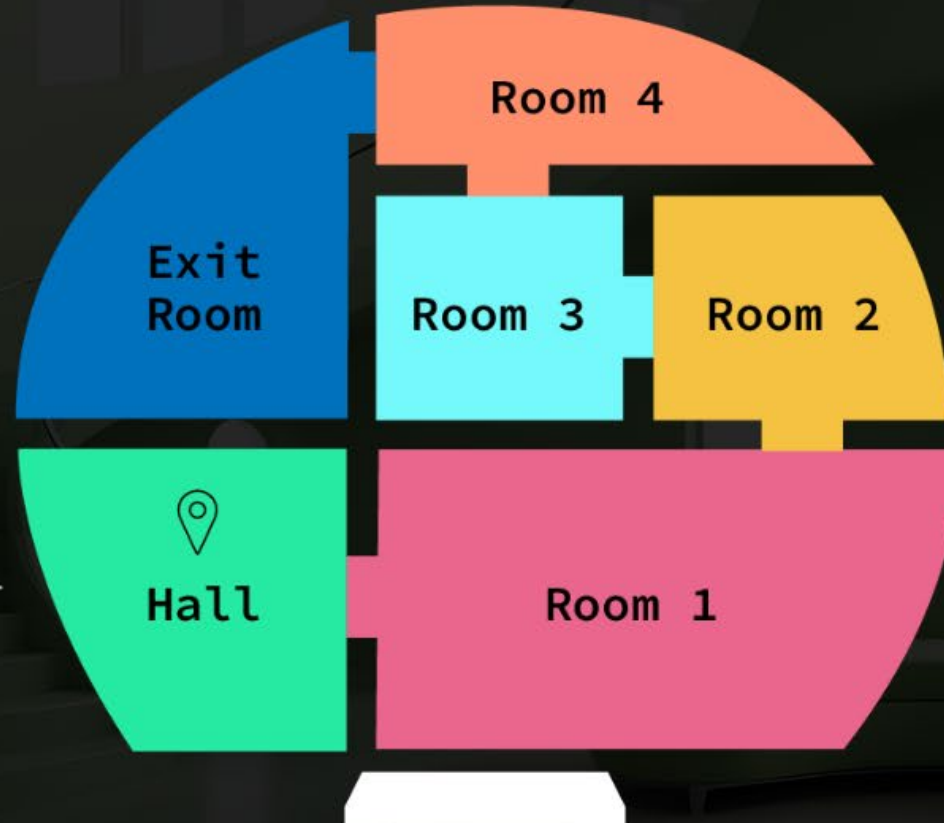


Hall | Welcome & instructions

**HOW TO  
PLAY?  
THEMES**



This is the plan  
of the house with  
the living rooms  
which you will  
have to pass  
through...



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## HOW TO PLAY?

### Goal

Have you ever heard of Escape Rooms?

Your goal is to escape the house with the certainty that you'll bring with you the necessary knowledge to understand the significance of algorithmic bias and its potential consequences, recognise biases in AI applications and have a sense of responsibility and awareness towards ethical considerations in AI and technology use.



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## HOW TO PLAY?

### Goal

You'll have to explore every room in the house and complete all the challenges to have the key that will give you access to the next room. The aim is to escape the house as quickly as possible and with the most points.

Don't' worry, there will be hints that will help you overcome the challenges.



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## HOW TO PLAY?

### Points and keys

There may be optional challenges and others that are compulsory. For every challenge successfully solved, the team earns points.

The faster the team solves the challenge, the more points they earn.

When you've solved all the compulsory challenges in a room, you get a key that unlocks the passage to the next room.





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## HOW TO PLAY? Challenges

Rooms 1 to 4 have the same structure:

1 opening message

2 compulsory challenges (each with 2 attempts)

2 optional challenges (with 1 attempt)

(if exhausted attempts without the right answer, don't earn points)

1 final message



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## HOW TO PLAY?

### Pay attention

As you progress to the next room,  
you can't go back to the previous one.

At the end of the game, you'll be able to revisit all the rooms,  
but the challenges are already "closed", so you won't be able  
to answer the optional challenges that you may not have done.

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All the rooms in the game will have these features.

