

The Escapebox Ocean Eye is a project of  
the association ScienceCenter-Netzwerk  
and the company Mental Home.

# ESCAPEBOX Ocean Eye

**PLAYFULLY** discover global challenges | **INTERACTIVELY** acquire and  
share knowledge | solve tasks **TOGETHER** to find new ways forward

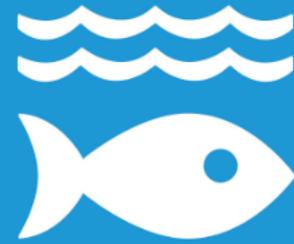
an innovative  
**educational format**

an experimental  
**journey of discovery**

teambuilding with a  
**sustainable mission**



14 **LEBEN UNTER  
WASSER**



## GAMIFICATION learning & sharing

Marine scientists warn: Not only is global warming threatening the world's oceans, but (micro)plastics are also leading to far-reaching changes in our marine ecosystems.

OCEAN EYE, an exciting escape game full of challenges, is dedicated to this mission. The focus is on the future and sustainable development of the blue planet! All players are committed to the 2030 Agenda and the 17 global Sustainable Development Goals (SDGs) of the United Nations.

## GAME plot

Can researcher Miriam Patrik still be saved? The marine biologist is to go to prison for a murder she did not commit. The burden of proof seems overwhelming.

Is Miriam guilty or innocent? Is this about an environmental scandal? Is there evidence, scientific facts? Where can we find clues? Will combining clues help to solve the case? Before we know it, we are in the middle of it, looking for the way out and the clock is ticking!



# ESCAPEBOX

## real world experience

Unlike virtual game worlds, OCEAN EYE is a walk-in space. Its elements – inserts, boxes, media, documents – can be discovered interactively and increasingly opened up in the course of the game. With each solution step, the Escapebox unfolds new perspectives and challenges from the portfolio of the natural sciences.

As in the laboratory, microscopy, physical experiments and chemical analyses lead to the right track. Well-known/classic escape puzzles can be solved with imagination and combinatorial skills. Those who share their knowledge with others get ahead faster.

## PILOT PROJECT

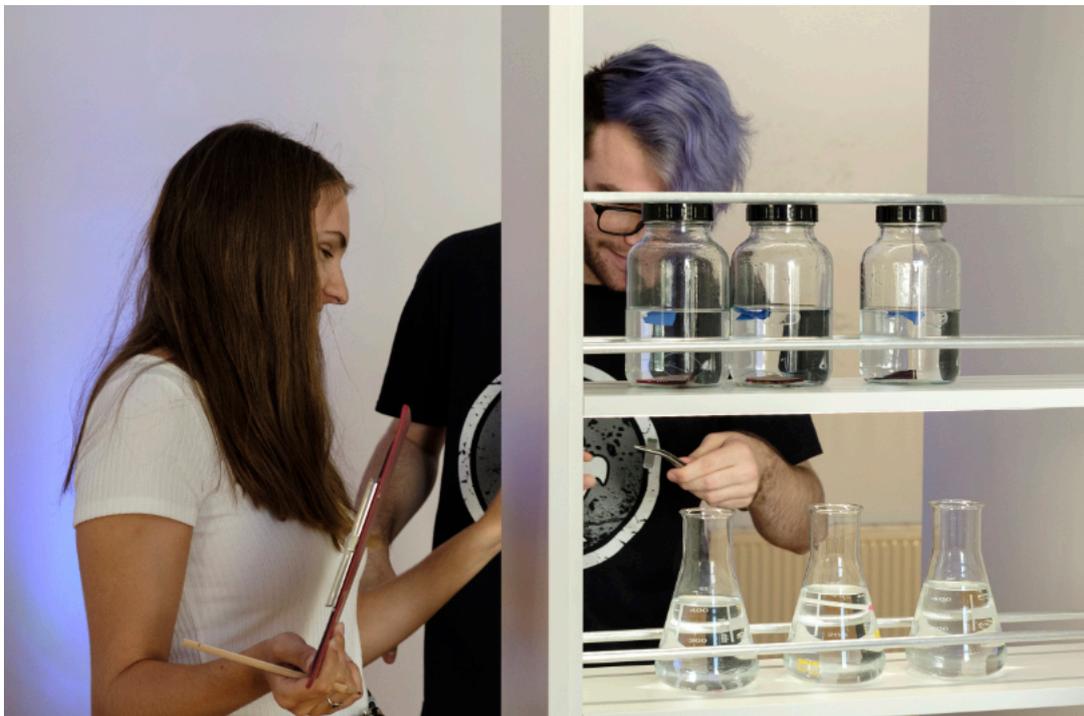
### model character

The Escapebox has a model character and is intended to initiate a series of further educational projects to solve global challenges. The innovative concept addresses young, game-savvy target groups. However, the games are played and learned in real-life scenarios in order to promote sensory experiences, authentic experiences and social interactions.

