



The Meat Shower Mystery!

Teaching Soft Skills &
Information Literacy
Through Immersive
Experiences



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She/Her; Amiot rhymes with cameo.
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Ravenclaw, chaotic good.



What are we
covering today?

- Defining key terms
- Looking at some professional escape rooms
- Video tour of the Meat Shower Mystery room
- Crafting your own experience which will test students' information literacy and soft skills
- Questions and (hopefully) answers

Definitions

legacy

(of furniture) piede *m*; (CULIN: of chicken) coscia; (of journey) tappa; **1st/2nd ~** (SPORT) partita di andata/ritorno
legacy ['legəsi] *n* eredità *f inv*
legal ['li:gl] *adj* legale; ~ **holiday** (US) *n* giorno festivo, festa nazionale; ~ **tender** *n* moneta legale

legend ['ledʒənd] *n* leggenda
legislation [ledʒɪs'teɪʃən] *n* legislazione *f*; **legislature** [ledʒɪs'lətʃə*] *n* corpo legislativo

legitimate [lɪ'tɪmət] *adj* legittimo(a)
leg [leɪ] *n* spazio per le gambe
leisure [leɪʒə*] *n* agio, tempo libero; **at ~** con comodo; **centre** *n* centro di ricreazione; ~ **ly** *adj* tranquillo(a); fatto(a) con comodo or senza fretta

lemon ['lemən] *n* limone *m*; ~ade
[-'neɪd] *n* limonata; ~ **tea** *n* tè *m inv* al limone

lend [lend] (pt, pp **lent**) vt: **to ~ sth** (to sb) prestare qc (a qn); ~ing

library *n* biblioteca che consente prestiti di libri
length [lenθ] *n* lunghezza; (distance) distanza; (section: of road, pipe etc) pezzo, tratto; (of time) periodo; **at ~** (at last) finalmente, alla fine; (length) *vi* allungarsi; ~ **en** vt allungare

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che mai; ~ **than half** meno della metà; ~ **and ~** sempre meno; ~ **he works** ... meno lavoro
lessen ['lesn] vt diminuire, ridurre
lesser ['lesə*] *adj* minore
lessen ['lesn] vt diminuire, ridurre
let [let] (pt, pp **let**) vt lasciare; (BRIT: lease) dare in affitto; **to ~ sb sth** lasciar fare qc a qn, lasciare che qn faccia qc; **to ~ sb know sth** far sapere qc a qn; ~ **s go** andiamo; ~ **him come** lo lasci venire; "to ~" "affittarsi"; ~ **down** vt (lower) abbassare; (dress) allungare; (hair) sciogliere; (tyre) sgonfiare; (disappoint) deludere; ~ **go** vt, vi mollare; ~ **in** vt lasciare entrare; (visitor etc) far entrare; ~ **off** vt (allow to go) lasciare andare; (firework etc) far partire; ~ **on** (inf) vi dire; ~ **out** vt lasciare uscire; (screen) emettere; ~ **up** vi diminuire
lethal ['li:θl] *adj* letale
lethargic [le'thɜ:ɡɪk] *adj* letargo
letter ['letə]

lever

levy

(on or with) forza
ascendente *m* (su)
levy ['levi] *n* tassa, imposte
lewd [lu:d] *adj* osceno
liability [laɪə'bɪləti] *n* (handicap) peso, debiti *mpl*; (on balance) *adj* (su) soggetto(a) a; passibile
~ (for) responsabile
liable ['laɪəbl] *adj* (su) soggetto(a) a; passibile
do propenso(a) a fare
liaise [li:'eɪz] vt: **to ~** (for) mantenere i contatti (con)
liaison [li:'eɪzən] *n* relazione, collegamento
liar ['laɪə*] *n* bugiardo/a
libel ['laɪbl] *n* libello, diffamazione
~ vt diffamare
liberal ['lɪbərl] *adj* liberale
to be ~ with distribuire
liberation [lɪbə'reɪʃən] *n* liberazione

Escape Room, defined:

“Escape rooms are adventure games that task participants with solving a series of puzzles and riddles in a set time limit, all while trapped in a room.”





Immersive Experience, as defined by Charlie Amiot:

