, calling you lazy, saying you never do homework and can't solve simple math."
10. Clicking the Game icon shows gameplay with hate comments below.
11. Once the participants have clicked all three available icons (*YouTube, Instagram, and Gaming*), an instruction is written in Morse Code. Hint: "That sound pattern... dots and dashes. Is there a key somewhere?"
12. The Morse code translates to: DO YOUR HOMEWORK.
13. After decoding the message and entering the phrase "DO YOUR HOMEWORK," they receive a new hint: "Sometimes the solution isn't digital. Look around the physical room for a place to study."
14. The Math Task: Players must find the desk at the other end of the room. They solve the math problems found there. The solution provides the numeric code to unlock the next step in 360° room and they get hint: “For the next clue you need to check today´s news. Find the TV in this room and click on it.
15. On the laptop screen in the 360° room, players click the TV icon, which opens a small window displaying the news. The headlines scroll like a teleprompter, moving from the bottom to the top. Players must match specific news stories to the corresponding types of hate speech, using the clues they have found on the cards.
16. The Final Folder: Correctly matching the news reveals a password 5913 and a hint to open a hidden folder on the USB:"SUCCESS! Password accepted.

Co-funded by the European Union

Hidden directory visible on USB drive: [FINAL_TRUTH]. Please open to proceed."

17. The Message: The hidden folder contains positive affirmations: "Every person has value," "Do not retaliate with hate," "Look for the good around you," and "Look at what we have achieved so far."
18. The Reveal: The final instruction is to "Look around you." At this moment, the Game master turns on the main lights. The shelves are revealed, filled with medals, trophies, diplomas, family photos, and with message behind them —proving their real-world worth.

3.5 Debriefing phase

The Game master congratulates the players on completion of the escape room.

Elementary questions:

How do you feel?

Did you enjoy the game?

Did you feel under pressure with time?

Discussion:

A discussion led by the Game master based on the educational topic should follow. Together with participants, the GM should recap all that was important to learn from this educational escape room experience.

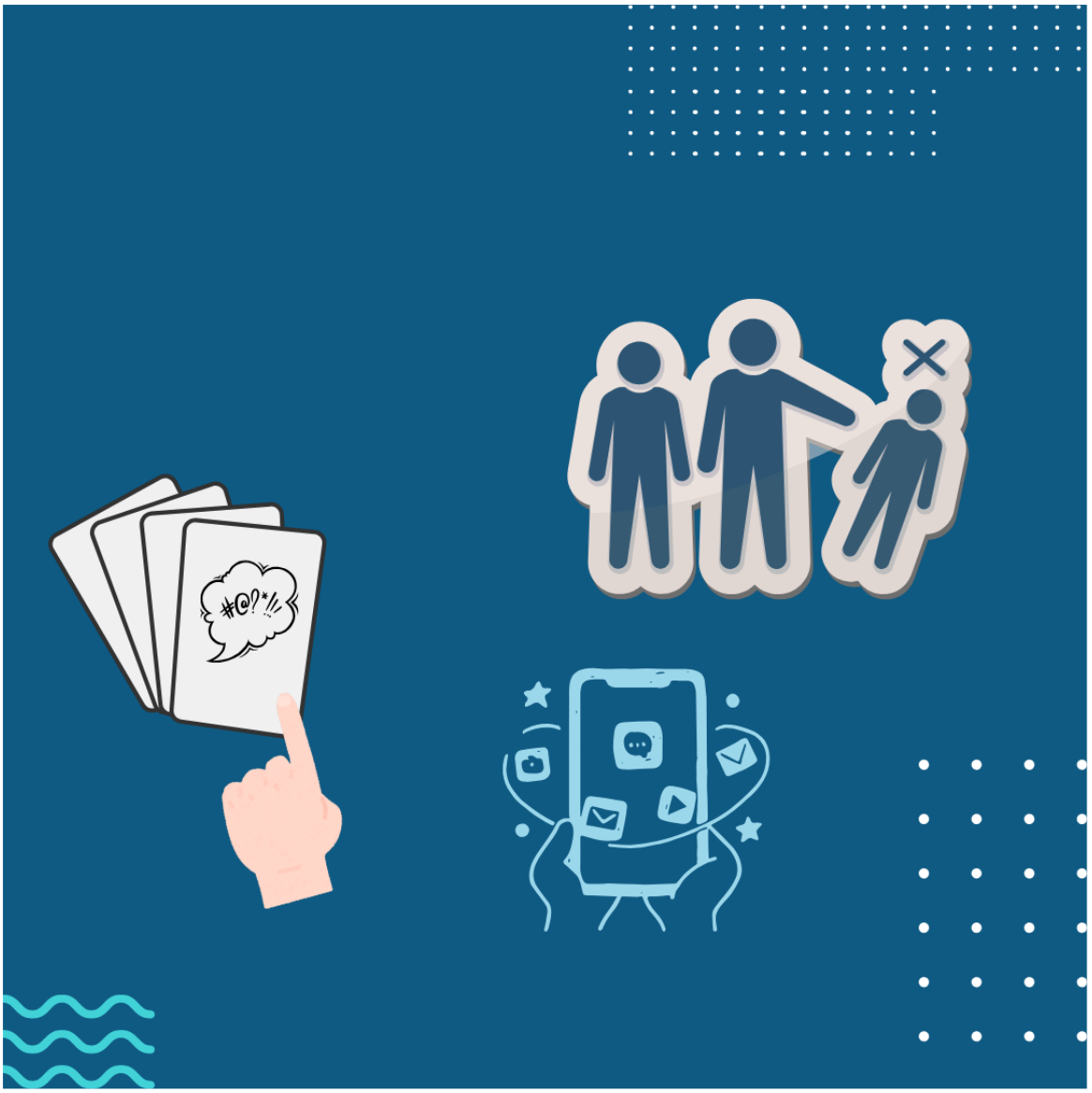
Specific questions:

- How did the audio of the insults make you feel at the beginning?
- Why was it important to distinguish between "unpleasant words" and "hate speech"
- The final task required looking at physical achievements. Why is it important to disconnect from the screen and look at your real life
- How can we apply the "positive folder" concept to our real social media usage?

Taking a group picture: Game master helps the players take a group picture in celebration of completion.

Participants' feedback: Game master invites the players to give any additional feedback they might have regarding the experience.

Co-funded by the European Union



Co-funded by
the European Union

Impressum

This Methodological guide was created within the Erasmus+ project "Inclusive pathways to peace", 2024-2-HR01-KA220-YOU-000279458."
This project is co-funded by the European Union.

Publisher

ASSOCIATION LIGHT
SIME KATICA 1
15000 ŠABAC – SERBIA
nvo.svetlost@gmail.com

Editor in chief

Marija Ristić, Association Light

Design

Vojislav Radosavljević

Contributors

Saša Despotović, Gordana Mandić Radosavljević, Nikolina Jureković, Magdalena Dević, Kemal Ashik

July 2026.



