STEAM BOSS

boosting soft skills

Community+ Mission

Portuguese Pilot Project

Co-funded by the European Union

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1. Title

"**Community+ Mission** | Digital Escape Room with Social Impact"

2. Topic

Development of soft skills through the creation of a Digital Escape Room, designed to promote social and digital impact among vulnerable audiences, based on real community issues.

Brief description of the activity

Community+ Mission is a challenge in which students from Computer Science and Health courses develop a Digital Escape Room with social impact, aimed at promoting health and digital literacy among vulnerable audiences.

The activity promotes teamwork, creativity, and the practical application of technical knowledge, while developing STEAM skills and soft skills essential for the job market.

Partner company: AI9.PT – Association for Innovation and Social Entrepreneurship is a non-profit organization that promotes projects with social, educational, and technological impact, focusing on developing skills for the 21st century. It works in partnership with schools, municipalities, and companies, promoting initiatives that combine creativity, technology, and active citizenship.

3. Age range

The group's students range in age from 15 to 25 years old.

4. Number of participants:

20 students attending VET Courses in the areas of IT and Health.

5. Description of the project:

ORGANISATION OF ACTIVITIES: June 5th – 6th and July 3rd – 4th

Nº of hours	Date	Activity
4	June 5th	project kickoff, team setup and planning
4	June 6th	concept development and initial feedback
8	July 3rd	content creation, prototyping and testing
4	July 4th	final presentation and evaluation

Day 1| June 5 – Project kickoff (4 hours)

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Division of groups and first tasks:

- Formation of groups (4-5 students)
- Definition of roles (group coordinator, content manager, technician, etc.)
- Presentation of the challenge
- Choice of target audience
- Creation of a work plan up to the first checkpoint

Day 2 | June 6 – Checkpoint I (4 hours)

Intermediate presentation:

- Proposed theme and narrative for the Escape Room
- Target audience chosen
- General structure of the game (platform, format of challenges)
- First examples of challenges or content
- Feedback from the trainer

Day 3 | July 3 – Checkpoint II (8 hours)

Game development:

- Creation of challenges and content (texts, images, videos, quizzes)
- Technical implementation on the chosen platform (Genially, Google Forms, PowerPoint, etc.)
- Internal testing between groups

Presentation of prototypes:

- Testable version of the Escape Room
- Complete example of a sequence of challenges
- Feedback for improvements

Task until final presentation:

- Finalization and final testing
- Preparation of the presentation

Day 4 | July 4 – Final Presentation (4 hours)

Formal presentation of the Escape Room to:

- Another class or simulated target group
- Trainers
- Possible external guest (partner company, social institution, professional in the field, etc.)

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6. Didactic hours

(estimated duration of the training)

In total, the activity will consist of 20 hours during class hours.

7. STEAM approach

S – Science

- Application of the scientific method in constructing challenges: formulating questions, hypotheses, and verifying answers.
- Integration of knowledge about health, well-being, hygiene, and prevention.

T – Technology

- Use of digital platforms (Genially, Google Forms, interactive PowerPoint, Canva, etc.).
- Creation of interactive experiences with multimedia elements.
- Exploration of online presentation and collaboration tools.

E – Engineering (management)

- Planning and organization of teamwork (division of tasks, schedule, Gantt chart).
- Resolution of technical and logistical problems during game creation.
- Ability to adapt to unforeseen circumstances, testing, and continuous improvement.

A – Arts

- Graphic design (visual identity, illustrations, icons).
- Storytelling and development of an immersive and empathetic narrative.
- Creation of appealing visual materials adapted to the target audience.

M – Mathematics

- Logical reasoning for constructing puzzle-type challenges, numerical sequences, codes, etc.
- Data management and interpretation (e.g., test results, feedback, scores).
- Planning scores or time limits for challenges.

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8. Soft skills developed through the project:

Empathy and communication tailored to the audience

- Ability to understand the target audience and adapt the language, tone, and format of content, making the experience accessible to people with different levels of health and digital literacy.

Teamwork and collaboration

- Working together with colleagues with different profiles, respecting opinions, sharing tasks, resolving conflicts, and contributing to a common goal.

Planning and organization

- Effective time and task management using schedules, Gantt charts, and clear distribution of responsibilities.

Creativity and critical thinking

- Ability to generate innovative ideas and solve problems through original, coherent, and effective solutions.

Autonomy and proactivity

- Taking initiative, seeking solutions on one's own, acting without relying exclusively on the teacher/trainer.

Public presentation skills

- Organization and clarity in communicating ideas to colleagues, trainers, or guests, using effective visual aids.

Problem solving

- Identifying technical or conceptual obstacles during the project and finding viable and quick alternatives.

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9. Assessment:

Initial and final self-assessment by students

- **Pre-challenge:** https://forms.gle/CpgGQ6NSaRzctwu27
- **Post-challenge:** https://forms.gle/jzbBCaAR55YmUTNy6

Observation form: https://forms.gle/y65EeKTebZ6BKD1V6

Satisfaction questionnaire

- **Students:** https://forms.gle/LZrBVMxjnbLKHrDFA
- **Trainers:** https://forms.gle/G6QDM1BTJHUrhKEb7

10. List of materials

- Computers with internet access
- Design and editing tools (Canva, PowerPoint, Genially)
- Collaborative workspace
- Planning and assessment sheets
- Support from the trainer for reviews and pedagogical guidance

11. Venue

EDUGEP Academia de Formação and EDUGEP Bonfim: Classrooms with computers, projector, tables and chairs.

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THE BOOST THAT MAKES THE DIFFERENCE

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