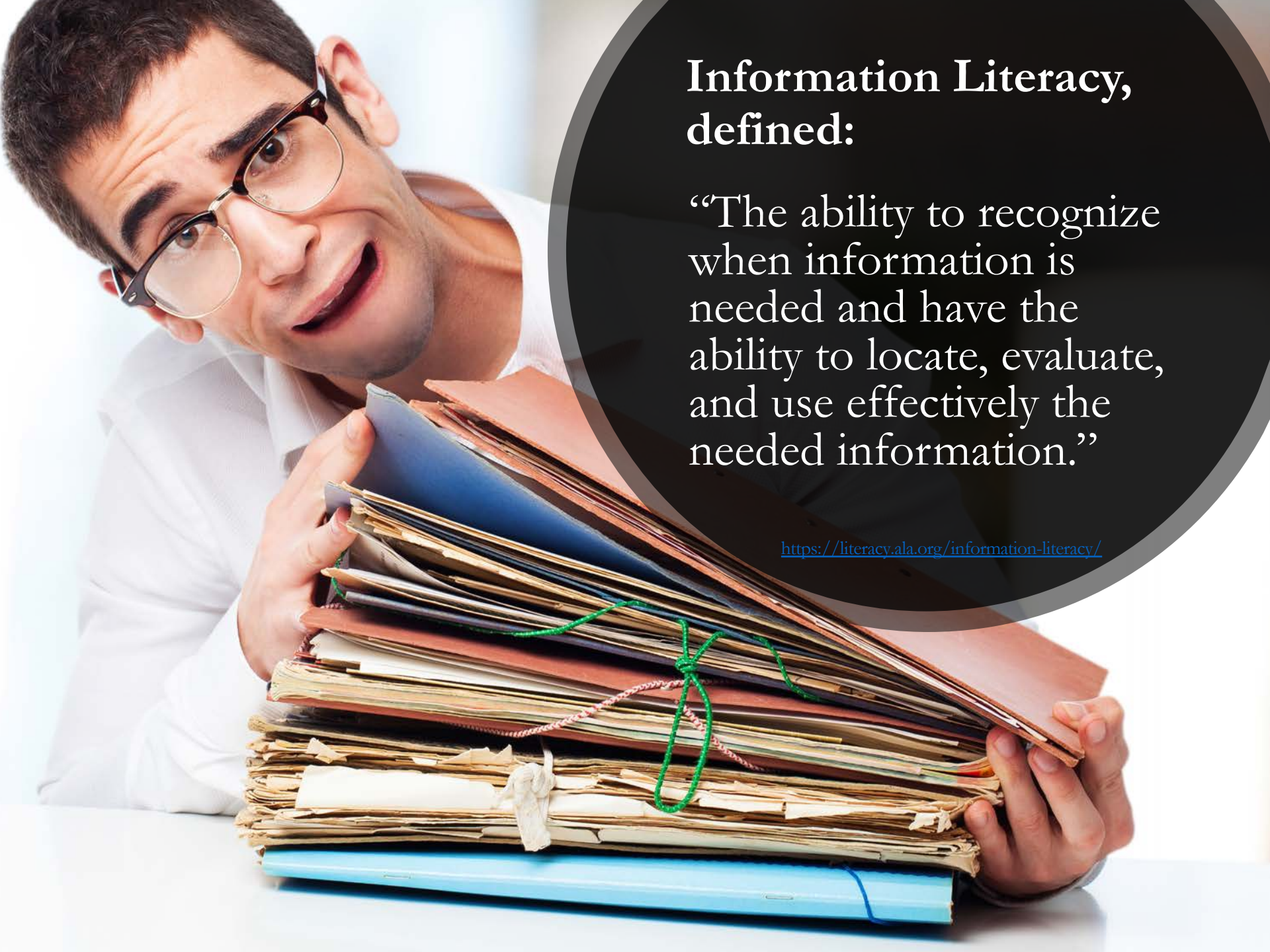
“Immersive experience” is a broader term into which escape rooms fit. Participants are immersed into a non-reality experience where disbelief is to be suspended for the duration of the experience. Outcomes and goals differ, depending on the experience.

Examples of immersive experiences include: escape rooms, renaissance fairs, live action role-playing (LARPing), and virtual reality games.

Soft Skills, as defined by Wikipedia:

Soft skills are a combination of **people skills, social skills, communication skills**, character or personality traits, **attitudes**, career attributes, social intelligence and emotional intelligence quotients, among others, that **enable people to navigate their environment, work well with others, perform well, and achieve their goals with complementing hard skills.**



A man with dark hair and glasses, wearing a white shirt, is looking directly at the camera with a stressed expression. He is holding a very large, thick stack of papers and folders. The stack is tied with green and red string. The background is a plain, light-colored wall.

Information Literacy, defined:

“The ability to recognize when information is needed and have the ability to locate, evaluate, and use effectively the needed information.”

<https://literacy.ala.org/information-literacy/>



What does a professional
immersive experience look like?

ROYAL ESCAPE ROOM: THE OBSERVATORIUM



Royal Caribbean; <https://www.royalcaribbean.com/cruise-activities/escape-room-the-observatorium>



Royal Escape Room: Escape the Rubicon

Royal Caribbean;
<https://www.royalcaribbean.com/cruise-activities/escape-the-rubicon>



Nefertari's Tomb; New Mexico Escape Room



The Family Jewel

New Mexico Escape Room

<https://nmescaperoom.com/scenarios/the-family-jewel/>

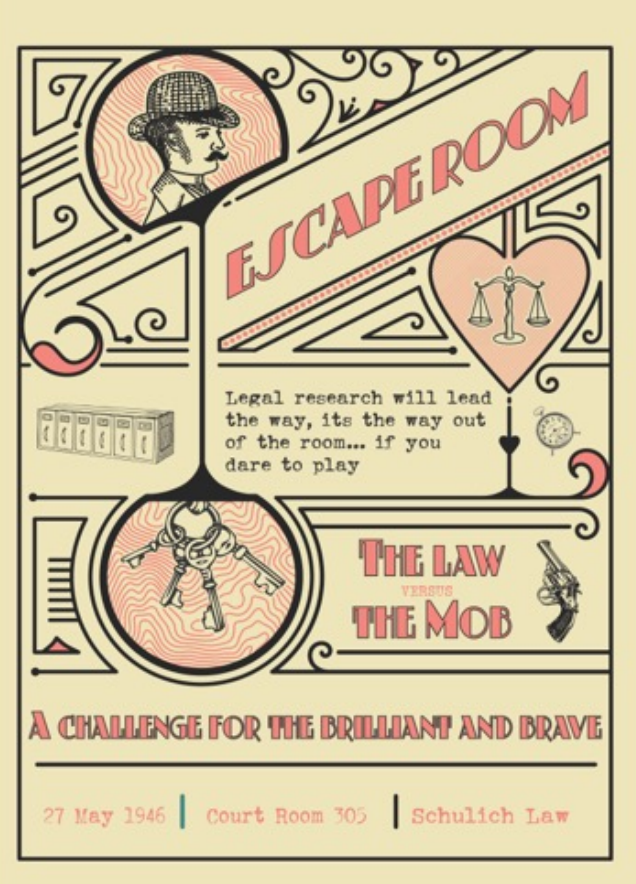


What does an immersive experience designed by a law library look like?



