

Erasmus+

Blended Intensive Programme for students (3 ECTS)



VYTAUTAS
MAGNUS
UNIVERSITY

Professional Competence
Development Center

ESCAPE THE ORDINARY

Design Digital Escape Rooms with AI
Build immersive worlds. Break digital limits

Where and when?

- ✓ Vytautas Magnus university
- ✓ Kaunas, Lithuania
- ✓ Online: June 8, 2026
- ✓ Onsite: June 15-19, 2026
- ✓ Outdoor Space

About BIP

Escape the Ordinary – Designing Digital Escape Rooms with Genially is a Blended Intensive Program (BIP) organized by Vytautas Magnus University (VMU). This program invites students from various fields to explore the intersection of creativity, technology, storytelling, and gamification by designing their own interactive digital escape rooms. The BIP combines a virtual introductory module with a five-day physical mobility period in Kaunas, Lithuania. Throughout the program, participants will work in international teams, learn to use Genially and AI-powered tools, develop narratives and puzzles, and ultimately present a fully functioning digital escape room as their final project.

Features:

- International teams 
- Genially 
- AI tools 
- Gamification 
- Creative labs 

APPLY BY: APRIL 15, 2026



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Escape Room Themes

- **AI Gone Rogue:** a powerful AI system has slipped out of control, triggering unpredictable behaviour across the lab. Players must decode encrypted messages, solve logic-based challenges, and prevent a cascading digital meltdown before it's too late.
- **Time Travel Glitch:** a malfunctioning time machine has fractured the timeline. Participants travel across different historical, cultural, and technological eras, piecing together clues to restore order and repair the temporal disruption.
- **Digital Heist:** a valuable digital artifact has been stolen, and the culprit is hiding behind layers of cybermystery. Teams investigate suspects, decrypt codes, and follow a detective-style narrative that blends cybersecurity with puzzle-driven storytelling.
- **Lost in the Metaverse:** A group of users becomes trapped inside interconnected virtual worlds. To escape, players must navigate multiple VR-inspired environments, solving challenges tied to avatars, virtual objects, and shifting digital realities.

Why to join?

The BIP's Learning Outcomes:

- ✓ Design interactive digital escape rooms using Genially.
- ✓ Apply gamification principles to learning environments.
- ✓ Build coherent narratives, puzzles, and game logic.
- ✓ Collaborate effectively in international teams.
- ✓ Integrate AI tools into creative design workflows.
- ✓ Present and justify their digital creations to an audience.

- hands-on work in international teams, guided by lecturers and creative design tutors
- practical introduction to gamification, interactive storytelling, and digital learning design
- methodologies for creating narrative structures, puzzle logic, and user-centred game flow
- training in Genially and AI-based tools for building interactive digital experiences
- creative labs focused on prototyping, testing, and refining escape room elements
- opportunities to develop visual design, problem solving, and collaborative skills
- a supportive environment for experimenting with innovative digital formats
- a cultural programme that enhances intercultural learning and team cohesion

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