



# Escape Room KLIMA: Energy, Awareness and Community



**Domain:**  
Climate Action  
and Environment



**Place:**  
San Fidel, Spain



**Duration:**  
Three sessions of 2h  
each



**Target audience:**  
Citizens, larger public

## Mission

Within the framework of the Prolight Project and the Basque Living Lab strategy for social innovation in sustainability, the Basque region is developing new ways to engage citizens in the energy transition. The aim is to raise awareness about renewable energy, collective energy management, and sustainable lifestyles by fostering participation, creativity, and collaboration within local communities.

In San Fidel, a pioneering local energy community, these efforts focus particularly on young citizens and families, empowering them to understand how their everyday choices impact the environment. Through education, experimentation, and play, the initiative seeks to make the principles of sustainability both accessible and emotionally meaningful for all generations.

## Engagement activities

The KLIMA Escape Room was designed as an interactive learning experience combining teamwork, problem-solving, and environmental education. Players worked in small groups to solve a series of seven sustainability-themed challenges.

Facilitated by Euskape's Game Masters with support from GAIA and local educators, the sessions offered a playful way to explore key sustainability principles while strengthening community bonds.

## Artistic activities

The Escape Room combined storytelling, the development of dedicated artifacts and of a dedicated soundtrack.

## IMPACT

Helping citizens to become  
active problem-solvers

Awareness raising on the collective  
responsibility of the energy transition

Encourage multigenerational learning



# WHAT HAPPENED?

The Escape Room was co-created between GAIA, the San Fidel Energy Community, the San Fidel Ikastola (teachers and families), Euskape, the artistic and game design partner and the Mondragon Unibertsitatea (local university).

The game was developed by Euskape and GAIA, and a first validation session took place with 12 students from Mondragon University, allowing to refine the narrative flow, game mechanics, and technical setup. Following this pilot, the first public session involved 30 students, and the second attracted 60 participants, including families and teachers.

Encouraged by these results, the team planned a larger family-focused event for November to consolidate intergenerational participation and community engagement. The iterative testing process ensured that the activity was not only educational but also emotionally resonant and technically sound.

## PARTICIPANTS ENGAGEMENT

The KLIMA Escape Room was structured as a series of seven interconnected challenges, each designed to help participants discover a key aspect of the energy transition through logic, cooperation, and play. The content was inspired by the activities of the 'TEK San Fidel' energy cooperative and the broader objectives of Agenda 2030, focusing on renewable energy generation, carbon footprint reduction, and responsible consumption.

Each challenge was built around a hands-on activity, requiring participants to manipulate physical objects such as locks, wooden boxes, coded messages, and color filters to reveal clues.

The entire session was guided by Euskape's Game Masters, who facilitated interactions and ensured that the educational messages remained clear and engaging. An AI-generated soundtrack was also designed to guide participants throughout the activity, marking progression and emotional tension as participants advanced through the game's stages.

After a first pilot session with students, two public sessions were organised at the San Fidel school. These sessions validated the educational and social relevance of the activity and provided feedback for improvement before a larger family-focused weekend event planned for November.



## Artistic activities

The artistic dimension was central to the immersive quality of the KLIMA Escape Room. The creative process combined storytelling, tangible artifacts, and generative sound design, blending artistic expression with educational purpose.

The narrative was co-created with the local energy community, ensuring authenticity and relevance to the context of San Fidel. Players progressed through a story of ecological restoration and energy transition, culminating in a collective reflection symbolised by the closing message: “The planet needed you, and you responded.”

Handcrafted materials (locks, wooden boxes, coloured filters, and secret messages) that encouraged tactile interaction reinforced this narrative. The aesthetic coherence reflected sustainability principles, with the use of recycled materials, natural tones, and environmentally friendly textures.

A distinctive artistic contribution was the creation of an AI-generated ambient soundtrack, composed specifically for the Escape Room. The music evolved dynamically as the game advanced, blending natural sounds, solar-inspired tones, and digital rhythms to create a multisensory experience. This innovative use of generative-AI deepened immersion and emotional engagement, reinforcing the sense of a “climate mission.”

Through the integration of storytelling, sounds and artifacts, the KLIMA Escape Room transformed environmental education into a meaningful collective experience, inviting participants not only to learn but to feel part of a larger ecological narrative.



## Impact of the interaction

The KLIMA Escape Room created a powerful and inclusive learning experience that transformed sustainability from an abstract concept into a shared, emotional, and participatory journey. By blending play, art, and science, the activity fostered deep engagement among students, teachers, and families, enabling them to understand the collective nature of the energy transition.

Participants were not passive recipients of information but active problem-solvers, collaborating to decode messages, unlock challenges, and reflect on their own actions and their consequences for the planet. The format encouraged intergenerational learning, where young participants brought creativity and curiosity, while parents and educators contributed knowledge and life experience. This dynamic reinforced sustainability as a community responsibility, rather than an individual obligation.

The final message: “The planet needed you, and you responded” invites participants to continue reflecting on their role in protecting the environment. Feedback from the pilot and first sessions highlighted strong engagement:

- Students reported increased curiosity and motivation to learn more about renewable energy.
- Teachers recognised the potential of the Escape Room as a new educational format, complementing traditional lessons with experiential learning.
- Families appreciated the opportunity to learn together in a relaxed and creative environment,

At a higher-level, the Escape Room has also initiated dialogue with local institutions (such as the Diputació de Girona) to replicate the model in other communities, scaling up the educational impact while adapting the format to different local realities.

Ultimately, the KLIMA experience demonstrates how creative, art-infused education can build emotional connection, collective awareness, and social cohesion, which are key ingredients for a successful and lasting energy transition.



To ensure the successful replication of its innovative approach, GAIA highlights five essential strategies:

- Combine educational, artistic, and technological approaches to make sustainability tangible.
- Engage local schools and cooperatives early in co-creation.
- Use portable and reusable materials to facilitate replication in other contexts.
- Include digital and AI-generated art forms (like soundtracks) to enhance immersion.
- Validate the format with university students before large-scale implementation.
- Maintain strong links with local administrations to ensure continuity beyond the project.



## Resources

The interaction was facilitated thanks to a huge involvement of GAIA and TEK San Fidel (approximately 200h). Euskape was paid 8,000€ for the development of the Escape Room, while the San Fidel School provided free facilities and logistical help from the teaching staff.



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