



# Breakout! A Creative Learning Approach

Ignite Fall 2017 | Ezell Center

Saturday, September 30, 2017 | 12:15pm

## Session resources:

About Breakout EDU - <https://www.breakoutedu.com/about>  
Breakout EDU website - <https://www.breakoutedu.com/digital/>  
An Ayers Institute Breakout - <http://tinyurl.com/ayersresourcesbreakout>  
Official Game Timer - [https://youtu.be/\\_lguXWr7vU8](https://youtu.be/_lguXWr7vU8)  
End of Game Signs - <https://www.breakoutedu.com/signs>  
Video tutorials for creating your own digital breakout - <https://sites.google.com/site/digitalbreakoutjb/how-to>

## References:

Duckworth, S. (2016, January 14). *10 Reasons to Play Breakout EDU* [Sketchnote about Breakout EDU].

Meyrink, C. (2016, August 22). Breakout EDU: Gamifying Professional Development. Retrieved September 11, 2017, from <http://teachingexperiment.com/2016/08/breakout-edu-2091/>

WELCOME. (n.d.). Retrieved September 11, 2017, from <https://www.breakoutedu.com/welcome/>

