**Title:** Presential Escape Room or Online Escape Room as a didactical tool  
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**Abstract:**Gamification has been incorporated into classrooms as a tool to promote student learning, at different levels and subjects.

In this case, we have been incorporating gamification activities in the classroom for several years, being the escape room one of the most successful. So far, it has been observed that students who work in a classroom where gamification is carried out are more motivated. In our case, the students are not told the gamification that is going to take place or the day.

Our escape room, it is usually carried out at the end of the course, so that it includes practically all the material of the subject.

Students are told that an assessment test will take place. They think about an normal exam and when they find the escape room they are surprised.

To make the escape, groups of a maximum of 4 people are built and they must solve a series of tests related to the subject. Once finished, they should fill out a questionnaire. Students indicate that they would like exams like this, fun.

With the appearance of COVID-19, our face-to-face escape room was suppressed, but we know that it has a great impact on student motivation, because of that we decide to search a solution. A virtual escape room was created with the genially tool and posted on Moodle. With Zoom, we can create room for a group of students.

If we compare the results obtained, they are quite similar, the students are very happy with this type of exams. The only difference is that it is more complex to help students if there is a problem related to the creation of the escape room, since we cannot be in all the rooms at the same time, which is possible in person.

**Keywords:** Chemistry, Escape Room, Gamification, Virtual, Learning and Teaching