INPRO
INTERPROFESSIONALISM IN ACTION

"Escape the room" activity
Person-centred, interprofessional learning

	Content	A digital escape room asks learners to solve four quizzes in a row. These are about basics, assess, reason on and counsel a client concerning a health condition.
	Learning outcomes (The INPRO CF codes are explained online, the full INPRO CF file is here)	**From the INPRO Competency Framework:** IPC4.L0c Identifies personal, environmental, and health factors by using the ICF framework when conceptualizing and identifying solutions. IPMC3.L1a Collaborates with others across disciplines, roles, cultures and organisational hierarchies. MLC3.L0b Knows the role and value of ICF within the interprofessional environment.
	Person-centredness	Yes, working on a specific case
	ICF (WHO framework)	Yes, get to know holistic model, structure and codes
	Clinical reasoning	Yes, reason on the goal / relevant actions
	Learning principle	Exchange-based learning **-> terms explained in a guide for educators**
	Setting	Master degree / continuing education of professionals Online / blended
	Target groups	Students / Professionals (Intermediate experience)
	Number of participants	Flexible (ideally 4 to 6 per group)
	Involved professions	Health and social care, technical professions
	Duration, frequency	Game is played once for one hour. Should be embedded in a course (introduction, debriefing)
	Materials	A minimum of one device to access internet, connectivity Meeting room(s) or online meeting tool, breakout rooms
	Evaluation / Assessment	Fail / Pass via two online surveys, one intermediate, one final. Learners achieve keys which they need to proceed via H5p. Verbal feedback in the debriefing towards, by the educator.

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	Credits	St. Poelten University of Applied Sciences (St. Poelten UAS), as an assignment for the ICF facilitator course, inspired by WEscape, and EDUdig. Not related to Erasmus+ Escape4Health
	Details	https://sites.google.com/view/escape4health

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