

Instruction

Create escape rooms in Book Creator

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Introduction to Book Creator

Book Creator (BC) is an intuitive tool for creating digital books, developed especially for the education sector. It enables teachers to create interactive and multimedia e-books that enrich teaching and make learning more appealing for students. By combining text, images, videos, audio and interactive elements, you can create individual teaching materials or encourage students to design their own books.

1. Getting Started: Creating an account and a library

Account creation:

1. **Open the website:** Go to Book Creator (<https://bookcreator.com/>).
2. **Register:** Click on 'Register' and select 'Teacher'.
3. **Enter your login details:** You can register with your email address or an existing Google or Microsoft account.

Create library:

1. **Create library:** After logging in, you will see the option 'Create new library'. Click on it.
2. **Name the library:** Give your library a meaningful name, e.g. 'Introduction to Business Administration'.
3. **Customise settings:** You can access the library settings via the cogwheel symbol.
 - Online publication: Activate this option to make the library available online.
 - Password protection: Set a password if you want to restrict access.
 - Student settings: Decide whether students should be able to edit books or add comments.

Please note: The free version allows you to create a library of up to 40 books. The premium version allows an unlimited number of libraries and additional features.

2. Create a new book

1. **Select library:** Ensure you are in the desired library.
2. **Create a new book:** Click on "+ New book".
3. **Select format:**
 - **Portrait, landscape, or square format.**
 - **Tip:** If several people work on a project, select the same format to avoid compatibility problems.
 - **Use templates:** You can also choose from various templates that already contain design elements.

3. Page design and administration

Create a cover sheet:

- The first page is the cover page of your book by default.
- **Note:** The cover sheet cannot be moved, so you should design it carefully from the outset.

Add pages:

- Click on the "Next" arrow or the "+" symbol to add new pages.
- **Page overview:** You can call up an overview of all pages via the page symbol.
 - **Move pages:** Press and hold a page and drag it to the desired position.

Page design:

- **Customise backgrounds:** Choose from predefined patterns and colors or add your own images as backgrounds.
- **Page numbering:** Activate page numbering for better orientation.

4. Add and edit elements

Click on the "+" symbol to add various elements to your page.

4.1 Text fields

- **Add text:** Select "Text" and start writing.
- **Formatting:** Select the text and use the formatting bar.
 - Font, font size, font color
 - Bold, italic, underlined
 - Alignment: Left, centered, right
- **Positioning:** Drag the text field to the desired position.

4.2 Pictures and photos

- **Insert picture:** Select "Media" > "Photos".
 - **Options:**
 - Upload from the media library
 - Record directly via the camera
 - Import from the Internet
- **Editing:**
 - Adjust size by dragging the corners
 - Rotate by tapping and dragging the rotation point
 - **Add alt text:** This is for accessibility and cases where the image does not load.

4.3 Videos

- **Insert video:** Select "Media" > "Camera" > "Record video" or "Upload video".
- **Embedding:** Videos are embedded directly into the page and can be played from there.

4.4 Forms and Graphics

- **Add shapes:** Select "+" > "Shapes".
 - Selection of basic shapes, arrows, speech bubbles, eg.
 - **Free version:** 24 molds available
 - **Premium version:** access to over 2 million molds
- **Customisation:**
 - Colour, size, position
 - Add text within the mold

4.5 Hyperlinks

- **Set hyperlink:** Select text or click on an object (image, shape).
 - Select the "Link" symbol and insert the URL.
- **Utilisation:**
 - Links to external websites
 - Internal links to other pages or books
 - **Note:** In the free version, hyperlinks are restricted to shapes.

4.6 Audio and voice recordings

- **Record audio:** Click on "Media" > "Record".
 - Start the recording via the microphone on your device.
- **Options:**
 - **Autoplay:** Audio starts automatically when the page is opened.
 - **Manual start:** The user clicks on the loudspeaker symbol.
- **Transcription:** A transcript of the audio can be stored for accessibility.

4.7 Drawing and freehand tools

- **Pen function:** Click on "Media" > "Draw".
 - Various pens and brushes available
 - Customisable colors and line widths
- **Auto-drawing:** BC recognizes simple drawings and converts them into clean graphics.
- **Application:** Ideal for annotations or creative elements.

4.8 Embedding files and apps

- **Embed files:** You can embed PDFs or other documents via "Media" > "Files".
- **Integrate apps:** BC co-operates with various external services.
 - **Examples:**
 - **Google Maps:** Integrate maps directly
 - **3D models:** Add interactive objects

***Note:** Some apps and functions are only available in the Premium version.*

5. Save, name and publish the book

Saving and naming:

- Click on "My books".
- Select the desired book and click on the "i" symbol (information).
- **Title and author:** Give the book a meaningful title and enter the author.