Schulich School of Law at Dalhousie University, Sir James Dunn Law Library

<https://blogs.dal.ca/libraries/2019/05/defeating-the-mob-in-the-law-library-halifax-1946-gamifying-research-skills-testing-at-the-dalhousie-libraries/>



Schulich School of Law at Dalhousie University,
Sir James Dunn Law Library



New York Law Institute,
“The Search for
Alexander Hamilton and
the Missing Librarian”

- ISBN: 9780838917671
- alastore.ala.org



The Meat Shower Mystery

Immersive Experience

at University of Kentucky, College of Law

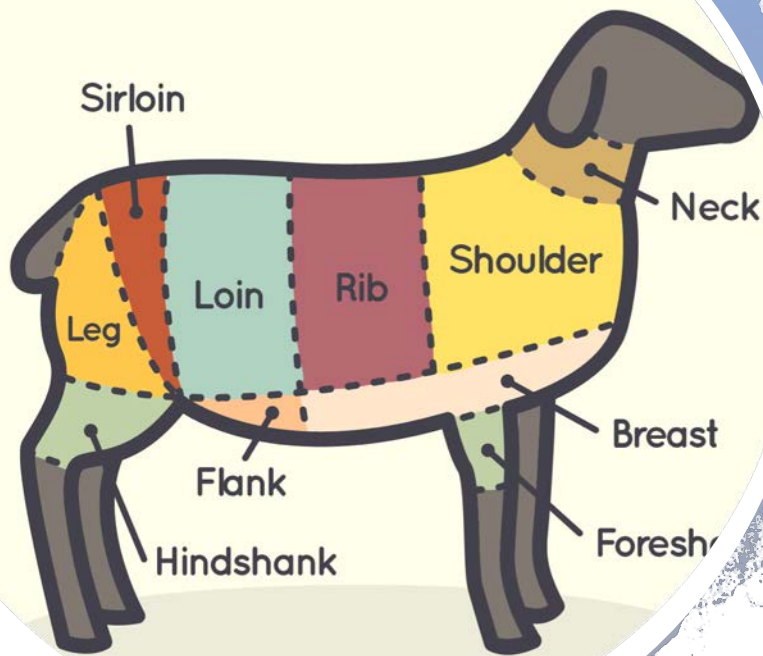
Kentucky Meat Shower, story origin:



- March 3, 1876
- Bath County
- Sunny skies



The leading theory?



Was it
mutton?
Or something
else entirely?

