



We Want YOU To Be Our Next Model

Trainer's guide

Learning outcomes

The main topic

Online exploitation and digital safety revolve around how digital platforms can manipulate, exploit, or deceive users through misleading contracts, unethical recruitment practices, security vulnerabilities, and peer pressure. Understanding these risks is crucial for fostering responsible digital citizenship, developing critical thinking in online contexts, and building skills to evaluate digital offers, platforms, and contracts.

Pedagogical objectives

- Participants will learn how to identify red flags in digital contracts and online recruitment offers.
- Participants will improve their critical thinking, problem-solving, and digital literacy.
- Participants will analyse the impacts of unethical online practices and their implications.
- Participants will explore real-life scenarios to foster ethical decision-making.
- Participants will develop cooperative strategies for working together under pressure.



Frame

Type

Digital ER with minimal physical material

Timeframe

1 hour (including briefing and debriefing)

Participants

Minimum: 3 participants

Maximum: 6 participants

Topics

Online exploitation, digital manipulation, data privacy, cybersecurity, ethical digital behaviour

Skills required

Game Master

- Ability to adapt explanations to group dynamics
- Facilitation of critical thinking and cooperative learning

Participant

- None



Game Master's role

In this escape game, you as the Game Master have a facilitating and supportive role. You supervise participants' progress, provide hints if necessary to ensure everyone has a fair chance, and maintain engagement and focus on the learning outcomes. You can act as an excited friend or an "insider with some amazing experience" who occasionally gives minimal help but mostly try to let participants navigate the challenges independently.

At the start, provide a short briefing and contextual explanation about the scenario of online exploitation and manipulative recruitment practices. Let participants read through the introduction in the Genially presentation and ensure they understand the mission. Encourage participants to note down clues and codes on paper to keep track of the different numbers and avoid confusion in the final phase.

After 40 minutes (or at the end), take time to debrief with participants, discussing what they learned, how they identified red flags, and any ethical or security insights they gained. Also, verify participants' reasoning for each number and decision to ensure genuine understanding rather than guesswork.



Inclusivity check

To ensure this escape game is inclusive and accessible for participants with learning disorders or disabilities, consider the following key elements:

- ✓ **Physical accessibility:** Ensure the venue is wheelchair accessible and that all the necessary items are reachable (not too high or far to access).
- ✓ **Visual and auditory support:** Ensure that the materials use large print, high contrast, or digital formats compatible with screen readers. If videos are involved, provide subtitles or interpretation.
- ✓ **Simple and clear instructions:** Use clear, concise language and visuals. Avoid complex wording to support participants with learning disorders.
- ✓ **Flexible participation:** Offer varied roles that cater to different strengths, allowing participants to choose tasks that suit their abilities and foster responsibility without becoming overwhelming.
- ✓ **Sensory considerations:** Avoid sensory triggers like loud noises or flashing lights. Provide a quiet space for participants needing breaks to refocus.
- ✓ **Support and adjustments:** Be ready to offer extra assistance, specific hints and guidance or tailored support based on individual needs.
- ✓ **Feedback loop:** Collect feedback from participants to continuously improve adaptability, accessibility and inclusivity.



Hints and solutions

Introduction

No hits here, let the participants read the offer in the presentation.

Phase B

Step B.1

Hints

- Check the contract text carefully. Which clauses protect you and which could harm you?
- Don't be distracted by flashy visuals – some clauses hide the real problems.
- Look at the symbols in the interactive PDF to find safe or unsafe clauses.

Solutions

- Participants select the safe clauses:
 - **+ Protect your data**
 - **- Secure payments**
 - **? Video rights**
- The symbols for each selected clause form the next code that unlocks the next phase: **+ - ?**



Step B.2

Hints

- Who has logged recently? When have they posted last? Based on that, are the followers' numbers real?

Solutions

- Participants identify 2 real profiles: **LUNA VIBES** and **QUEENY KATE**.
- They then have to add together the number of thousands of followers from both real accounts to unlock the next phase: **122**

Phase C

Step C.1

Hints

- Use the hint at the top and the information in the chat log to rebuild the correct password.
- Pay attention to the questions the agency representative asks and the answers they receive. Those could be important base on the hint.
- Pay attention to the numbers and colours mentioned in the chat.

Solutions

- Password hint: "year + colour (first 2 letters) + lucky #"
- Password formula: 2004 + "bl" + 7 → **2004bl7** or **2004BL7**.



Step C.2

Hints

- There are options to choose from when creating a new account, but the correct pathway has to be selected.
- Which are the safest options for creating a secure creator account?

Solutions

- Players must choose the one correct answer for each situation:
 - o Strong password: ✓ **"16+ characters, mix of symbols and cases"**
 - o 2FA (Two-Factor Authentication): ✓ **"App-based code plus password"**
 - o VPN: ✓ **"Reputable paid VPN with no logs"**
 - o Who can manage my professional online profile: ✓ **"Only me or an authorised career representative"**
 - o What internet connection to use: ✓ **"Secured private Wi-Fi or encrypted mobile hotspot"**
 - o Find the right key: ✓ **"Opens access step by step – only with clear terms and your approval"**
- Choosing the right answer unlocks the next screen. The final answer shows the key as the final part of the full code, which unlocks the last stage: **OF25**.

Phase D

Hints

- Based on what you have learned, how should you react to the agency offer?



- Think of all the codes you gathered. Can they work together?
- How about writing them down in chronological order?

Solutions

- Players must choose the correct ethical reaction to the offer: **Report the agency.**
- Once the decision is made, they are asked to put together all the codes and type them in: **+?1222004BL7OF25**
- This leads to the conclusion, key lesson and end of the game.



Brief and Debrief

Brief (before the game)

Briefing is very important before entering an escape room. It is the moment where you explain the rules and how it works for those who don't know the game.

It also allows you to set the context and universe of the game, introducing the beginning and explaining to the players their mission. In this case, participants have been recruited by a shady digital modelling agency and need to uncover the exploitation hidden in flashy offers and secure themselves. You should ensure participants understand the mission and rules and remind them of the time limit.

Debrief (after the game)

The debrief focuses on what participants learned:

- How to identify manipulative offers online.
- Why digital security is important (password hygiene, data privacy).
- How to navigate online interactions ethically and safely.
- What ethical and critical thinking skills were strengthened.

Don't forget to highlight the timeframe in case the participants don't pay much attention to the countdown which appears on the Genially and to potentially remind them of it, especially if it goes too low before they reach the last code.



Debriefing will also allow you to receive feedback on your scenario and see what needs improvement. It will also allow you to see what players learned and remembered from this game session and to ensure that they understood the reasoning behind the solutions they provided and didn't simply pick numbers at random. You should invite participants to share their thoughts, identify what was tricky, and discuss how these lessons apply to their digital lives.

A good practice is to take some notes from players' and your experience so that you can go back to this information later.



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