The Ocean Eye pilot project addresses marine pollution caused by microplastics. Follow-up projects on other focus topics of sustainable development are to be realized in cooperation with education, science and business.

# CHARACTERISTIC participants

Live group game for 3 to max. 6 players  
Teens from 15 years, families, adults  
Across educational levels





## OBJECTIVES outcome

- Raising awareness of global challenges
- Playful and exciting acquisition of knowledge
- Solution expertise and action skills
- Identification, empathy and motivation
- STEM competencies (mathematics, computer science, natural sciences, technology) as a solution to societal challenges

## ROADMAP experience Ocean Eye live

Since 2022, the mobile Escapebox has been on tour in Austria. Stops in Germany, Switzerland and other countries are being planned. Possible locations are museums, science centers, shopping malls, companies, communities, schools and libraries throughout Austria.

Ocean Eye is available in German and English. Other languages on request.





# ScienceCenter- Netzwerk e.V. Mental Home e.U.

## Contact

For locations:

Michael Schoeppl – ScienceCenter-Netzwerk e.V.  
schoeppl@science-center-net.at  
+43 676 897578-315

Hansjörg Mikesch – Mental Home e.U.,  
office@mentalhome.eu

This project was developed together with Planung&Vielfalt and technologykids e.V. and supported by AWS Impulse, the Straniak Foundation and the Vienna Business Agency.

Main sponsor Borealis AG.

Verein  
**ScienceCenter**  
NETZWERK

MENTAL  
HOME  
e.U.

TECHNOLOGY  
KIDS



# REQUIREMENTS for locations

## Price on request

- required area: approx. 35–40 m<sup>2</sup>; floor space of closed Escapebox approx. 4 m<sup>2</sup>; floor space completely open approx. 16 m<sup>2</sup>
- height of the Escapebox: 2.05 m; room height min. 2.50 m
- power: 230V; power consumption Escapebox during operation: 1.5kW/h
- washbasin nearby for reset
- additional table for screen/PC necessary
- Language(s): German, English. Other languages on demand,
- Setup: 0.5 days
- Dismantling: 0.5 days

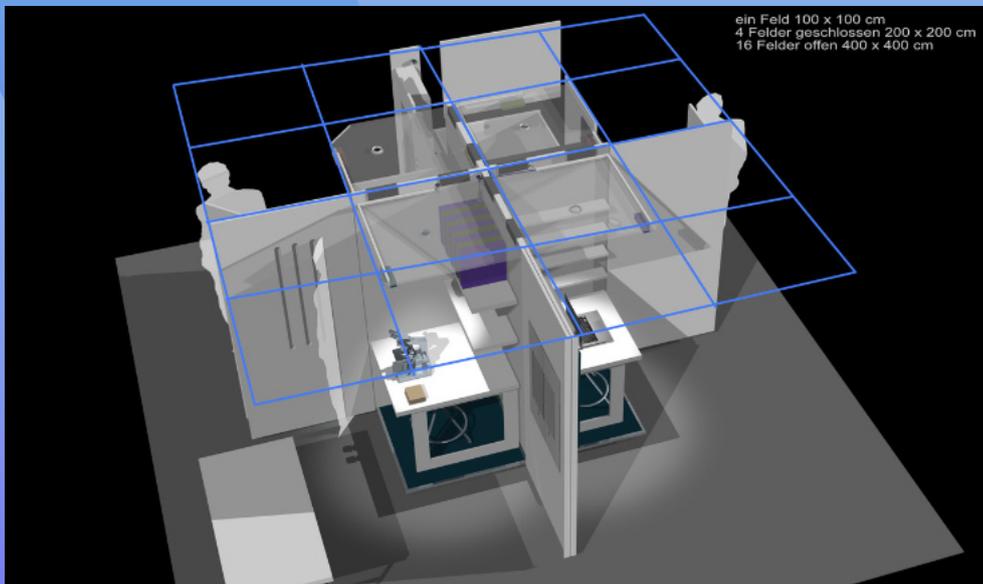
## box-dimensions

- closed: 1,80x1,83x2,05 m (width, depth, height)
- open: approx. 4,00x4,00x2,05 m

## box-components

- 4 parts each 0,90x0,90x1,95 m (width, depth, height)
- 1 metal frame, consisting of 2 parts
- 1 base plate 1,80x1,83x0,05 m
- Total weight approx. 800 kg

The metal frame is screwed together, the base plate is inserted and the four box parts are placed on the base plate and connected to the metal framework.



A large, solid blue diagonal shape that starts from the top right corner and extends towards the bottom right corner, creating a triangular area on the right side of the page.

**[www.escapebox.at](http://www.escapebox.at)**

© 2023 Verein ScienceCenter-Netzwerk & Mental Home e.U.