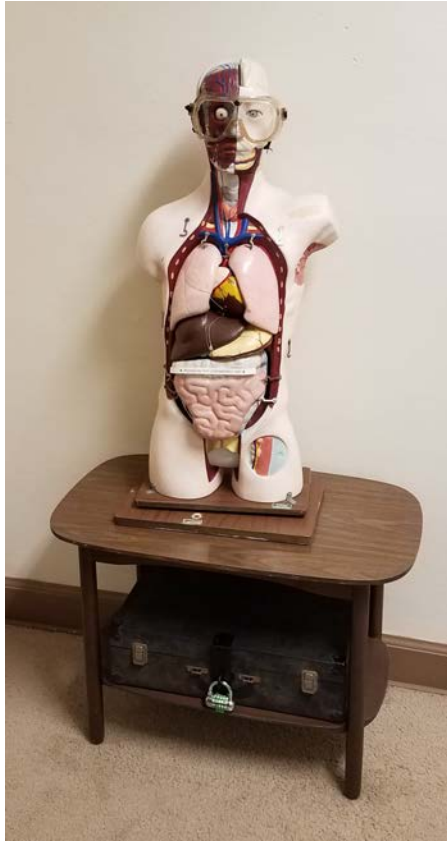


The Lab Table

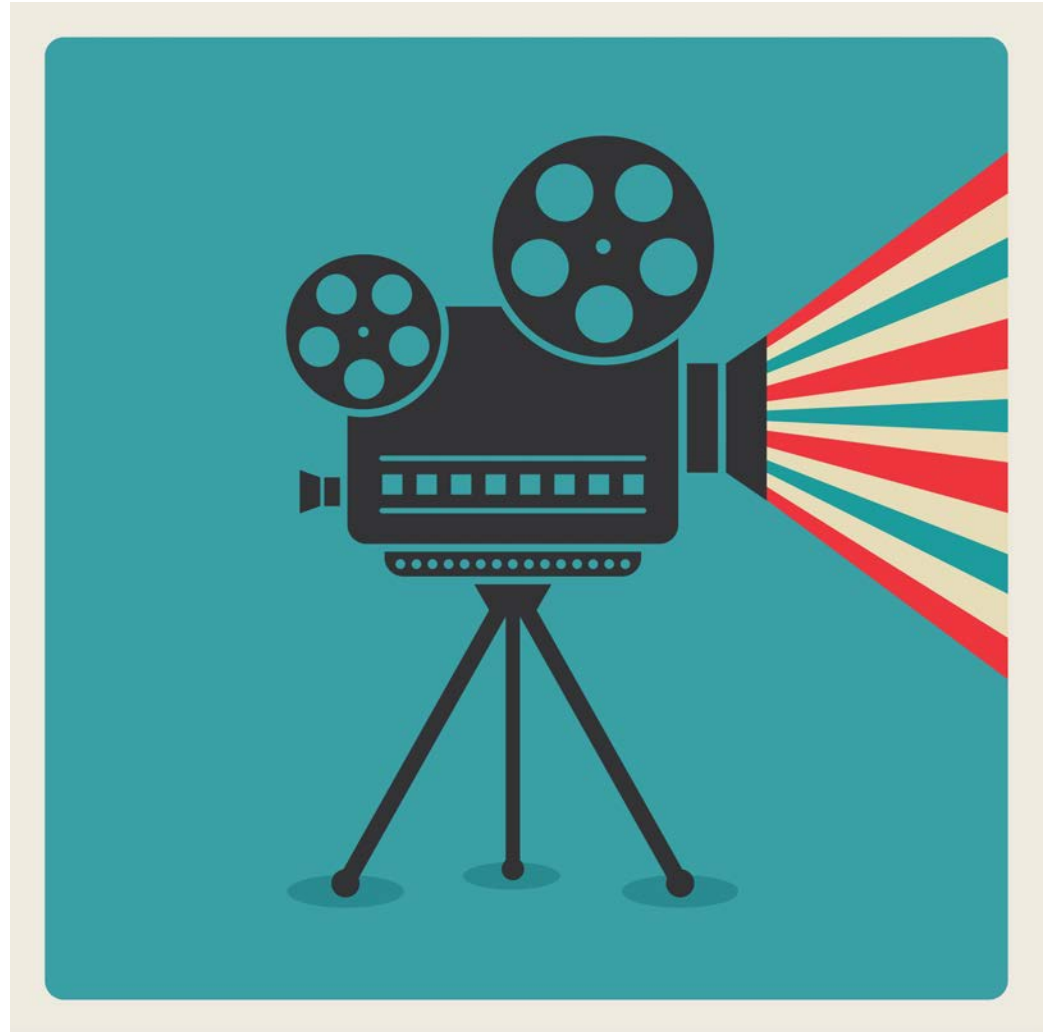
Dr. Viande's Desk area



Fred's Corner

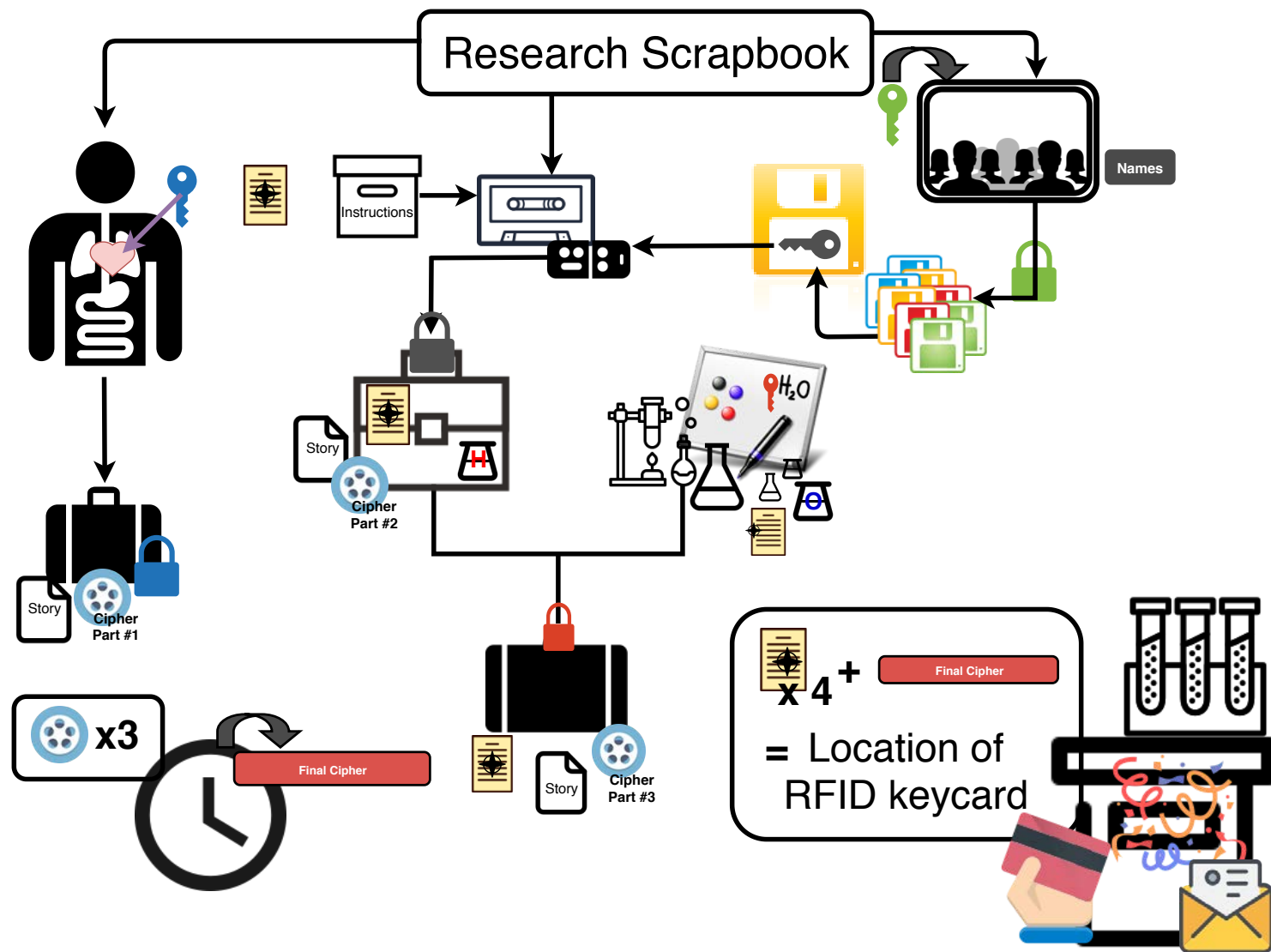


Meat Shower Mystery Video Tour





**THANKS
FOR
WATCHING**



DO IT YOURSELF



Crafting your own experience

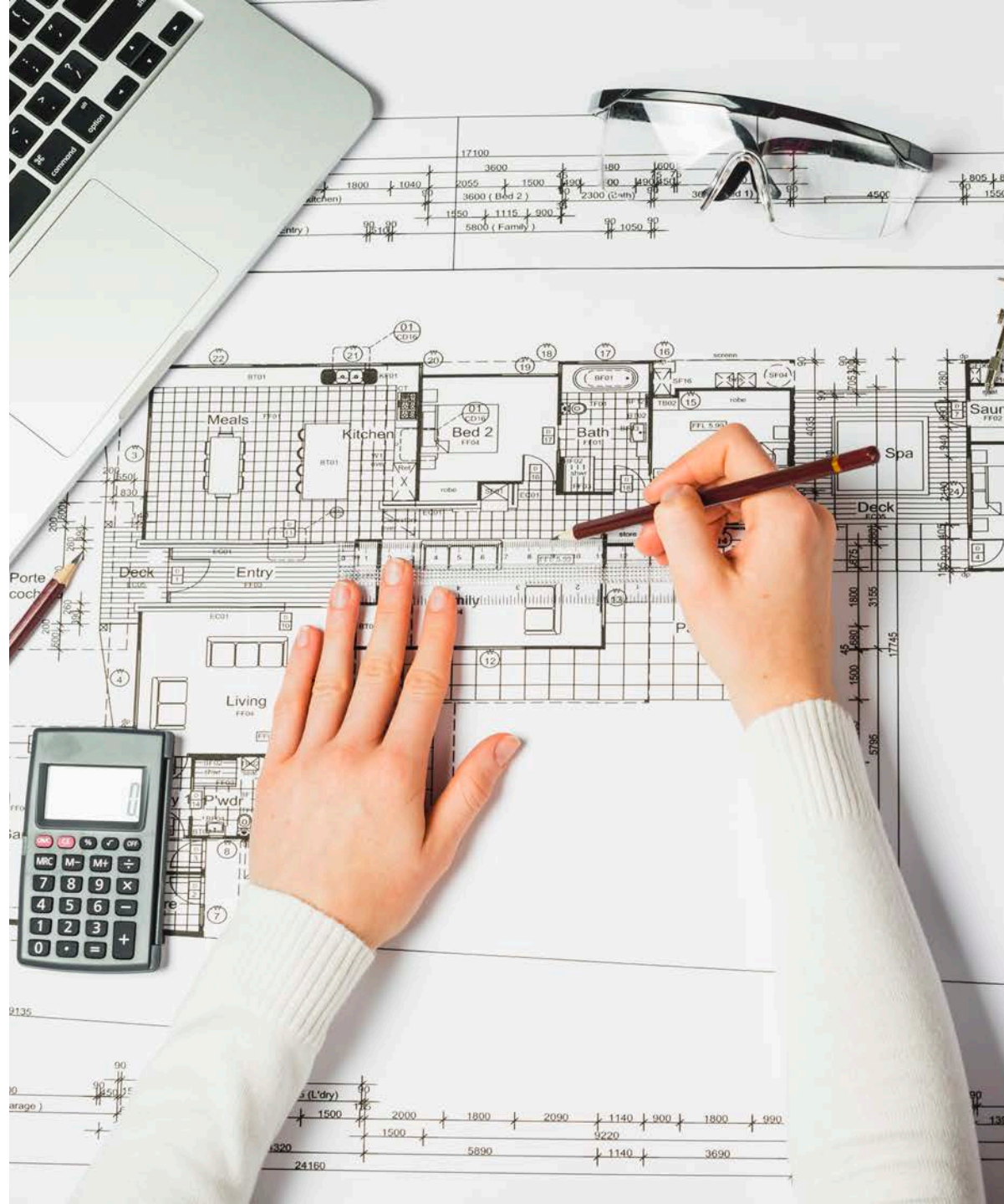


STEP 1: Assess **your** capabilities:

- Space?
- Audience?
- Budget?
- Objectives?
- Time?
- Assessment?

Space

- Where are you going to host your own IE?
- Portable?
- Temporary?
- Permanent?
- Size?

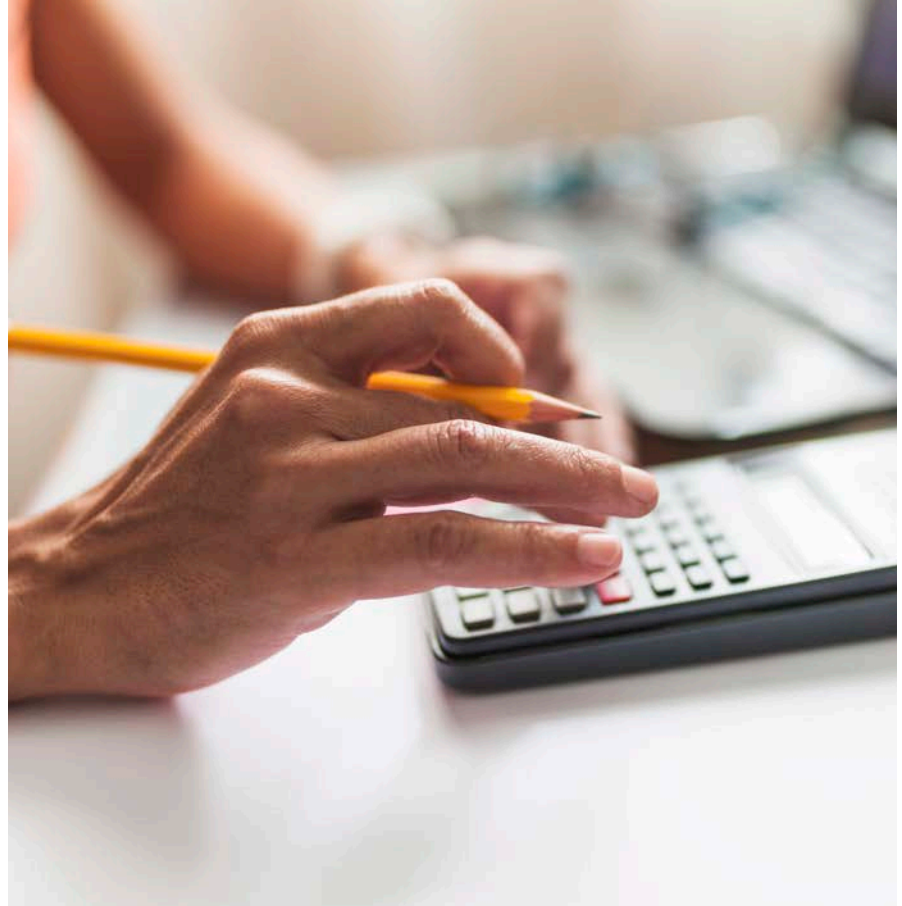


- Who makes up your primary audience?
- What is their skill level?
- What do you want from them?

Audience

Budget

- Do you have one at all?
- How can you spend your funds?
- Grants?
- Access to campus surplus?
- Ask for item donations?



Objectives

- What are you trying to accomplish or teach with your IE?
- Soft skills?
- Information literacy?
- Print legal research?
- GovDocs
Discovery/Use
- Tailored to a class?
- Just for fun/goodwill?



Time

- How much can you devote to design?
- Running the room, which includes maintenance?
- How long do you want players to play?
- How long will it take to reset the experience?



Assessment

- How will you measure success for your IE?
- Participant success?
- Long-term success?



Other considerations include:

- Are you able to monitor all games?
- Do you need disclosures from participants, or IBR approval?
- Do you truly have the resources to take this on?
 - This includes a workforce available to not only create the room, but also run it.

