

## Youth-Run Escape Club / Ungdomsdrevet Flugtklub

By Mike Sullivan

### Introduction:

Modeled after dozens of “escape games” in major cities around the world, this program challenges young people to design and develop their own version of the thrilling, interactive challenge.

### Description:

A well-made escape game is a fun and powerful combination of a puzzle, a movie set, and an obstacle course. A small team physically enters a certain room or scene and is playfully submerged in a fictional narrative, where they are briefed on the challenge at hand and given a time limit in which to solve the game and “escape” the room. Solving the challenge requires keen observations, quick actions, thoughtful teamwork, creative problem-solving, and logical reasoning. And it’s also a lot of fun!

But all of this playful learning lasts only as long as the game, which is usually an hour. This **Youth-Run Escape Club** program multiplies the education and entertainment value of the “escape game” model by enabling young people to engage in the *process* of the experience, and not only the product.

The games operate as popular commercial businesses with a variety of scenes, stories, and challenges available to customers. Many locations include rooms for families and children and some even feature rooms with live actors. Themes include titles like “The Laboratory” or “The Apartment” or “The Subway Car.” Over a number of weeks and months, students in the **Youth-Run Escape Club** work together to research, plan, and construct their own escape game experience(s), exercising their skills in engineering, storytelling, and creative collaboration – eventually opening it to customers from their own community. Here, students enjoy a rare real-world experience as they conceive, stage, market, and operate their own escape room(s).

### Logistics:

The details of the **Youth-Run Escape Club** depend greatly on the student community participating in the program, but since the process is driven by kids, it is up to the young people to determine their own constraints and capacities. With guidance, students will engage in developing their own research, timeline, supplies, budget, and tasks as they manage the project in their own playful way and with their own effective strategy. Students are welcome to rename their own club, and further iterations can involve wider locations.

### Additional links and Contact Information:

See examples of game sites in [Aarhus](#), [Copenhagen](#), [London](#), and [New York](#).  
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