

ALICE HEPscape

An ALICE themed escape room

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JYVÄSKYLÄN YLIOPISTO
UNIVERSITY OF JYVÄSKYLÄ



What is HEPscape?

- A High Energy Physics themed escape room
- Started by researchers at the National Institute of Nuclear Physics (INFN) in Rome
- Founders: Pia Stone, Francesca Cavallari, Chiara Rovelli and Livia Soffi
- A success in Italy where it has been held at various science shows since 2021.
- <https://web.infn.it/hepscape/en/>

Please visit for more info!



What is an escape room game?

- A real-life, interactive puzzle game where participants **work together to solve challenges and riddles** within a themed room to “escape” or complete a mission within a set time limit.
- Connections to our field:
 - Encounter the unknown.
 - Employ analytical and problem solving skills.
 - Employ observation and deduction skills to reveal hidden truths.
 - Require effective team work.



What is ALICE HEPscape?

- An ALICE themed escape room based on the original HEPscape.
- From flyers at ICHEP 2022 to Skype calls with **Livia**.
- 4 people from JYU to rewrite the story to fit our ALICE themed vision:
Anna Önnerstad, Laura Huhta, Heidi Rytönen and Oskari Saarimäki
- More like a traditional escape room, less guided and more freedom for participants.

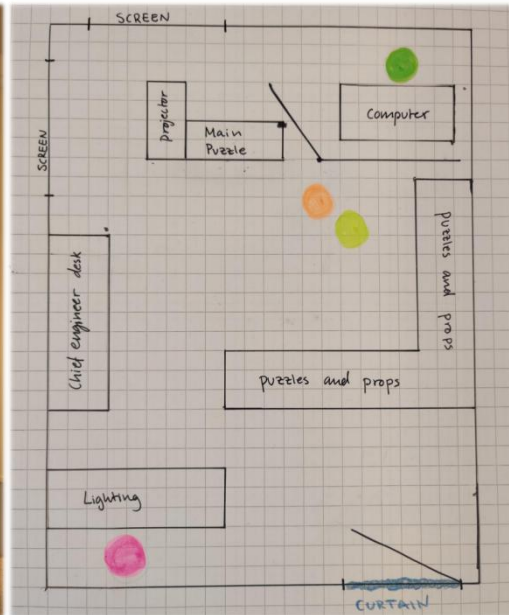


The ALICE HEPscape - The room

- A classroom at JYU physics department
- ~3h to set up the room
- Budget: ~300€ (~200€ only for prints...)
 - A one-time payment, everything is reusable
- 2 projectors used for multimedia
- 4 people inside the room: 2 guides, 1 multimedia, 1 lights
- 8-20 participants per game, age range: 13+



22 old helmets were sent by Despina from CERN all the way to JYU!



The Games



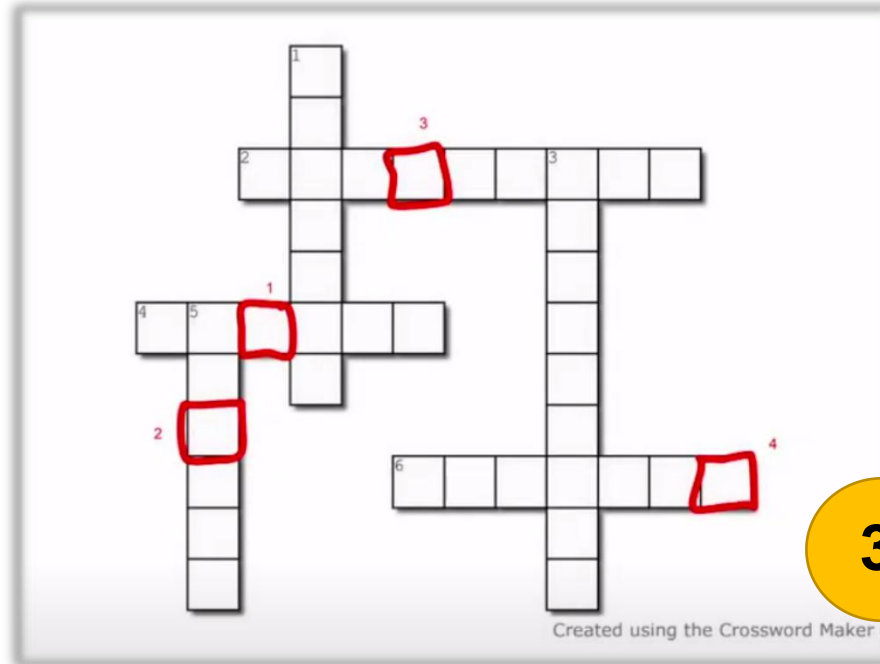
1.



2.



4.



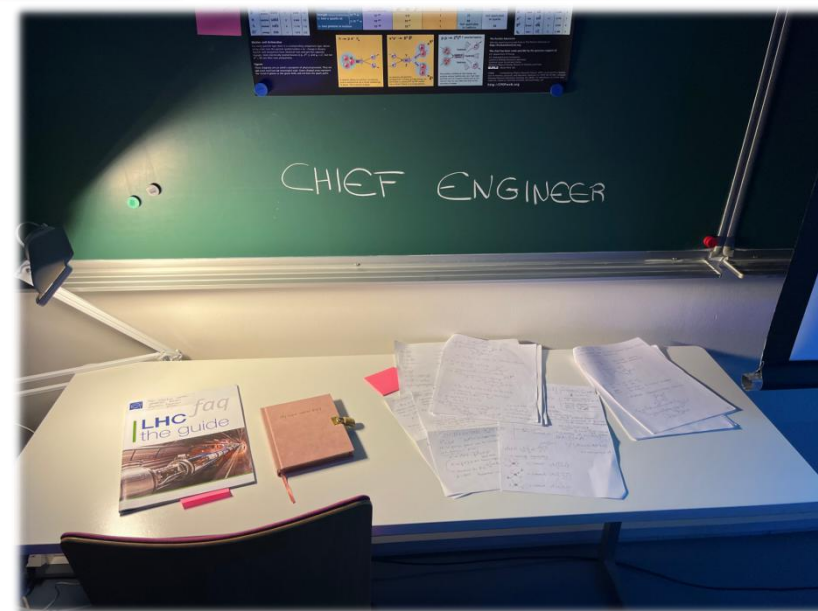
3.

1. Equation game
2. Wooden puzzle - beam back when finished
3. Crosswords
4. What is a proton?

Behind the Scenes



Behind the Scenes



Feedback and Outlook

- Generally well received: good educational impact, team work, fun!
- Looking forward to improve our version of the game and continue testing it
- If you are interested in knowing more or even setting up your own version of the game, don't hesitate to contact us at: anna.onnerstad@cern.ch
- We have a lot of material already prepared, sparing you the effort of starting from scratch
- Fun outreach project for organizers and participants!



Thank you for listening!