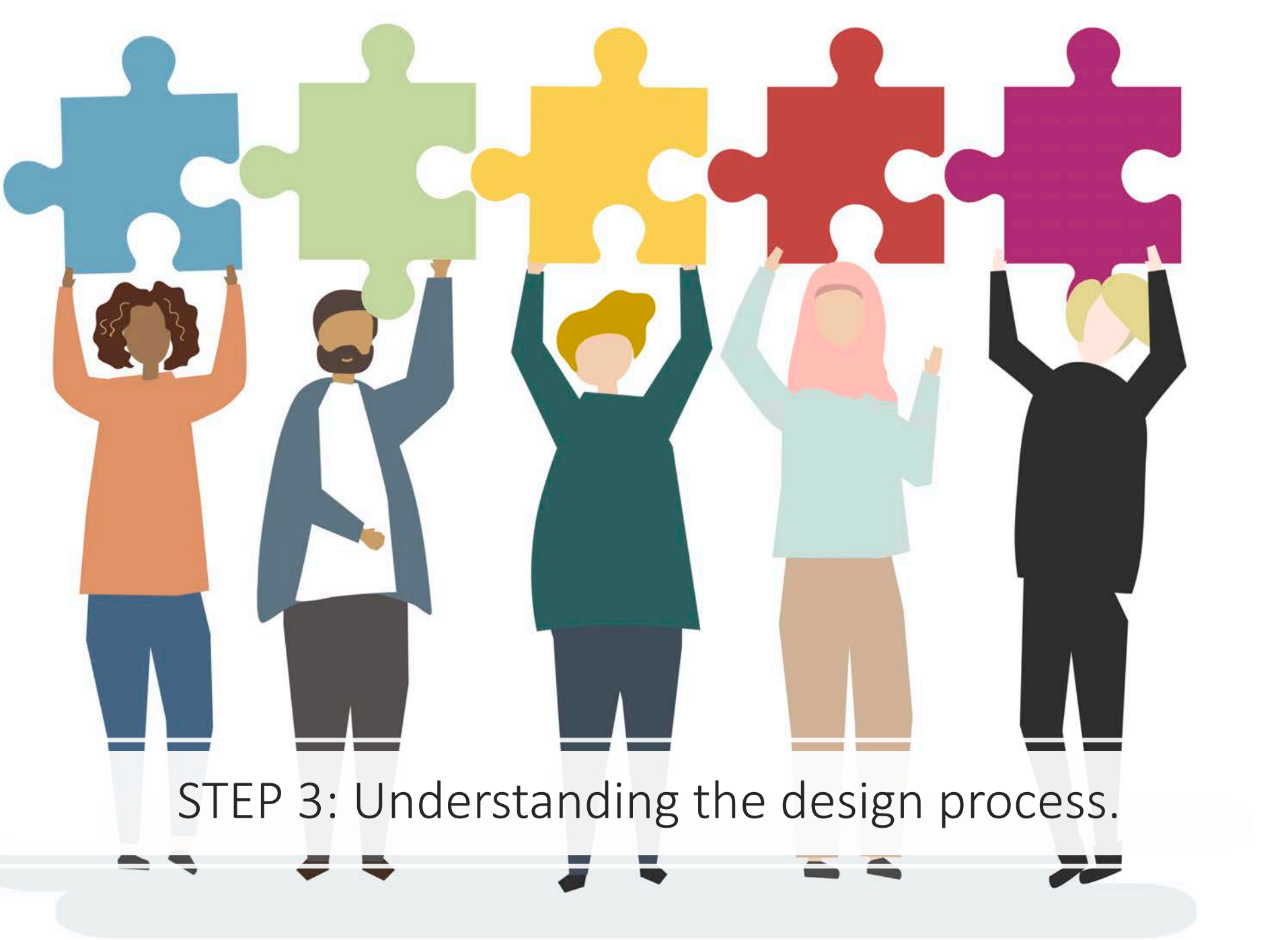




STEP 2: Select a theme

CREATIVITY





STEP 3: Understanding the design process.

An illustration of four stylized figures interacting with books. On the left, a person stands holding a tall stack of books. In the center, a person sits on the floor reading a large open book. Behind them, another person stands holding a large open book. On the right, a person stands holding a large open book. The background is a solid dark grey.

Escape Rooms

by Jim Cain and Adam Clare

Required Reading:

If you do not have time for this 15-page paper, you don't have time for your own immersive experience!

[http://www.teamworkandteamplay.com/
resources/resource-escaperooms.pdf](http://www.teamworkandteamplay.com/resources/resource-escaperooms.pdf)

Escape Room, defined by a creator of escape rooms:

- “[A] game played by a team of people where they have to ‘escape’ from a room filled with challenges within a given time limit. In order to win (‘escape’), the players must solve the challenges contained within the room. **At the outset of the game, the challenges may be made inaccessible and must be found by completing puzzles.**”





The Puzzle Loop:

1. A **challenge** to overcome.
2. A **solution** (may be concealed).
3. A **reward** for overcoming the challenge.

AN EXAMPLE ESCAPE ROOM PUZZLE

Challenge



A locked box requiring a three digit combination.

Solution

Room has one sun, two moons and four stars. These symbols are on the box, giving us the solution 124.



Reward



Once the box is open the reward is inside. This could be a clue, another puzzle, etc.

Puzzle loop, illustrated.

1. A **challenge** to overcome.
2. A **solution** (may be concealed).
3. A **reward** for overcoming the challenge.

Things to keep in mind before designing and picking puzzles:

- Does your puzzle relate to your theme? Should it?
- Are your clues rational or do they make giant leaps in logic?
- **Can the puzzle be solved using only the information within the room?***
- Can it be accessed by your participants?

Mental or physical?



THE META PUZZLE

The META PUZZLE is solved by combining the pieces and clues gathered from the solution of two or more previous puzzles.