Publish:

- **Publish online:** Select "Share" > "Publish online".
- **Settings:**
 - **Visibility:** Public or only for people with the link
 - **Password protection:** Optionally set a password
- **Copy the link:** Share the generated link with your students, pupils or colleagues.

6. Differences between the free and premium versions

Table 1 - Differences between the free and premium versions

Function	Free version	Premium version
Number of libraries	1	Unlimited
Number of books per library	40	Unlimited
Molds and graphics	24	Over 2 million
Collaboration with co-teachers	Restricted	Complete
Integration of external apps	Restricted	Complete
Password-protected libraries	Yes	Yes
Student comments	No	Yes

Note: The premium version offers extended functions particularly useful for collaborative projects and extensive multimedia content.

7. Creation of escape rooms with Book Creator

Escape rooms are interactive games in which participants have to solve puzzles to progress. They can be used in an educational context to teach learning content in a fun way.

7.1 Concept and Planning

- **Objective:** Define the learning objectives to be achieved through the escape room.
- **Develop a storyline:** A captivating story increases the motivation of students and pupils.
- **Design puzzles:** Adapt the puzzles to the lesson content.
- **Plan the structure:** Determine how the participants should navigate through the escape room.

7.2 Using the existing templates

7.2.1 Template to accompany the course "Management and Leadership"

Description:

- **Topic:** Development of a recommendation for action for a company.
- **Structure:** Several days in the company, each day is a separate book.
- **Mechanics:**
 - At the end of each day, the players answer questions.
 - Correctly answer questions and release the password for the next day.
 - Additional puzzles protect clues.

Access: Management and Leadership Escape Room

(<https://read.bookcreator.com/4w5t8bQTFbgioob66YiTbD6o8DZ2/JEgEcFObS8ODopsJ0BIklw>)

Customization:

1. **Import libraries:** Load the template into your library.
2. **Edit content:** Customise text, audio and images to suit your needs.
3. **Customise puzzles:** Create your puzzles, e.g. with [Lumi](#).
4. **Change passwords:** Update the passwords for the password-protected libraries.

7.2.2 Template for "Ancient History"

Description:

- **Theme:** Classic escape room with various puzzles.
- **Structure:** All content in a single book.
- **Mechanics:**
 - Puzzles are accessible via links and embedded files.
 - Passwords are required to unlock certain content.

Access: Ancient History Escape Room

<https://read.bookcreator.com/JOIVCIZLXiZsWwTfFBfVmYcyP3j1/PG6KDuKgSHWvujHSpUAQnw/4kYs3jiCSnCefeljA5A4gQ>

Customization:

1. **Import book:** Add the book to your library.
2. **Edit content:** Change the story and customize the puzzles.
3. **Update external links:** Customize the embedded links to puzzles.

7.3 Create your own escape rooms

7.3.1 Password-protected libraries

- **Application:** To protect areas that are only accessible after solving puzzles.

Furnishings:

1. **Create a library:** Go to "Create new library".
2. **Activate online publication:** In the library settings.
3. **Set password:** Select "Only people with the link and password" and set a password.
4. **Share link:** Use the link as a reward for solving puzzles.

7.3.2 Hidden hyperlinks and interactive elements

- **Invisible buttons:** Place transparent shapes over images.
 - **Creation:**
 - Insert a shape and set the fill color to transparent.
 - Place a hyperlink on the shape.
- **Customised shapes from PowerPoint:**
 - Create complex shapes in PowerPoint.
 - **Procedure:**
 1. Take a screenshot of the desired area.
 2. Place a shape over it in PowerPoint.
 3. Adjust the shape and set the fill color to transparent.
 4. Export the shape as an image and insert it into BC.
 5. Add hyperlink.

7.3.3 Integration of external puzzles with Lumi

- **Use Lumi:** Lumi is a tool for creating interactive content.
- **Application:**
 - Create puzzles that return a code or password as a result.
 - Embed the puzzles in BC via hyperlinks.
 - Use the results of the puzzles to control access to further content.

8. Best practices and tips for teachers

- **Give clear instructions:** Ensure pupils or students know what is expected of them.
- **Test your escape room:** go through all the steps yourself to avoid mistakes.
- **Differentiation:** Adapt the difficulty level of the puzzles to the abilities of your participants.
- **Obtain feedback:** Ask for feedback to improve future projects.
- **Promote collaboration:** Use the co-teacher function in the premium version for collaborative projects.