



Pixel Panic: The Lux Vision Countdown

Scenario Conception and Setup

Items' index

Phase A 1:

- A USB key with a unique folder containing the assets:
 - o The 7 video rushes
 - o The 4 logos
 - o The 4 audios
- A computer
- Many objects, out-of-topic to avoid confusion
- Printed assets (see annexes), in A3 paper sheets.

Phase A 2:

- Instructions printed on paper sheets and cut into vertical strips
- Cut other papersheets (printed with other things not related to the topic, ie: blog articles)

Phase B to E:

- A table where you settled the "mixing desk".
- Additional white paper sheets for the voiceover



Detailed conception

First, it is important to note that this escape game is very general in terms of editing skills and that the editing instructions are not specific. It requires for the trainers to adapt to their pedagogical objectives and adapt the instructions.

The USB key

Material needed

- USB key
- Documents from the annexes:
 - o The 7 video rushes
 - o The 4 audios
 - o The 4 logos

Tutorial

- Format a USB key,
- Create a folder on it called "Lux assets",
- Copy the assets in the folder,
- Write the code "047293" on the USB key with a marker.

Recommendation: Don't forget to test the USB key on the computer used during the game.



The assets sheets

Material needed

- Documents in annexes
- Printer (for A3 size is the best)
- Paper sheets (A3 size is the best)

Tutorial

- Print the documents mentioned in the annex: Annex - Assets

Recommendation: Print extra in case of problem during the ER.

The computer

Material needed

- Any computer

Tutorial

- Create a new session called: "Lux project"
- Put the password "047293"

Recommendation: Be sure that, if there is other sessions on the computer, there is a password to avoid the players accessing to it.



The mixing desk

Material needed

- A table
- Tape
- Post-it

Tutorial

- You can use blue tape to symbolise the mixing lines, following this template:



Mark the time reference on the timetable: use the ruler on the asset sheets as a reference.

Leave to place above and under in case the players have time for the optional tasks.



The installation of the room(s)

- A place to hide the USB key,
- A paper trash with the instructions (+ fake documents) slides in it,
- A desk with a drawer to put there the tape, scissors, pen...
- Many tables for:
 - o for the computer,
 - o for the "mixing desk",
 - o for the players to pictures the multiple assets paper sheets.

For the next game

Follow the instructions to reset the game for another group of youngsters.

Phase A

- Check if the assets are still in the USB key,
- Take off the USB key from the computer and hide it back,
- Lock the computer.

Phase B

- Untap the instructions and put them back in the paper trash with the other fake documents. **If needed**, replace the instructions / fake documents.



Phase C to E

- Clear the “mixing desk”,
- Throw away the assets sheets and prepare new ones,
- Put the pens, scissors, markers, tape... back in the drawer. Check if the tape is still full enough for the next game.



**Co-funded by
the European Union**

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project code: 2023-2-LT02-KA220-YOU-0001831156

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