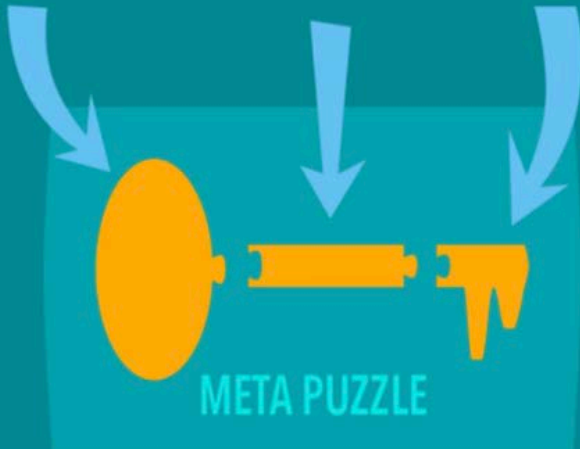
PUZZLE #1



PUZZLE #2



PUZZLE #3



Meta Puzzle

- Fairly popular
- Tricky if a piece can be discovered early that gives up a clue too soon.

Puzzle Path Design

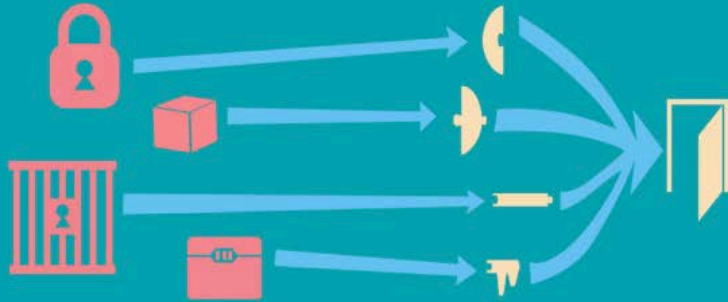
LINEAR PATH

Puzzles are done in sequence. Solving one puzzle will give an object or clue to allow the next puzzle to be solved and so on.



OPEN PATH

Puzzles can be done in any sequence. However, the final puzzle to escape the room is normally a Meta puzzle.



MULTI-LINEAR

Combining both Linear and Open Path, multiple linear paths can be worked on at the same time, or require previous paths to be complete.

