

GAME MASTER HINTS

Phase D – Debrief and reflection

 Duration: 10–15 minutes

This phase can be facilitated as a seated discussion, a casual group conversation, or a stand-up reflection circle.

Purpose of the Debrief:

- To help participants reflect on what they experienced.
- To identify the skills they used
- To connect the learning to real-life situations (entrepreneurship, marketing, youth initiatives).
- To acknowledge their efforts and celebrate success.

Role of the game master

(stepping out of the CEO character):

- Begin by thanking the group and saying something like:
- “Escape rooms are fun – but they’re also powerful learning tools. Let’s take a moment to talk about what actually happened in there.”

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? Suggested discussion questions



Optional: Quick feedback form

This could be a simple three-question sheet, filled out individually (anonymously if preferred):

1. The most interesting part of the game was: _____
2. Today I learned that... _____
3. How would you use these skills in real life?

(You can also include emojis or a 1–5 star rating for fun.)



Optional final touch:

- Give each team a “Certificate of Escape” or fun sticker
- Take a team photo with a sign: “We Escaped by Leading with Values!”