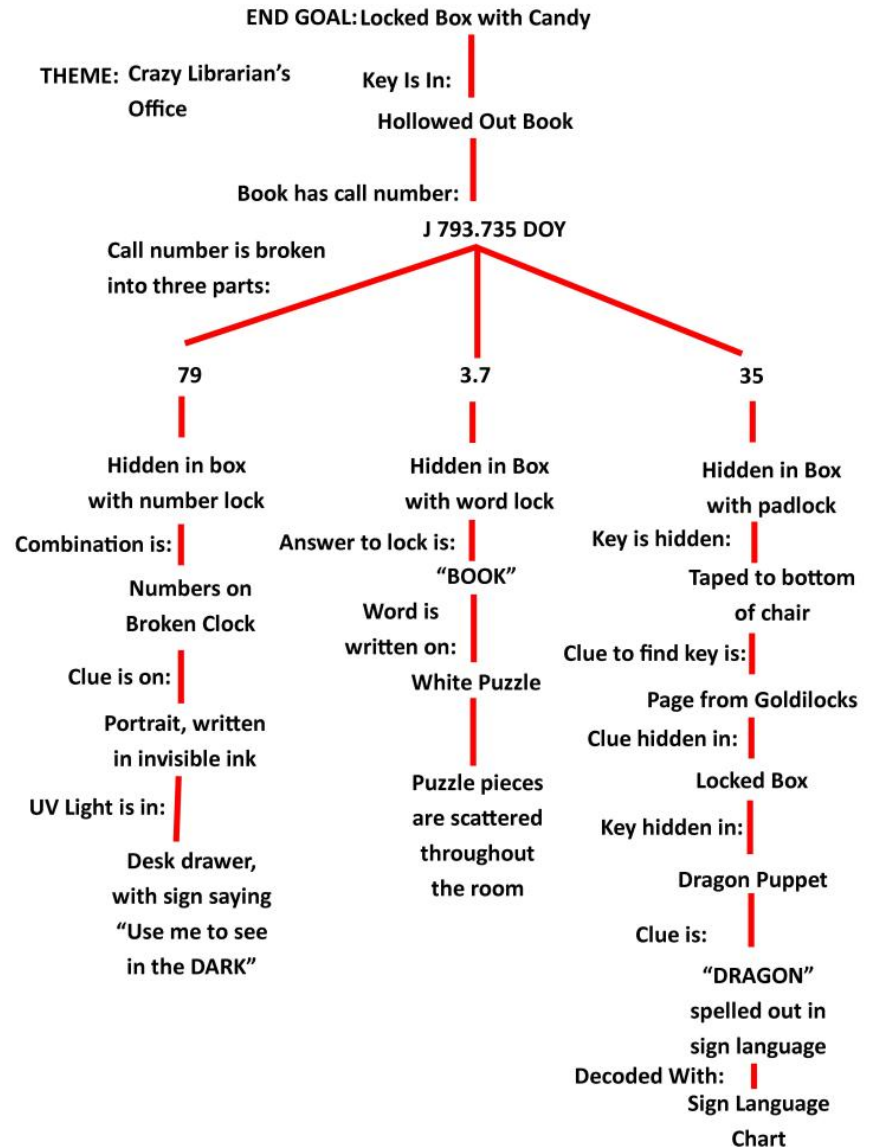


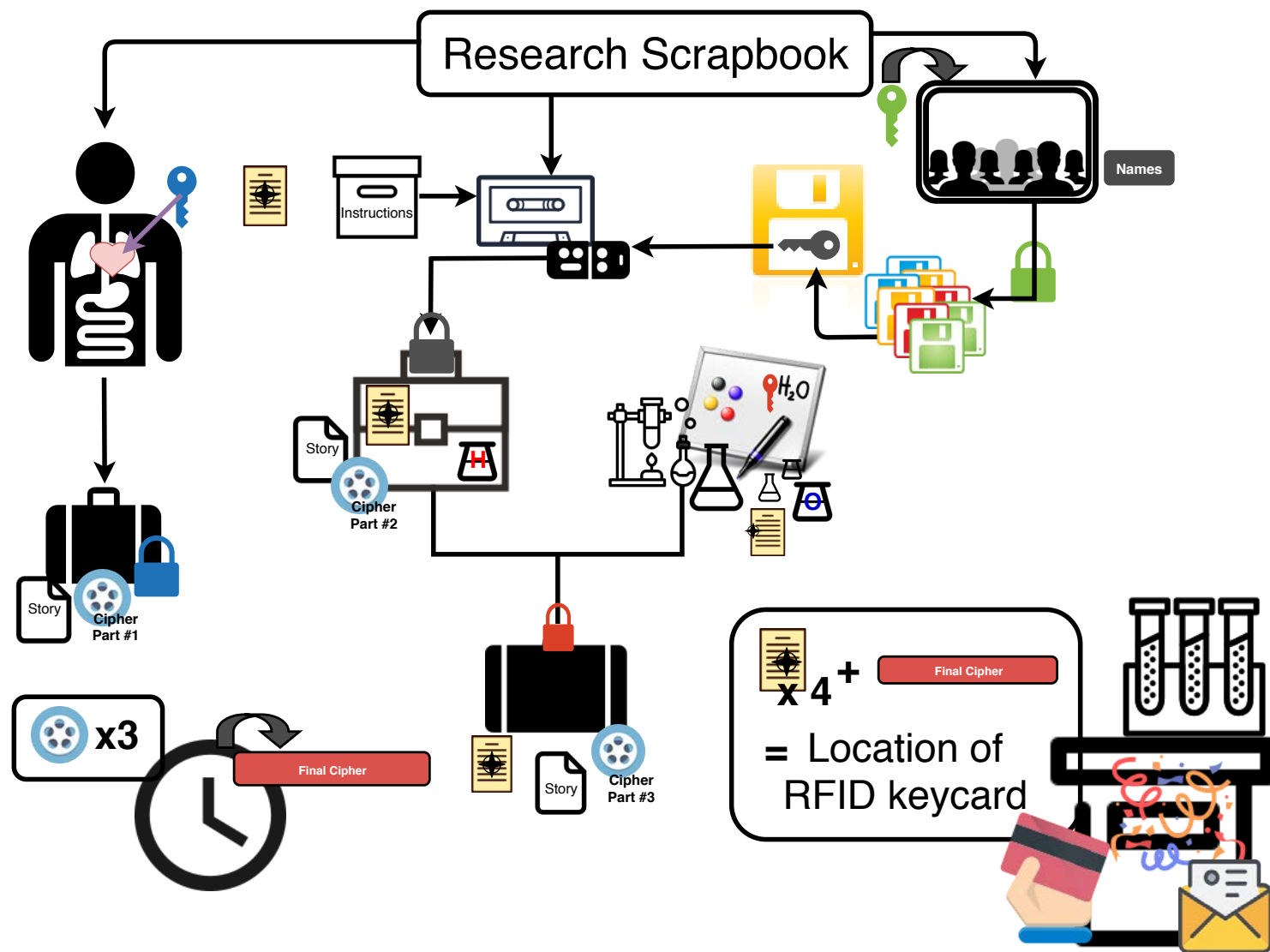
Deciding on Puzzle Paths

Decide what combination is best for you as a designer, and for your participants.

Tween Programming — Escape Room in the Library by The Lego Librarian

<https://legolibrarian.com/2017/06/14/tween-programming-escape-room-in-the-library/>







STEP 4: Source and assemble

Start with
what you
have!





<https://www.breakoutedu.com/locktips>

Add some locks!



Don't forget spare keys!

Breakout EDU

Single kit,
\$150.00.

- <https://store.breakoutedu.com/products/breakout-edu-kit-platform-access>



Includes 12 months of
Breakout EDU Platform Access

Our cost: Under \$100.00

Grand Total: \$66.68

▼ Transactions

Arriving Apr 11 - Apr 12



National Hardware N206-953 VKA827 Keyed Hasp Lock in Chrome
Sold by: Valkpoint LLC

\$6.68

Condition: New

Add gift option

Buy it again



National Hardware N103-291 V34 Double Hinge Safety Hasp in Zinc plated

Sold by: Amazon.com Services, Inc

\$5.98

Condition: New

Add gift option

Buy it again



Alise M599-B Padlock Hasp Door Clasp Hasp Latch Lock, SUS 304 Stainless Steel Matte Black

Sold by: Alisen Home | Product question? Ask Seller

\$9.99

Condition: New

Add gift option

Track package

Change Payment Method

Change shipping speed

Cancel items

Archive order

Shipping preference

Group my items into as few shipments as possible



VOGRYE Professional Lab Coat for Women Men Long Sleeve, White, Unisex. (M, White2)

Sold by: VOGRYE

\$12.99

Condition: New

Add gift option

Buy it again



Hot Glue Gun, TopElek Upgraded 15W/25W Dual Temp Mini Glue Gun with 30pcs Glue Sticks, High Temp Melt Glue Gun, Anti-hot Cover for DIY School Craft Projects, Home Quick Repairs, Festival Decoration

Sold by: Heypa US

\$9.99

Condition: New

Add gift option

Buy it again



Hicarer 10000 Pieces Vase Filler Beads Gems Water Gel Beads Growing Crystal Pearls Wedding Centerpiece Decoration (Clear)

Sold by: Gopera | Product question? Ask Seller

\$5.99

Condition: New

Add gift option

Buy it again



Homello RFID Electronic Cabinet Lock Hidden DIY for Wooden Drawer Cabinet Locker, Easy to Use & Programmable

Sold by: Homello Max | Product question? Ask Seller

\$14.70

Condition: New

Add gift option

Buy it again



- Information Literacy?
- Soft Skills?
- Legal Research skills?
- Citation skills?
- General library skills?

Puzzle Types:
What skills are you focusing on?

Suggestions include:

- Hiding documents inside items;
- Clear objects in water;
- Counting items observed;
- Clues hidden in trash can or non-obvious location;
- Clues in pockets;
- Clue on bottom of an item not typically moved;
- Combination taken from date on a coin;
- Digital clues;
- Ciphers and riddles.



Difficulty Level

How much suffering do
you want to inflict on
your participants?

Clues and success rate?



What about
red herrings
and other
forms of
misdirection?





STEP 5: Test, test, test!



STEP 5.01-5.99: Fix what they break.

A stage with red curtains on the left and right. A spotlight shines from the top left onto the center of the stage floor. A large, dark, semi-transparent circle is overlaid on the right side of the image.

STEP SIX: Go live!



Questions? Thoughts?